

EUROPA

6-8

April 75

EUROPA is a (continental) European zine, aimed at the military hobby field; it is especially interested in Conflict-Simulation-games (CoSim): Board Games, Fantasy/SF/WW, Diplomacy - but will inform also about related subjects occasionally (miniatures, collector's items, books, etc), and Adult games. A big part of the zine is reserved for discussions and other possibilities to get to know each other.

It is edited, messed-up, typed, produced, mailed (and partly paid) by Walter Luc Haas (Switzerland), all of which would be, of course, totally futile if not ~~for~~ a lot of E's readers would contribute more or less regularly and - foolishly enough - even subscribe to it also; contributors: cf contents table and mailing list!

SUBSCRIPTIONS: 1 issue = 1-3 numbers; 1 number = 32-40 pages; I hope (but can't promise) that one-number issues will be the normal in the future; sample copies are counted as first issue of an eventual subscription.

1 number = SFr 1.90 (1.30 + -.60 surface/sea-mail postage)(i.e. in other currencies ca: 23+10 $\frac{1}{2}$ =33 $\frac{1}{2}$ p, 52+24=76¢).

US-air:1 = SFr 3.10 (1.30 + 1.80)(ca 52+72=124¢); Australia-air: 1 = SFr 4.60 (1.30 + 3.30)(ca 52+132=184¢,US-¢)(ca Aust-\$ 1.43!)

Since, normally, no single issues will be available, and in order to make cash and air-mail subscriptions (which would be too expensive, if I would try to cover the costs) possible, the following subscription rates apply (air-mail-subscriptions therefore should only be used by people willing to contribute to E):

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MONEY: You may use the postal-money-order sytem (giro-account), or send cash (on your risk); bank-cheques only if made out in SFr, or send it to E's agents (informing me simultaneously that you did so).

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UK-Agent: Dave Watts, 32 Eastleigh Dr, Milford Haven, Dyfed SA73 2LY

UK, USA: You also may use the ISE-system (Edi Birsan, Dave Johnson).

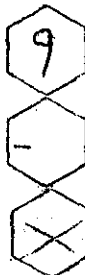
LETTERS: Walter Luc Haas, Postfach 229, CH-4018 Basel 18, Switzerland. Please, add IRC (Int Reply Coupon) for answer.- For visitors: home-address: Spiegelberg-Strasse 18; phone: 35 94 31.

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(T=Trade, ?=Money not yet arrived, X=last issue, please renew your subscription, C=Complimentary, S=Sample (part only))

You owe me the amount of numbers given here; if you don't want to renew the subscription - okay, just forget it...

A cross here means: thank you for your letter; I have no time to answer before mid-May; I hope you write again anyway:



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If you didn't get all of it now, then you will get it after the
 Con (Brussels 2-4 mai) - I fear I can not produce and mail
 all the 134 pages before I leave for Brussels - sorry.

Dear Friends,

sorry, sorry, sorry - I'll try hard not to do it again...

First, this issue reaches you later than I thought - by several reasons: you will remember, we moved - re-organization and replying mountains of letters (which anyway enjoyed me very much) did take much more time than I thought.

Then, I got an awful lot of contributions again - but of course, this one who wrote: ... "suspect you are living in front of the typewriter. By the way, I do think that I should cut down the size of my column as you really have an incredible amount of work to do on E" is only partly right: for heaven's sake - don't write less (I still could edit more!) - E needs ALL contributions and especially also the ones of those who made it to that what it is now. Please, don't leave the boat! (Cf also p 85). And imagine how much more I would have to do if I would be forced to write all what you are contributing myself...

I had to raise the subscription-fee; I hope you will understand: up to now I did loose too much on each single copy that I could afford it any longer (especially considering the 200+ circulation). In "Albion" 50 Don Turnbull wrote: "No matter how carefully the subscription rate, number of pages and frequency of publication are calculated, the financial gains are nil (...) The amateur has to set a price which he thinks the public will tolerate, and in so doing loses money." How right he is...

Even now, the mere production and mailing costs are still not totally covered, but at least so closely that I can afford it. It's more or less the "Albion" price now (which was 25p & postage): something like 23p + postage (which is 10½p - i.e. very high), and even less if you (re)subscribe for more than a dozen numbers (cf p 1).

Whether paper, stencils and ink (of which my machine seems to use more than usually necessary) are more expensive here than, say, in the UK, I hope not to be forced to change the price again before 1976.

Several of you - most of the very first subscribers to E - should renew their subscription these days: I hope they will.

Whether I am a teacher, I don't like to edit the contributions and opinions you send to me - should I have done so, in order to get a smaller issue? But - how exactly?

Anyway, finally I got 134 stencils with opinions and articles and information of which I thought it could/should/would interest you: and I could have filled even more pages, if I wouldn't have omitted some parts of E...

Typing these stencils I always was worried ^{about} what I should do with them afterwards... Should I publish three different 'regular' issues (ca 40 pages each - or even four with 32 pages only)? Should I publish one issue with 40 pages and another one with ca 100? Or, would you accept to get a triple-issue, getting so all the material NOW (and not in - perhaps much - later issues)? And, if I would have to split up the material I got - in which manner should I do it?

I made very different decisions in the last weeks what I would do (and sometimes it shows - you'll find the traces if you look for them carefully), but finally I decided to publish a triple-issue and to hope that nobody will blame me... Or, did I waste your money (you anyway get 134 pages instead of 3x32 = 96 pages)?

Another problem: what should I do now with those, who should only get issue 6 or 7, i.e. who didn't renew their subscription in time? Should I ask them to pay first - or should I send them the whole issue now? I still don't know how I shall solve this problem...

And, I am not sure whether now - after all - it will be possible to send you the issue as a whole. In a few days I shall leave Basel to visit Rian van Meeteren and to attend afterwards to the Con in Brussels: I'm not sure how many pages will be produced, assembled and put in the envelopes until then: but you will get a part of this issue at least now - and the rest as soon as I am back. Probably, I shall have to hurry in producing these pages - I hope it will not show too much...

Of course, all this is rather ennoying. Though nobody complaint about the last double-issue, I am sure that some didn't like to see their money smelting away so fast. And now this...

Huge issues like this and the last one have other drawbacks also. You will be disappointed when you will get more regular (32-40 pages) issues in the future, even if then they might follow each other faster than now: the next one may reach you in early June, perhaps.

Then, huge issues like this seem to use up the whole hobby-time of some of you - they don't even have time to read all of it, worse: they have no time to contribute to it also. (cf p 81).

We got a lot of new subscribers, and only a few seem to have left us (cf E 9 - when it may be different after all what I have done to you... we'll see).

E is going now into ca two dozen countries (in four continents), and not only the contributor's list, but especially also the subscriber's list look really like "Who is Who?" in wargaming. And this means: whatever you write in E, might get read by the VIPs of our hobby - and might influence the development of it. . . Therefore, E also could (and tries to) be a forum for them, where they can publically discuss with each other - on a neutral soil. And, finally, E also reaches directly a relatively high percentage of the European CoSim-players.

On the one hand, more subscribers make me happy and proud - especially if they contribute to E also. But, this also means more issues to produce, to assemble, to mail (of course)... Should I perhaps limit the number of subscribers by only accepting those who are willing to contribute also (maybe making some exceptions for newcoming European players who will not know enough yet to take part in discussions or to write reviews and articles)? One day, maybe, I shall reconsider this... What do you think about it?

Other problems: Do you agree with the first alinea of the imprint (page 1) - and what do you think about the future of Diplomacy in E (page 14)? And, what exactly makes you waste your money in order to get E? Which parts could you miss easily - and which ones not at all?

Game-publishers, finally, should get discussed from another point of view also:

We know what we owe them. But do they know what they owe us - and do they act accordingly? 'Us' - i.e. the players and the hobby zine publishers? As a zine publisher I sometimes feel they don't, but, I must admit, I'm not very sure yet whether I am right, or whether the given situation is not the best one possible.

 Some of you have asked me what I do get ^{from} them since I am giving them such a lot of free publicity. Actually, I got some free review games (though only from two companies - and additionally to some others for which I paid), I got my subscription of "The General" extended to an air-mail subscription, and I get "S&T" and "moves" by air-mail (though I'm not so sure about this anymore, since up to now I didn't get "moves" 19). Though I am appreciating all this very much, really, I'm not sure they ^{whether} shouldn't do more - not for E alone, but for all of the hobby-zines; not to enable the zine publishers to make money with their zines, but to enable them to lower their subscription fees/to lose less money/to enlarge their zines.

In fact, a hobby zine (like E) mostly doesn't reach much more than 200 readers directly - but: how many are reached indirectly, by PBM-correspondence, by reviewers/article writers of huger zines making their mind up and getting influenced by little zines also, etc?

We don't want to go begging for their help (even if this page may look alike), nor do I want to get any privileges for E only (since this is a much more principle question): but is it correct, is it fair that we, the zine publishers (and you the subscribers and contributors also) invest a lot of time, effort, money to help them to make their profits - and they even ^{act} as if they would do us a favour in only sending us their info, prospectus, etc (mostly after not having answered the first some letters they got)?

Of course, they know that we need their games, their info anyway, because our zines 'live' only, if we write about as much as we can get - but, is this fair?

Or, would we lose our neutrality by this? I don't think so - though, some remarks in some letters of several people might be a proof of the contrary, if they write that I shouldn't say/quote this or that, because they don't want to damage their being on friendly terms with company X or club Y... (I think it's better, people discuss about a company/club, even if they blame it, than to ignore it; and if companies/clubs would mind to get discussed in a hobby zine, this would be a proof also, that - in one way at least - they believe in our influence... cf above).

These only are some first thoughts - what is your opinion?

It's Tuesday, April 22 - a nice Spring afternoon, finally I can start to produce this issue. I fear, I am rather sure, you really all will only get a part of it before I'll be back from Brussels.

Don't expect prompt replies in the next future: coming back from Brussels I have to issue "Bumm" 4 (cf p 14) first, then I have to translate the rules (which I promised a long time ago), then I would like to play some of the new games I got in the last weeks, I should also go on with my PBM-games (if my partners still are interested in) and, of course, there are some other commitments also...

I was pleased to meet some of you here (Nicky Palmer, Steve Ehlers, Martin Janta-Polczynski), some others I'll see in Brussels: this is one of the most exciting things in our hobby, I feel: there is a possibilities to make new friends.

Incidentally, I am starting to collect photos of E-readers - I'd like to know how you look like, making you less anonymous to me.

Yours sincerely

John Lee Lee.

NB: No back issues of E 0-5 available in the moment; if I'll find some more, I let you know.

GAMES & PUZZLES (PO Box 4, London N6 4DF, UK) (52 pp, printed, illustrated) (1/30p, UK; 35p, Continent; 90¢, US; y/£3.60, £4.20, \$10.80 sea, \$20 air); some articles are: in 33 (Feb): Hare & Tortoise, Go-Problems, Chess Books, Backgammon openings, Karuta, etc.- 34 (Mar): Who invented Monopoly?; Rosette (hexagonal Go), Ringing the Bull (pub game), Forts (game), Espionage (game), etc - and regular features (puzzles, crosswords, competitions, chess/backgammon/cards/scrabble columns).

OWL AND WEASEL (Ian Livingstone, Games Workshop, 15 Bolingbroke Rd, London W 14, UK) (offset typed, reduced, 1/4A4, 8 pages) (1/10p, multiply with numbers of issues you will get; ad postage) 1 (Feb) introductory issue.- 2 (Mar) Formula One variant, zine reviews, Toy fair report, "Alexander" (AH) review, crossword, puzzles, help column.- If there is an April-issue, I didn't see it yet.- Not much up to now, but it might be worth to grow up with them. (April-issue: cf below!)(sorry!)

GAMES WORKSHOP (address as above): Ian wrote: "We also sell games across a market stall in London and make up ancient games in wood. We have also been getting involved in doing work for inventors and now are in a position to offer advice on and, indeed, take charge of the whole process of games production on a small scale, from designing/making up prototypes to printing and finishing. We are also planning a 'Games-Day' somewhere in London (probably Aug/Sep). All we need at the moment is a rough idea of how many people would be interested. It would be an 'all-games' event." (Enquiries are welcome, but a stamped, addressed envelope or Int Reply Coupon are essential for replies).

OWL AND WEASEL 3 (April) Roman Circus Chariot Race (review), King-maker (review), Chess (game report, commented), Baseball Strategy, Crossword, etc.

SAGSET (Ian Gibbs, Centre for Extension Studies, University of Technology, Loughborough, Leics, LE11 3TU, UK) (offset, typed, reduced, 1/4A4, 64 pages) (quarterly; 1/£1) V.1 (Jan-Mar): The Use of Games in a Learning Laboratory; Two Mathematical Games Devised by PGCE Students; Games and Simulations in Open University Courses; The Generation of a Game; Evaluation; Reconnaissance; Showing the Seeds of Simulation and Gaming among PGCE Students; Simulations and Games with 'Less Able' Pupils; The Power Station Game; Paradigms of Evaluation; etc (incl news, book reviews, etc); SAGSET is the Journal of the Society for Academic Gaming and Simulation in Education and Training. Most interesting if you are (like me) interested in some of the mentioned topics.

THE MONOPOLY BOOK (Maxine Brady; pub: David McKay, Inc; 1974; \$5.95); Cliff Sayre wrote: "Subtitled 'strategy and tactics of the world's most popular game', this book is an entertaining discussion of the game. About one-third of the book describes the origin of the game and the trials and tribulations of the inventor, Charles Darrow ((cf also G&P 34; and Sid Sackson's book "A gamut of Games")). About one-third of the book expands and explains the rules as written and differentiates the 'legal' rules from the variants which many of us use and which some believe are THE rules of the game. The final section of the book discusses various aspects of playing strategies which can be used to optimize chances for winning. The author has provided an amusing and informative treatment for anyone who has played, or still plays the game." ((Sounds interesting - private note: Cliff, could you send me a copy of it - either against payment or subs-renewal, okay?))

GAMES & PUZZLES (cf above for address etc): 35 (April): Moviemaker (family game), Solitaire, Aunt Sally Lives (Pub games), Hex-trap, Go - and the Japanese, Fugitive (pencil-and-paper game), etc 36 (Mai): Under the Stragey Tree (concept of clarity), Skat, Bun-go (new dartboard combinations), Freeze (reader's game), Sprouts (pencil-and-paper classic), etc.-

JUST GAMES (1 Lower James St, London W1R 3PN): interesting choice of games, including AH-games; ask for illustrated prospectus. "Ha-re & Tortois", "London Cabbie", "Election X" sound interesting and got good reviews so far (I hope to get them soon and will let you now - by unexplicable circumstances I didn't get these games yet, though they have been mailed in February...). Just Games also offers Go, Shogi, Mah-Jong, etc etc.

SAMURAI (publisher: F X Schmid, Munich), designed by our reader Hermann Friedl (cf mailing-list), is a simplified (therefore easy to learn) version of Sho-gi; the wooden piles got new symbols which are readable for Europeans; well written German rules with an example of a 21-turn-lasting sample game. (Available by "Boutique für Spieler", Postfach 500203, D-8 München 50, BRD; ask for detailed catalogue also: there are a big number of games not known in other countries).

(One of the most fascinating - easy to learn, but difficult, intriguing to play - is "Pagode").

TWWOG (The Wonderful World of Games, Dept 15; 314 Marshall Ave, Laurel, Maryland 20810, USA) - discount prices - offers several adult games also. The owner, Robert Williams, commented some for us (unfortunately in their master catalog they don't mention which games are adult-games and which ones children games):

EMPEROR OF CHINA (\$7.95, instead of 8.95): The game is like a cross between "Risk" and "Diplomacy". It can be played with 2-6 players. The basic object is to conquer China by moving your markers and taking land. The only luck involved is in deciding combat, but you are encouraged to use negotiation before combat and fight as little as possible. During play some areas become developed and worth more than others so that the force of advance is always changing.

OUTLAW TRAIL, BUSINESS GAME are two children games.

PURE GREED (\$6.95 instead of 8) A game of bidding and selling properties between players trying to obtain the most wealth. Can be played by two but much better with more. An enjoyable game but not entirely worth the price they charge.

((Of the games I own and which are also sold by TWWOG there are some which I may recommend - and hope to review more detailed later, when time and space allows; and I don't mind if one of you would describe/review them...: "Realm" (\$6½) innovative, challenging; "Newtown", simulating town-planing; skill, diplomacy and luck involved; one of the better or best family games (\$8½); "Hyperchess" and "Hypercheckers" (each \$5.35) too expensive for what you get; "Airport" (\$7.95) good family game, a lot of luck (die-roll) involved, "WFF 'N PROOF" (\$6.95) logic teach in form of games, from very simple to very complicated.))

COLLECT is a stamp collection game (Stanley Gibbons Pub Ltd, 391 Strand, London WC2 OLX, UK; US-price \$11, UK-price unknown). Cliff Sayre: "A nice family game for those with an interest in stamp collecting. A player wins by collecting a set of stamps (cards with pictures of stamps and descriptions) in one of several categories. Many of the stamps fall in two or more groupings, so that a certain amount of strategy is involved. Players have the option of

drawing a card or selecting an action described on a playing board. Money is used to purchase stamps and pay penalties. The first player to complete a collection wins. Components: cards, board and money are of excellent quality. Two can play, but three or more make for a better game. Game length varies from about 30 minutes to an hour. This is a pleasant game for a rainy day or Sunday afternoon."

PHILATELY (P G Dixon, 15 Daleham Mews, Hampstead, NW3 5DB, UK) is another Stamp Collecting Game: UK £4½; Europe and US: £4.40 & postage, which differs from country to country, if Mr Dixon is right, but ca £ 1.30 surface, £2½ US-air.

I only played it once solo up to now - I feel that a lot of luck is involved, but it can be exciting (as a family game) and fun, because there is no certain winner until the last throw. But, on the other side, you don't need a lot of skill also. You get excellent components: 170 'stamps' (printed with the correct colours on little card-board pieces) (40 different stamps of 40 countries), 4 album stockcards and slots to hold the collected stamps in a given order, a mapboard (AH-style) with 60 squares (where you acquire or lose stamps, moving through the squares according to your die-rolls), a set of cards similar to the Monopoly chance/cancel-lery cards, and a wad of money (which has not been included in the game I got), plus a dice, a plastic shaker, 4 tokens, a rules booklet (easy to understand, no gaps), an extra sheet with info about the stamps - a lot of things, really.

By throwing the dice you move round the board, gaining or losing stamps in following the instructions given on each square, and you may also gain or lose money; auction and trade rules, and rules allowing you to take or buy stamps out of the album of your neighbour add to the excitement.

One thing I would like to mention also: Mr Dixon does not only sell a philately game: he also put a set of different stamps on the parcel (it was only a pity that the UK-post office stamped them in an absolutely awful manner).

PARLIAMENT (cf E 4/5), the postal game for seven players, is available by Hartley Patterson, 7 Cambridge Rd, Beaconsfield, Bucks, HP9 1HW, UK, FREE OF CHARGE (rules; each player leads a political party in a Mid-European country, the game including elections, coalition Government etc).

GAMES CHRISTMAS BAZAAR 1913 (David & Charles Reprints 1974, UK, USA, and Canada) (£7½) - maybe you can get it cheaper by Dave Watts, 32 Eastleigh Dr, Milford Haven, Dyfed, SA73 2LY, UK, than if you buy it in your bookstore. It's a fascinating book, 470 pages, illustrated, showing probably most of the games available in 1913 (and an appendix also shows a part of the 1911 catalogue), and a lot of other items ((remember the August Stukenbrok 1912 catalogue which I recommended in a former E)). You even find an "exciting war game" advertised: "Battle", "played by 2 or 4 persons by pieces representing Generals, Cavalry, Guns, Infantry and Ammunition on a battlefield" and it says that this game "supercedes Chess, Draughts and Cards" - I wonder how it really was like... Then there is also an "Army War Game", miniatures obviously, "using a patent screen, behind which Artillery and Infantry manoeuvre for positions, with railways, bridges, houses, churches on canvas sheet". "Tiddledy-Winks at Sea": the scoring being taken from the different part of the Battleship-model on which the shots land. "The Navy Game" with correct Cardboard Models is advertised also (2 fleets, 32 ships, 2 cannons that fire, 2 forts, 2 lighthouses), "L'Attaque" (which is nothing else than "Strategos", I think), "Invasion of Europe", "Defence" (naval) - etc etc etc... Fascinating!

E 6-8, page 10.

Adult Games

DAVE WATTS not only sells his game-kits "Railway Rivals" and his wargames (cf later in this issue), he also sells several game-books (i.e. books on games, probably): some prices changed (new postal rates...), therefore I may repeat: (address of Dave: cf imprint, page 1: English-agent of E)

Sid Sackson, A Gamut of Games (£2.40 UK, £ 2.64 E, \$7.20 US), as all of you know by now a real MUST, describing 38 old and new games, most probably unknown to most of you; 224 pages, diagrams. Andrew Pennycook, The Indoor Games Book (£2.65, £2.92, \$8): card-, domino-, board-, dice-, pencil and paper -, match- and other games; 286 pages, diagrams; a huge amount of (short) game descriptions

R C Bell, Board & Table Games I (Games of many civilizations) (£0.70, £0.77, \$2.10), a re-edition of the 1960-Oxford-Press book, which is one of the standard-works; diagrams, photos, descriptions; revised edition; paperback; it certainly is another MUST; 210 pages.

R C Bell, Discovering old Boardgames (£0.45, £0.50, \$1.35) This little paperbooklet (80 pages) - 59 diagrams - is not only a shortened edition of the above mentioned book: partly the same games are described differently, and some games not given in the other book are added.

Eric Solomon, Games with Pencil and Paper (£1 UK, other prices not known), some known, some unknown games. Solomon (as well as Bell and Sid Sackson are well-known at least to G&P-readers); paperback, 80 pages, 16 games, 40 diagrams.

(Sent on customers risk; registration: & 35p; no bank cheques (or & 15p extra).

SCIENCE SYSTEMS, 173 Southampton Way, London SE5, UK, has three catalogues "WFF'N Proof Logic Games", "Games and Puzzles", "Computer Teaching Aids".

BIBLIAGORA, 1a Whitton Way, Hounslow, TW3 2LT, UK, will send you a catalogue of books on games of skill & chance (backgammon, Bridge, Chess, Gaming...) on request; the one I got has 16 pages.

1829 "is a game on the 19th Century railway company rivalry in England. It's the best non-wargame I've seen for some time" writes Hartley Patterson in 'War Bulletin' 60,3. "Players are not only competing in placing rail lines on the board so as to run the most profitable services but also dealing on the stock exchange for shares in the companies, the player having the most shares in a company making it's on board moves." Does somebody (Hartley?) know more about it - and where I could get it?

Dennis Guerrier/Joan Richards, State of Emergency (in German: Regieren Sie mal! Fischer-Taschenbuch) - the first game-novel. The reader decides upon the action of the story; you decide, what you would do, if - and then you go on reading on the page given by the decision you made; interesting, isn't it?

THOUGHTWAVE (Games Centre, 11 Tottenham Court Rd, London W1A 4XP) (£2.40 plus 50p p+p UK) is a Twixt/Imuri-like game, but after having read the review in G&P 36, I would say it easily could be the best of the three.

I and a big part of our readers are interested in adult-games; please, send me your opinions, reviews, ideas, discoveries: we also would like to play these games... Some French games will get reviewed by Michel Liesnard in E 9; but I am sure you also will know some games only a few of us have got up to now!

KINGMAKER (by Charles Vasey, UK)

"Kingmaker" is a professionally finished game by Philmar (UK). It is not really Dippy nor is it a CoSim game, it is just a ripping idea which provides a good basis for further developments into either of these fields.

Many games provide good rules but bad components, this game is the opposite: you get a nice glossy coloured map of England and Wales using a weird square (or polygon in some cases) grid. This grid is crossed by rivers some of which act as edges of squares, unfortunately you do not know which is which. A spot of common sense discussion needed here folks.

The noble's castles are represented by the shields of the families, very smart this. The counters are circular, coloured shields for each noble. No combat factors, for these you refer to the noble's card on which are his personal army (representing his estates) together with troops from any Earldom he holds, any mercenaries, or troops from any office he might hold (Marshal of England, e.g., has 100 men).

The map is fairly accurate, though Mowbray gets Wressle Castle and I understand it was Neville or Percy property. Steve Clifford of Leeds University informed me his ancestors held Appleby Castle not Lord Greystoke...

Play is moderated by chance cards with Rebellion, Invasions, etc. All of which may cause one of the nobles in your fraction to desert the army and head for his threatened estate.

The rules are not really rules but guide-lines for play. Parliament are only sketched in. I have gathered a few amendments, together with a full Parliamentary rule which reflects the size of the various Lords' estates. These are available for 10p plus an SAE (or IRC) from "Sword & Lance" magazine (38 Conniscliffe Rd, Darlington, Co Durham, UK); overseas readers interested should send two IRCs (International Reply Coupons) instead of the 10p to avoid currency trouble.-

You require a large number of coloured counters to indicate your castles and towns, it is a bad omission from the game equipment - I use Waddington's "Risk" counters ((wlh: so did I - it's one of the best possible uses of these cubes)).

The game can be very long as you have up to eight Royal Heirs to kill and this takes a lot of time and luck. The points system given for unfinished games is useful but misses the point of rebellions: you must have the King or in the long run you will lose all your holdings in castles.

Play tends to be fractured by the chance cards and these make things a little tedious at times. Some offices provide rather a lot of troops, the Constable of the Tower has 200 men within two hexes of London, which renders him practically invulnerable.

Possibly the game is best played together with table-top armies to add a touch of splendour, or perhaps a giant PBM game with one noble per player.

As history the game is probably suspect, no outlawing is allowed, no stripping of offices, no excommunication for that matter. Ireland is not represented, nor is the power of the Yorkists (except in my Parliament rules). Several powerful families are missing (Tudor-Hungerford, Lovel, De Vere). Diplomacy is limited by the lack of Patronage except in the form of mercenaries, or castles. If one could swop estates it would be different, but such an idea would require almost complete redesigning.

"Kingmaker" is gut fun, as it stands it should result in many interesting variants.

S. R. HALL (UK, Philmar Ltd): "I hope that in the years to come this game will be another "Diplomacy".

ALAN S WATSON (UK): "'Kingmaker' looks like making the big time. The initial rules appear to be a little confused, but this I am assured was due to the designer's notes being used instead of properly formulated ones." ((wh: at least that's the way they look like...)).

TOM OLESON (USA): "Richard Berg summed up this great new English game (at which he has four straight wins!) by noting that he never heard so much laughter around the gaming table. Not really a war-game, but more of a Diplomacy-style parlor game, still "Kingmaker" demands enough skill, and has enough realism and historical flavor, to appeal strongly to most wargamers.

It covers the period in English history known as the War of the Roses, and is suitable for as many as 23 players, with 5 or 6 probably ideal.

Perhaps the only flaws of the game are potentially great length (it could run 3 to 12 hours), and some vague points in the rules. At the risk of drawing a lot of return fire, I would say that "Kingmaker" makes Diplomacy obsolete (but for the fact that it should be very hard to pbm), and will sweep the wargaming world just like the plague that is such a recurrent feature in the game. If you want to laugh, have a good time, but at the same time enjoy a demanding contest, look no further."

(("Kingmaker" is available for £ 3.69 & postage; ask Philmar Ltd, 47-53 Dace Rd, London E3 2NG, UK)).

(They also published "Confrontation", £ 2.84, which is interesting - cf "Games & Puzzles" 32,4 sqq - and "Strategy", £ 2.84, which is disappointing - cf E 3,28; they also sell "Diplomacy", £ 3.33).

QUOTATIONS: KINGMAKER

Don Turnbull (in "Albion" 50,36 sq): "For starters, thus must surely be one of the best-presented games ever made (...) When the game is in play, it presents a most attractive visual spectacle, and I must give full marks to Philmar in this department (...) The rules themselves are not all that clear, and it takes quite a time to get a grip of what the designer was after. Even now, after a number of games and many interpretations, some areas are still not clear (...) However the game swings along well enough once you have got the hang of what is meant to happen (...) I suggest the right number (of players) lies between three and six, with four perhaps the best mixture.- There is a fair amount of chance in the game (...) I think, the chance elements actually add spice to the game. After all, those were the days of plagues, of unforeseen and uncontrollable events, of troops changing sides in battle or sloping off home. I don't accept that the chance element spoil the skill of the game, since this game shouldn't be all-skill anyway. And frankly the unpredictable events add considerably to the entertainment - this is meant to be an entertaining game for the whole family, yet it appeals to the most die-hard wargamer (...) I recommend this game highly (...) you won't regret it (...) This is an excellent game. Anyone care to try a six-man postal game in "Courier"?

John Poole (in "Owl & Weasel" 3, 3) complains about the ambiguous and simplified rules. Ian Livingstone adds: "Whilst we must congratulate Philmar for at least putting onto the market a potentially demanding and enjoyable wargame, MADE IN ENGLAND, you'd have thought they would have learnt a little from our American friends AH, SPI etc. in play-testing and rule clarity. Ah well, never mind, a manufacturing step in the right direction by a British company at least."

THIS ISSUE will only contain a very small Diplomacy-part; the next issue - which might follow very soon, but I can't promise it yet - will have a larger Dippy-part, containing especially reviews of all the Dippy-zines which I shall get up to then. In this or in the next issue you will also find the first two variants: Lew Pulsiphers "Middle Earth VII" and Martin Janta-Polczynski's new variant, the "Persian Variant" - the maps (offset) are already printed.

In this issue you will get only a very few information-pieces, mostly concerning continental Europe; but I would like to get a lot of Dippy-articles (and if possible very soon) from all those among you, who are interested in Dippy (only/also).

WVB (World-Variant-Bank) does not work yet; the NAVB's variant are still on their way to Europe - but they should arrive very soon now. A first list of available variants will be given in the next issue of E.

DIPPY-MARRIAGE: Doug Beyerlein will marry Marie Cockrell (cf "Diplomacy World" I,6 and I,1 about their Diplomatic love story) on April 26 in Chicago - if she didn't stab him. It's said that Doug will never allow her to play Diplomacy again - being afraid she could meet another Tallyrand... Anyway: our best wishes!

CONGRATULATIONS also to Carol and Walt Buchanan: their second son, John Douglas (named after John McCallum and Doug Beyerlein...) was born on 3 March; "Carol and baby are doing fine. DW II,1 will be delayed a month though!" as Walt wrote - never mind, with two sons now we may be assured now that at least one will take over DW later and enjoy the next generation of Dippy-players as well. And, in a few years, I am rather sure, the 4 Buchanans and the 2-3 Beyerleins will play a family-Dippy-variant...

IDA-DIPLOMACY HANDBOOK 1974 (mimeo, A4, 78 pages) (not any more available by Peter Swanson, but probably still by: John Boyer, 117 Garland Dr, Carlisle, PA 17013, USA: \$3, IDA-members \$2, I assume plus postage); some articles: Objectives other than winning in Diplomacy (Calhamer), IDA, sweet as apple CIDA (Walker), Postal Dipl in Britain (Walkerdine), So, you want to publish? (Boyer), The making of a game record - skill and cunning - but also a lot of luck (Lakofka), The Press Release (Penelope Naughton Dickens), The alternative world approach (Walker), A statistical analysis of recent Diplomacy games (Verheiden), Trends in wins (Lakofka), Designing Diplomacy variants (Pulsipher), How to play the Youngstown variant (Walker), Witch World II (Pulsipher), The French-German alliance: a new fad? (Birsan); The Black Sea in depth (Hubbard), A fight to the Finnish (Hubbard), The Diplomacy of Stalemate (Verheiden), Rebuttal to the Illyrian Opening (Birsan), The Bulgarian Gambit (Beyerlein), Average Aces Game (1972CR) (Buchanan) Game analysis of 1972CR (Beyerlein).

CONTINENTAL DIPPY-ZINES: A new bibliographical zine started: Bibliographie complète des Fan-zines Belges de Diplomatie et de Stratégie (1.2.1971-15.8.1972) - as issue 1 of a zine which probably will get a shorter name soon - by Michel Liesnard, Ave A Milcamps 221, B-1040 Brussels, Belgium.- Miller Time is the new zine from Michel Feron (Grand-Place 7, B-4280 Hannut, Belgium); Michel is the Miller Numbers Custodian of Europe; issue 1 enlisted the variants, giving their MN, and contained also an article explaining why there are 13 different Youngstown-variants (4p & postage).- Michel Feron also publishes Moeshoeshoe (issues in French and in English), carrying some games (only).- I have heard that he also

 intends to re-publish variants, but more about this later.- The Polar Knight (Ake Jonsson, Box 176, S-981 01 Kiruna 1, Sweden)(mimeo, 2 pages, costs postage only: 7p, 17¢, FF -.70): two regular games started (players: Janta, Charlton, Kelly, Moran, Pimley, Brunt, Richard Scott; Palmer, Jarraud, Prévot, Plater, Kelly, Vanden Borre, Brunt).- No news from Il Corriere Diplomatico (Enrico Manfredi, Via Vecchia di Barbaricina 20/B, I-56100 Pisa, Italy), but I hope that this zine still exists (it is in Italian, by the way).- Vortigern is the French written zine of Roland Prévot (14 avenue Théophile Gautier, F-75016 Paris, France)(mimeo, 4-8 pages), contains some news, three regular games (if I counted correctly), one article or, like in issue 12, a variant (Interstellar IV, a clarification/simplification of Lew Pulsifers Interstellar III); 10 issues for 10 FF (French Francs)(Players: Feron, Plater, Jarraud, Le Borgne, Bucaille; Duthel, Lintner, Plater, Lhermitte, Sharp, Wheeler; Plater, Feron).- And, finally, there is Bumm (address as per imprint of E)(mimeo, 14 pages normally, 6-16 pp in other cases)(10 issues = SFr/DM 10.-, postage included). It is in German, but might contain a small English part in the future also. Three games started (Broschart, Jaworski, Dingel, Friedl, Müller, Memleb, Heger; von Staden, Broschart, Kammler, Ridder, Memleb, Müller, Ernestus; Janta-P., Ridder, Dörr, Schmitt, Haus, Jarraud, Dingel); there is an opening for another German speaking regular Dippy (up to now: Ridder, Ernestus, Haus), and an English speaking regular Dippy (up to now: von Staden, Prévot, Pimley, Jarraud, Lhermitte). B 1 was an introductory issue (most of the players are newcomers), B 2 tried to speak about all the facets of postal Dippy (12 pages), B 3 (11+3 pages) had a letter column, news, a short article by Michel Feron, comments on the first turns of the new players (statistical) and a political-satirical-humouristic (?) appendix of 3 pages: The "Sonthofener-Sonnenalp-Kurier", giving some ideas about Press Releases (in examples) and so on.

UK-Dippy-zines will get discussed and reviewed in the next issue.

THE FUTURE OF "DIPLOMACY" IN E

There is a problem which I don't want to solve alone; let me know, what you think about.

- 1) E is mainly interested in CoSim-boardgames, and most of its subscribers seem to be CoSim-players.
- 2) I nevertheless think that such a zine should cover all or most of the facets of wargaming (Diplomacy, Fantasy, boardgames, and a little bit of miniatures also).
- 3) Even the new subscription-fee only covers issues with 32-40 pages; an additional sheet would cost SFr -.30/5p extra for postal fees only, i.e. more than SFr 50.-/£8½ per issue, not included the extra amount for air-mailed issues...
- 4) It seems - that may change, of course - that E could easily be filled with CoSim-boardgames material only. But should it?
- 5) I have heard of several boardgame-players that they intend now, because of E, to play Dippy also - and vice versa.
- 6) Should I now omit Dippy at all; should I restrict Dippy to a few pages only (containing what exactly - zine reviews, zine profiles, articles, variants, news, discussions?); should I issue E all 4-5 weeks (alternatively changing: one issue with more Dippy/Fantasy/Adult contributions and less CoSim-board, the next one with more CoSim-boardgames contribution and less of the other material), which would enable me to give you the news when they are really new; should I try to start a separate Dippy-zine (E-Dippy: 20 pages) - and repeat in E only the most important news? Or what??

US/Canadian BranchNorth American VB:

Dan Gallagher
6425 King Louis Dr
Alexandria
Va 22312, USA

W O R L DV A R I A N TB A N K S

Apr 1975

European BranchContinental European VB

Walter Luc Haas
Postfach 229
CH-4018 Basel 18
Switzerland, Europe

P E R S I A N V A R I A N T I

(MN:)

by Martin Janta-Polczynski (Belgium)

1.0 The Rules

- 1.1 All rules of regular Diplomacy will be followed, except as noted below.
- 1.2 Russia and Germany have 4 supply centers, all others 3.
- 1.3 After negotiations and before starting the Spring 1901 campaign, each nation can set up one army or one fleet (on a given coast) in supply centers.
- 1.4 Optional: New builds can be made in any free province of the building land. Free means empty (= no unit in it), and, if this province has a supply-center, not in the hands of a foreign power.
- 1.5 Fleets: Many fleets, but only the ones of the same player, may
- b. occupy the same body of water. Nevertheless, they can move from one sea to another sea only one by one.
 - c. They can be attacked separately, but may support each other.
 - d. (Such fleets are noted as F1, F2, F3, etc).
 - e. If a nation attacks one of, say, three fleets in a given sea, the defender chooses if F1, F2 or F3 is attacked.
 - f. If a fleet has to retreat from a sea, it can only retreat to another sea, or is eliminated.
- 1.6 Canals: A fleet may move directly,
- a. through Kiel (Kiel Canal) from Baltic Sea to North Sea or v.v.
 - b. through Constantinople (Sea of Marmara) from Black Sea to East Mediterranean or vice versa,
 - c. provided Kiel or Constantinople are - in the same turn - either:
 - ca) empty (no unit in Kiel or Constantinople), or
 - cb) occupied by a unit of the own nation, or
 - cc) occupied by a unit of another player who mentions explicitly (in his order) that he gives way to the mover's fleet.
- 1.7 Hierarchy: All supports are equal, if valid (i.e. if the supporting unit is not attacked by a unit other than the one against which it is supporting).
- b. But moves are not equal. The stronger is of course the one with more (valid) supports; but if the number of supports is equal, the following rules apply:
 - c. strongest is an army coming from sea (i.e. a convoyed army);
 - d. equally strong are an army coming from land and a fleet coming from sea;
 - e. weakest is a fleet coming from land.
- 1.8 Units may move from Denmark to Sweden, and from Spain to Algiers (and v.v.), fleets from the Atlantic to the Western Mediterranean, and from the Norwegian Sea to the Baltic Sea (or v.v.): that's what the arrows on the map mean!

2.0 Comments

- 2.1 Aims: to differentiate more the role of army and fleets, and to favor those who can astutely combine their strength (convoy movement are given highest priority). Fleets allow far-away conquests, but armies should be used to maintain them.

- 2.2 Further, to accelerate the game, to multiply the possibilities. Bigger seas allow for more geographical mobility (which is realistic). The Ural makes it possible for England and Turkey to engage against each other on Russian soil (which is not realistic, but just wishful considering that it's coming from a Pole).
- 2.3 Mobility and surprise are encouraged vs front-building, and typical stalemates (Piedmont, Sevastopol) have been eliminated.
- 2.4 Russia and Germany have got one supply center more than the other nations to match their historical aggressivity... Seriously: in regular Diplomacy Germany is a transit-land, a weakling.
- 2.5 Rule 1.4 accelerates the game and allows you a greater choice of which sort of units and on what front you want to build.
- 2.6 Rule 1.7 is the most important rule of this variant, and in the testing state the game was played as "Hierarchy"-game.

3.0 Notes

- 3.1 Persian variant: First published in "Europa" (April 1975), German translation in "Bumm".
- 3.2 Designer's address: Martin Janta-Polczynski, Avenue Montana 32, B-1180 Brussels, Belgium (as per April 1975).
- 3.3 Reprint permission: by the Designer and by one of the WVBs.

M I D D L E E A R T H D I P L O M A C Y VII (MN)

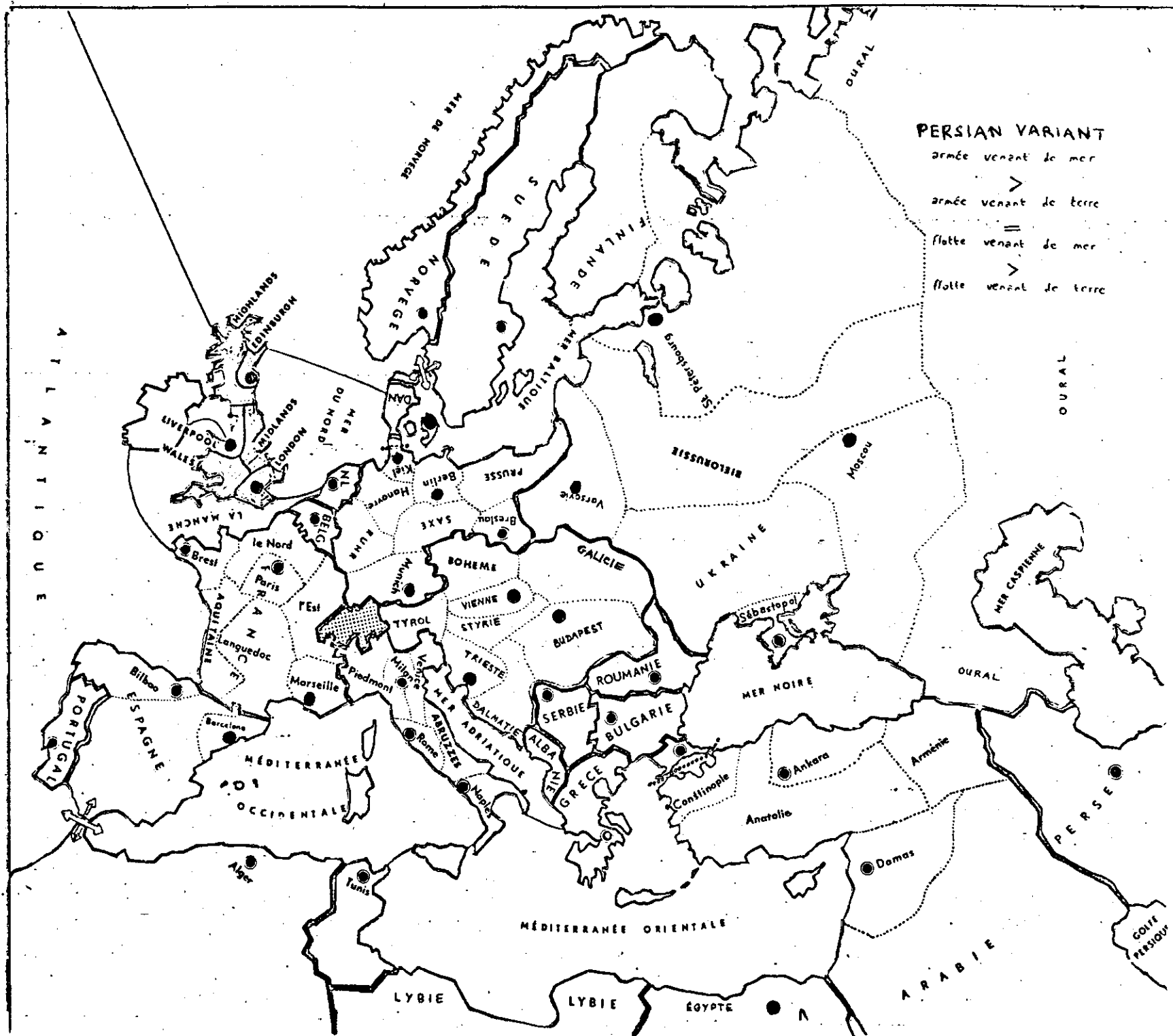
by Lewis Pulsipher (USA)

1.0 The Rules

- 1.1 All 1971 rules of Diplomacy apply, with the following exceptions:
- 1.2 A fleet in a coastal space may be converted to an army in spring or fall unless it is attacked in that season; it may not move or support in that season. The order is "F Lefnui convert to A Lefnui" or "F Lefnui ** A Lefnui".
- 1.3 An army in a coastal space may be converted to a fleet in spring or fall unless it is attacked in that season; it may not move or support in that season (order: cf 1.2).
- 1.4 There are 23 supply centers. A player wins when he has 13 units.
- 1.5 A supply centre is captured by occupation in any season, not just in fall.
- 1.6 Players are Men of GONDOR, the Foul Folk of MORDOR, the Men a. and Hobbits of ARTHEDAIN, the Dwarves, Men, and Elves of RHOVATION, and the Foul Folk of ANGMAR.
 - b. Each player begins with an army in each of his 3 home centers.
- 1.7 The game begins in Third Age 1901

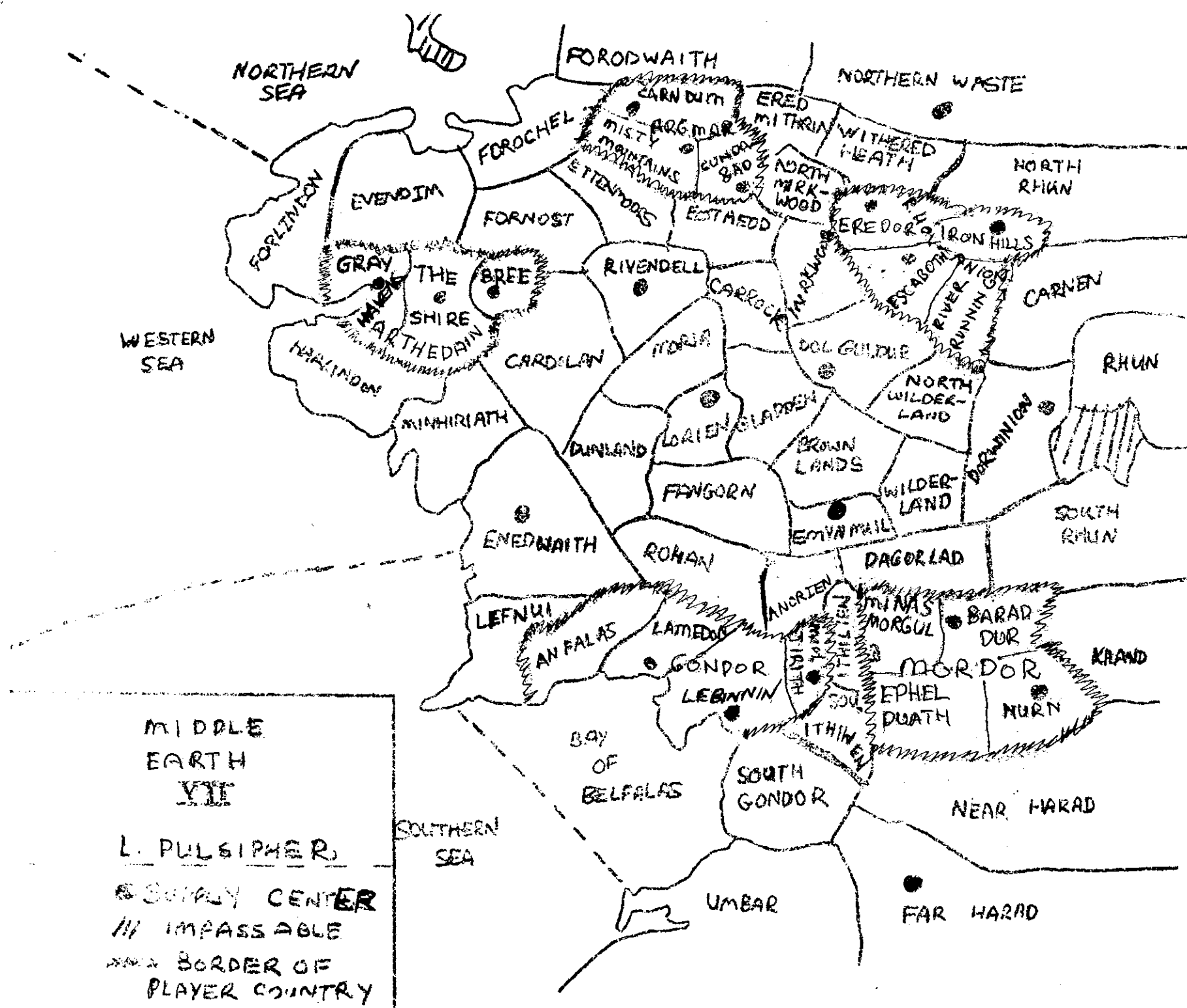
2.0 Comments

- 2.1 This game is not really meant to depict any situation in Middle Earth, but is closest to the situation in the 20th century of the Third Age.
- 2.2 I wanted to experiment with a circular configuration (the 'ideal') for 5 players, in a 'historical situation'. Since I'd just received "An Atlas of Fantasy" with a good Middle Earth map of useable size, and since ME is a popular subject, I chose this setting.
- 2.3 The game was designed for rapid development, face-to-face rather than postal play uppermost in my mind. The low ratio of units to players contributes to the brevity of the game.
- 2.4 The rapid development means that one poor player can screw up the game more than in standard Diplomacy, and a stabbing player has more opportunities in the early going because players must take more chances in order to come out of the opening with a



PERSIAN VARIANT

- armée venant de mer
- armée venant de terre
- flotte venant de mer
- flotte venant de terre



good, solid position.

2.5 Naturally, negotiations are limited because there are so few players.

2.6 Note that there are virtually no stalemate lines. This is a result of a large space :unit ratio, as well as to the lack of sea spaces.

3.0 Notes

3.1 Middle Earth Diplomacy VII was designed in April, 1974, first printed in the IDA novice zine December 1974.

3.2 Designer's address: Lewis Pulsipher, Box 1021 Grad Center, Durham, NC 27706, USA; and: 423 N Main St, Bellevue, Michigan 49021, USA.

3.3 Reprint permission: by the Designer and by one of the WVBs.

3.4 Rules 1.0-1.7 and comment 2.1 are quoted from "The Cepheids" No 1, p 12; comments 2.2-3.1 have been given in a letter of Lew Pulsipher (Feb 4, 1975).

A N A R C H Y V

(MN:)

by Lewis Pulsipher

1.0 The Rules

1.1 The rules and the map of Diplomacy are used with the following exceptions:

1.2 Each player chooses his own three home supply centers (or however many the players decide to begin with).

1.3 Each player simultaneously picks one centre; in case of conflicting choices, involved players simultaneously choose ANOTHER center, until all have obtained one center.

1.4 This process is repeated until the correct number of centers has been selected.

1.5 The game begins with Winter 1900 builds.

A N A R C H Y VI

(MN:)

by Lewis Pulsipher

1.0 The Rules

1.1 The rules and the map of Diplomacy are used with the following exceptions:

1.2 Players each simultaneously choose one center to begin. The game begins with Winter 1900 builds.

1.3 If two player choose adjacent centers, then all players have the option of choosing again until there are no adjacent starting centers, or until those who are still adjacent are content.

1.4 The first game year has only one move season, Fall 1901.

1.5 A player may build in any of his open centers (of course, he has only one in 1900), until he has five during a Winter move. He must then immediately designate three of those five as his home supply centers. This choice may not be altered.

2.0 Comments

2.1 Anarchy V and Anarchy VI are simple variants and need no extra map.

3.0 Notes

3.1 Anarchy V and Anarchy VI have been published in "Blood and Iron" 21 (June 73).

3.2 Cf above

3.3 Cf above

3.4 Since I used these two variants in order to fill this space, I couldn't ask Lew for comments, notes, changes, supplements. This shouldn't happen again; eventual comments follow.

HOW TO SET UP YOUR DUNGEONS & DRAGONS CAMPAIGN - AND BE STUCK REFEE-
 REERING IT SEVEN DAYS PER WEEK UNTIL THE WEE HOURS OF THE MORNING!

Part II of a Series by Gary Gygax (USA)

Let us assume that you have shelled out the requisits number of dollars to purchase all of the materials necessary for a D&D campaign - rules, dice, reams of various kinds of paper, pencils, and so forth. Several persons have expressed a desire to play the game, so all you really need now is the game! That's right, folks. The referee of the campaign must structure the game so as to have something to play. He must decide upon these things:

- 1) The overall setting of the campaign;
- 2) The countryside of the immediate area;
- 3) The location of the dungeon where most adventures will take place;
- 4) The layout and composition of the nearest large town; and
- 5) Eventually the entire world - and possibly other worlds, times, dimensions, and so forth must be structured, mapped and added.

This might seem to be too large a task, but it isn't really IF you and your players are enjoying the game (and it is odds-on you will!). Furthermore, not all five things need not to be done BEFORE play commences. In fact, most of the fine referees I know of work continually on their campaign, adding, changing, and expanding various parts continually. A thorough discussion of each of the five areas of campaign play is necessary before considering how to go about involving players in the affair.

Step 1 is something you do in your head. Now fantasy/swords & sorcery games need not have any fixed basis for the assumptions made by its referee (my own doesn't) except those which embrace the whole of fantasy. This sort of campaign can mix any and all of the various bases which will be mentioned below - and then some. Regardless for what setting you opt, keep it secret from your players, or else they can study your sources and become immediately too knowledgable, thus removing the charm of uncertainty. Settings based upon the limits (if one can speak of fantasy limits) can be very interesting in themselves providing the scope of the setting will allow the players relative free-reign to their imaginations. Typical settings are: Teutonic/Norse Mythology; Medieval European Folklore (including King Arthur, Holger the Dane, and so on); The "Hyborean Age" created by R E Howard; Fritz Leiber's "Nehwon" with Fafhrd and The Grey Mouser; Indian Mythology; and Lost Continents such as Atlantis or Mu. Regardless of the setting you can have it all taking place on an 'alternative earth' or a parallel world. In this way minor variations can easily be explained/justified. When the setting is decided upon some good books dealing with it should always be kept handy. The time has come to begin working on the campaign.

Step 2 requires sitting down with a large piece of hex ruled paper and drawing a large scale map. A map with a scale of 1 hex = 1 mile (or 2 kilometers for those of you who go in for recent faddish modes of measure)(yes, I often use rods, chains, furlongs, and leagues too!) will allow you to use your imagination to devise some interesting terrain and places, and it will be about right for player operations such as exploring, camping, adventuring, and eventually building their strongholds. Even such small things as a witch's hut and side entrances to the dungeon can be shown on the map. The central features of the map must be the major town and the dungeon entrance.

→ More than 50 of you should renew their subs - please do it soon!

Step 3 involves the decision aspect already mentioned and the actual work of sitting down and drawing dungeon levels. This is very difficult and time consuming. Each level should have a central theme and some distinguishing feature, i.e. a level with large open areas swarming with goblins, one where the basic pattern of corridors seems to repeat endlessly, one inhabited by nothing but fire-dwelling or fire-using monsters, etc.

As each level is finished the various means of getting to lower levels must be keyed and noted on the appropriate lower levels, so that if a room sinks four levels it will then be necessary to immediately show it on 4 sheets of graph paper numbered so as to indicate successively lower levels. A careful plan of what monsters and treasures will be found where on each level is also most necessary, and it can take as long to prepare as the level itself, for you may wish to include something UNUSUAL (a treasure, monster, and/or trick or trap not shown in D&D) on each level.

(Before the rules for D&D were published 'Old Greyhawk Castle' was 13 levels deep. The first level was a simple maze of rooms and corridors, for none of the participants had ever played such a game before. The second level had two unusual items, a Nixie pool and a fountain of snakes. The third featured a torture chamber and many small cells and prison rooms. The fourth was a level of crypts and undead. The fifth was centered around a strange font of black fire and gargoyles. The sixth was a repeating maze with dozens of wild hogs (3 dice) in inconvenient spots, naturally backed up by appropriate numbers of Wereboars. The seventh was centered around a circular labyrinth and a street of masses of ogres. The eighth through tenth levels were caves and caverns featuring Trolls, giant insects, and a transporter nexus with an evil Wizard (with a number of tough associates) guarding it. The eleventh level was the home of the most powerful wizard in the castle. He had Balrogs as servants. The remainder of the level was populated by Martian White Apes, except the sub-passage system underneath the corridors which was full of poisonous critters with no treasure. Level twelve was filled with Dragons. The bottom level, number thirteen, contained an inescapable slide which took the players 'clear through to China', from whence they had to return via 'Outdoor Adventure'. It was quite possible to journey downward to the bottom level by an insidious series of slanting passages which began on the second level, but the likelihood of following such a route unknowingly didn't become too great until the seventh or eighth level. Of the dozen or so who played on a fairly regular basis, four made the lowest level and took the trip: Rob Kuntz, now a co-referee in the campaign went alone; and three of his friends managed to trace part of his route and blunder along the rest, so they followed him quickly to the Land of China.- Side levels included a barracks with Orcs, Hobgoblins, and Gnolls continually warring with each other, a museum, a huge arena, an underground lake, a Giant's home, and a garden of fungi.)

Step 4 should be handled concurrently with designing the first three or four dungeon levels. Here your players will find lodgings, buy equipment, hire mercenaries, seek magical and clerical aid, drink, gamble and wench. The town would do well to resemble some of those in Howard's "Conan" series or Leiber's city of "Lankhmar". Strange towers, a thieves quarter, and temples of horrible deities add greater flavor to play. The 'Thieves Guild', a society of evil clerics, a brotherhood of lawful men, and so on bring a bit more interest also. If a few warring nobles from the surrounding territory also send large parties of men into the place occasionally

some interesting brawls can occur. Honest and dishonest merchants should be indicated. Taverns which drug patrons should likewise be indicated, and so on. In any event be sure and leave room for additional things and expansion.

Step 5 is, as noted, something that you won't immediately have to worry about; but it is a good idea to have a general plan in mind immediately. The general geography of the 'world' should be sketched out. If you plan to make it possible to visit other worlds, times or places the general outline of all such areas should also be sketched out. For example, you might wish to have the Moon an inhabitable (and inhabited) place which can be traveled to by means of a Flying Carpet. A description of this lunar world should be located somewhere as well as a means of getting there, but only AFTER you have something solid in the way of maps and the like.

Having accomplished those parts of the five steps which are immediately necessary (probably taking a week or so), you are ready to begin to play.

Let us further assume that there are four prospects. These players should begin together and for a time at least operate as a team if possible. Each in turn rolls three dice to record the various scores for the makeup of the character they are to play and how large an initial bankroll the character begin with. This accomplished, players decide what class of character they wish to play, the type (human, elf, etc), and the alignment of the character (the latter can be secretly told the referee, with an announced alignment being false). At this stage each player locates his base in some inn or the like, and then they can set forth to explore the town and purchase their adventuring equipment. Those that are careful and/or lucky might also be able to hire a few men-at-arms to accompany them also. The latter is particularly true if players pool their funds. In a short time the first dungeon expedition can be made, but that is the subject of Part III of this series, so we will return to it again later.

There is one further subject to be dealt with here, and that is selection of character type. It is pretty obvious that high base scores in the areas of Strength, Intelligence, Wisdom, or Dexterity indicate that becoming a Fighter, Magic-User, Cleric or Thief (see the upcoming D&D Supplement "Grayhawk" to be released sometime before the summer of this year). But what about those players who roll just average (or worse) totals? They are the ones who should take advantage of the non-human types, for these have built-in abilities despite the general handicap of being unable to work up as high as humans. If the character is poor anyway, will he ever be worked up very high? Possibly, but the odds are against it as a human, but as an Elf, Dwarf, Hobbit, Half-Elf or even some other creature some interesting possibilities exist. It is up to the referee to help his players in this area by pointing out the advantages and disadvantages of each type. What do you do if a player opts to become a Golden Dragon? Agree, of course. Allow the player to adventure only with strictly Lawful players, and normal men-at-arms would never go near even a good dragon. He would be Very Young, size being determined by a die roll. Advancement in ability would be a function of game time (the dragon would normally take about four years to grow to its next level) and accumulated treasure - let us say that for every 100 000 pieces of gold (or its equivalent) the dragon in effect gains an extra year of growth, counting magical items which go into the horde as fairly high in gold value. While the player will be quite advanced at first, those who are playing more usual roles will surpass him rather quickly, and in this way you'll not find a G.D. dominating.

DUNGEONS & DRAGONS

wlh.: D&D seems to get more and more popular; some quotations and remarks (out of letters and other zines) may prove it:

STEPHEN M TYMESON (Hawaii, USA): In our game club, "right now, Micro Armor 1/285, Third Reich and D&D are the most popular (...). Greg Hines and his group has a set of D&D clarifications, corrections and additions that are terrific. Their dungeons must be the most elaborate around. Much of this stuff will be published in a new magazine, they hope this summer. Their system covers the loop holes and makes play faster and easier inspite of adding about a million new things."

NICKY PALMER (Danmark/UK): In his zine "Battleground" (in which several PBM-CoSim-games are played) he started a PBM-D&D-game also. He explains: "There are two possibilities: a single expedition, or a series of special rules combined with the solo rules given in the "Strategic Review" (I,1). Probably it'll be the first; I have been trying the second, though, with Graham Buckell, and it works marvellously - he sends me 50 or so sealed bits of paper, and I open them in accordance with my actions ("If you take the left turn then open no. 21"... "If you try and break open the box, then open no. 33", etc). He may combine the two. So far there are 4 players interested in playing; we should get a couple more nearer the date."

(Nicky shortly reviewed D&D also in BG 11,3).

KEVIN SLIMAK (in "The American Wargamer" II,7:12): "St Louis appears to be one of the few areas that isn't hooked on D&D at present."

GEORGE PHILLIES (in "The American Wargamer" II,8:8-9): "To judge from published accounts in wargaming magazines (and I see a lot of local magazines) D&D (by Gary Gygax) seems to be the most popular gaming title in some time. The explanation must in some sense be psychological, since D&D is entirely unlike any previous sort of wargame (if it is one, a thing of which I am not convinced). Novelty has its effect, but the novelty has worn off, at least locally."

Previously, there have been three sorts of wargaming efforts: boardgames, miniatures and Diplomacy (...) It would appear that Gary Gygax has added a Fourth dimension to the wargaming scene. "D&D is not a competitive game in the usual sense, at least not as played here. It is more, in the old sense, the game of life - you vs the world, as represented by the gamemaster and the dice." "In a sense the popularity of D&D arises from its ability to appeal to the 'Rommel syndrome' - the feeling that one actually is the character represented in the game."

"In D&D you are one character (perhaps a few characters, but usually individual ones) with a set of strength determined in the game. This is a very seductive approach; it is much easier to envision oneself as a real person in some other world than it is to believe that one is all of the German eastern front commanders. Furthermore, many wargamers are also SF fans, and D&D can appeal to the imagination - the notion that one can create one's own world."

((Cf also: Flying Buffalo's "Wargamer's Information" 1,1; "Abwehr" II,6:5; then the reviews mentioned in "The Guide to Wargaming Periodical Literature" III,4, No. 951-953; and, of course: Europa 3,14; 4/5,17.61)). *cf moves 1.4.1

RE: SANDY EISEN ABOUT D&D (by Gary Gygax, USA)

((wlh. In E 4/5, p 61, Sandy made some remarks about D&D, especially he mentioned: "This has impressed me as very good indeed when I started playing, but now the shine is wearing off as I see that it is not really as open-ended as it seemed to be. Nevertheless it is still good fun."))

I am first of all interested in knowing who it was that introduced the D&D campaign to you! More importantly, however, I would like to know what caused you to find the "shine" rubbing away and the game not "as open-ended as it seemed to be". The campaign does rest very heavily upon the referee, but if he is doing a proper job it will be completely open-ended. The usual fault is a tendency to make a D&D campaign into a give-away, with dungeon levels resembling a magical department store. Players progress so quickly that 20th level becomes a run-of-the-mill thing, and where can it go from there? (On the other hand there is a campaign I know of where I am informed by a player that after eight month of constant adventuring there is an 8th level Magic-User as the highest level in the game, and that is tough but good).

Those who find their campaign in a too-much, too-soon fix can try to rectify it by including demi-gods, super-powerful supernatural types and the like. This isn't the way D&D was meant to be played, but it is a fantasy game, and if it saves a game so much the better. There are all sorts of other things that can be done also. Other-world adventures can be staged, and by getting into a semi-science fiction situation some of the power of high-level players can be negated. Devices and tricks can be used to nullify and take away magic items. Tricks, geases, and quests can cause levels to be lost. Monsters which drain levels can be set so as to surprise and have a good chance of draining players. As a last resort you can begin again, and avoid the mistakes originally made. Let me know the specifics if you think I can be of any help.

SANDY'S REPLY TO GARY (by Sandy Eisen, UK)

I was introduced to D&D, and I am currently living in a campaign being refereed by Roger Lighty from Pasadena (now living in Churchill College Cambridge, UK). I found the first few games intensely enjoyable and exiting; I really lived the part and my 'willing suspension of disbelief' found myself there - in the dungeon. My actions (and of course my thoughts about these actions) were dictated by real-life considerations and no thought of wargame mechanics entered my head to distract me from the 'events' going on. However, on my first games, by browsing through the rules booklets and pastoring Roger with questions, I picked up a rough idea of the game mechanics and it was this knowledge that, with its attendant realisation that D&D was just another minitures combat system (abeit a highly imaginative and distinctive one) broke the spell of perfect involvement. I had been under until then. Thus when I spoke of D&D not being so open-ended, you misunderstood me. I did not mean in terms of the long-term course of the campaign and the lifes of the characters, but rather the possibilities inherent in each fight, encounter, discovery, etc. These are still wide, but inevitably when you are aware of the rules, you play out each situation with an eye to obtaining best odds/chances of survival, etc. considering the rules rather than the situation you are in. To avoid this I have decided that when I design and run my own dungeon I will not permit the players (people who do not know about D&D yet) to discover the rules. Of course this will put them at a great disadvantage, and I feel I may have to put over quite abit of

 information in the form of legend/folklore/tales so that they will have some idea of what they are up against and what to try, but all without disclosing the game mechanics. Although learning-by-your-mistakes will be a harder way, I feel that it will be more enjoyable both for the players and the referee.

I can appreciate your concerns over too-rapid progress and possibilities for branching-out after characters have made it to the top, but it does not really apply to us, as the campaign I'm in seems almost as tough as the one you quote (after 2 terms - 4 months - of weekly expeditions, the highest members of our party are 5th level).

I'm sorry if my comments appeared to knock D&D. Don't worry, it's a brilliant game that I recommend to anyone with imagination and time to spare.

((wlh: Sorry - I couldn't decipher everything Sandy wrote, so some of his words might have got changed by me...)).

THE STRATEGIC REVIEW, the house zine of Tactical Studies Rules, is out.

I.1: Introducing the Strategists Club (and awards...); TSR News; Creature Features (The Mind **Player**; Mind Blast); Wargaming World (Zines); The Armory (Tractics: rule change); Castle & Crusade (Chain-mail rules discussed); Solo Dungeon Adventures (rules); TSR news.-

I.2: TSR (why/what); Cavaliers & Roundheads Rules Additions; Wargaming World (zines); Questions most frequently asked about D&D rules; Rangers (An exciting new D&D class); Medieval Pole Arms; Creature Features (The Roper); TSR news.

(The Strategic Review, 542 Sage St, Lake Geneva, Wis 53147, USA)
 (8 pp, reduced offset, quarterly) (1: 50¢; 4/\$1.50, Europe: 4/\$2.50)

It's quite clear, if you play TSR-games, and especially if you play D&D (and who will not in the near future?), this zine will be a must.

TSR-NEWS

As mentioned in E 4/5, you may get all TSR-rules-booklets directly from me also - and for the same price as you would pay in the USA.

Now In stock:

Dungeons and Dragons (Swords & Sorcery Wargaming with Paper and Pencil and Miniatures, 3 booklets, boxed: \$10 = SFr 26.-

Star Probe (The Game of Adventure, Exploration, and Conflict in Space) (Rules, map, counters): \$6 = SFr 15.50

Warriors of Mars (The Warfare of Barsroom in Miniature): \$5 = SFr 12.50

Tricolor (The Napoleonic Wargame in Miniature): \$5 = SFr 12.50

Cavaliers & Roundheads (English Civil War Miniatures Rules): \$3 = SFr 7.50

June On their way to Europe (arriving in June):

Greyhawk (Supplement I to D&D): \$5 = SFr 12.50

Chainmail (Rules for Medieval Miniatures): \$5 = SFr 12.50

* (Rules for WW2 Mass-Armor Battles in Micro-Miniature Scales): \$4 = SFr 10.- = Panzer Warfare

Tractics: Rules for WW2 miniatures, 3 booklets plus charts, boxed \$10 = SFr 26.-

Multi-sided Dice Sets (Each Set contains one 20-, 12-, 8-, 6-, and 4-sided die): \$ 3.00 = SFr 7.50 (\$3 if ordered alone; & rules: \$2½)

(If you order for \$15 and more: post-paid; if you order for less than \$15, add SFr 2.-; sent at your risk unless you pay SFr 1.- extra for registering) (Address/UK-agent etc: cf p 1 of this issue).

ADDITIONAL TSR-INFO (cf above)

Greyhawk: Includes new character types and classes, many new spells and spell levels, fearsome creatures, more magic, tricks and traps for the underworld.

Chainmail: 3rd revised and expanded edition; 1:20 rules for large battles; 1:1 rules for man-to-man; historical characteristics with many new types added; sieges; jousting; fantasy supplement for table top Tolkien, with more spells and a new spell complexity table; rules for the whole Medieval Period, 900-1500 A.D., including the warriors of Asia-Turks, Mongols, Chinese, Koreans and Japanese.

Panzer Warfare: Specifically designed for 1:180 to 1:300 scale vehicle and troop figures; basic and optional rules; typical unit compositions; fast paced without sacrifice of historical realism; scaled for either 1 figure:1 platoon or 1:1 battles; even a card table will allow brigade-sized actions, and these rules are playable by the novice and enjoyable for the expert on AFV's.

Tractics: for the ultimate in realism; complete miniature warfare rules for WW2 and modern (to 1971) combat on a 1:1 scale; highly comprehensive rules for all aspects of battles with armor, infantry and artillery, including tactical nuclear weapons, with additional considerations for aircraft, paratroops and unusual factors; complete statistics for all major AFV's from WW2 to 1971.

Coming soon: "Boot Hill" (Rules for Man-to-Man Action of the 'Wild West'; "Classic Warfare" (Four Booklet Set of rules for the Ancient Period); "Blackmoor" (Supplement II for D&D) - and "War of Wizards" about which Gary wrote:

"We have also managed a find, so to speak. The author of an excellent fantasy game, somewhat similar to D&D but different and highly enjoyable, unfortunately published by another firm in the near future, sent us a game entitled "War of Wizards". It is absolutely beautiful and fun to play, so it will come out as soon as possible, despite having everything scheduled solid for about a year. While I cannot be certain, it should see print in early summer."

POSTAL FANTASY

Postal D&D as mentioned above in "Battleground" (Nicky Palmer, Lehvaldsvej 3, 8g, DK-2800 Lyngby, Denmark) (for NGC-members only).

Midgard: People interested to play "Midgard" by mail should contact Rowan Edwards (1 Soar Close, Croesyceiliog, Cwmbran, Guent, Wales, UK) (I hope this strange address is correct...), or Will Haven (4, Victoria St, Chorley, PR7 2TX).

Postal D&D Variant is played in Canada: "a game which combines D&D and Midgard", handled through the magazine "Fantasia" (Jim Lawson, 3508 Benton Dr, Calgary, Alberta, Canada T2L 1W8) (as per "Strategic Review" 1,1:2).

Sword and Sorcery Diplomacy Variant: Scott Rich is said to be working up such a variant, and runs postal S&S games in his zine "Bel-Ran Rumor Monger" (Scott Rich, 1640E 1140N, Logan UT 84321, USA) (include SSE or IRC when inquiring) (as per Strat Rev 1,2:3).

Elsinor: "Bellicus" doesn't go on with "Elsinor" - to many Dippy-players/readers of "Bellicus" were too less interested in it. Might be a pity, though I can't judge really.

Hyboria: Can somebody give me the address of Tony Bath (or whoever runs this game)? I would like to get informed more about this game (cf "Games and Puzzles" 23,6).

E 6-8, page 25

STEVE EHLERS: SIEGE OF BARAD-DUR

THE BATTLE OF FIVE ARMIES (by Steve Ehlers, Switzerland/USA)

This game is an attempt at recreating the climatic battle from Tolkien's novel "The Hobbit". In my opinion this attempt is a failure. In fact the whole game is a bit of a disappointment.

The game itself consists of a 43x64cm mapboard, a 12 page rule booklet, and 168 counters. The graphics, layout and art work are mediocre at best. The map board is plain, but possible. The counters are done up on very thin cardboard, not too imaginative. Represented are Elves, men, dwarves, Goblins, Eagles, and Heroes.

But the games largest weaknesses lay in the rules which are unclear and very poorly organized. Many of the rules are vague and in some cases seem to have been left out completely. After several readings, however, you can begin to at least GUESS what the designer ment to say. Of course, after much playing of the game you could begin to remove much of its 'bugs', and in the end I think and believe you would have a very nice little game. But the point is that you pay for a finished and ready-to-play game, not a do-it-yourself game designers kit! As the rules stand now it is not a game, but instead a collection of ideas for a game.

If you like fantasy games or Tolkien books you will probably like this game nevertheless too (I did), and revise it yourself. But if you are new to Fantasy games, do not start of with this one.

(Available: Larry Smith, 2525 Via Campesina 203, Palos Verdes Estates, CA 90274, USA; \$4.50)

((wlh: I may add that really the game is disappointing; at least all of us - Nicky Palmer, Steve Ehlers, Harti Ammann and me - were somewhat frustrated after having played it for several hours, just to find out finally that there is an easy - and silly - winning strategy for one side against which the other side has not the slightest chance.- I wrote to Larry Smith for his opinion, but up to now - weeks later - he didn't reply.))

Panzerfaust 65,40 (Thumbnail Analysis) though writes a better review about this game: "The battle, as described by Tolkien, is simulated quite accurately - except that no provision is made for the goblins to ride on the wolves, as happened in the book. Combat is by fairly conventional boardgame procedures (...) This game is less innovative than "Helm's Deep" but has more Tolkien flavor about it than HD does." Cf also 8415/20.

THE SIEGE OF BARAD-DUR 3430 (by Steve Ehlers, Switzerland/USA)

Here is another recreation of a Tolkien battle. It concerns the great 7 year long siege of the last stronghold of the wicked wizard Sauron at the end of the second age of Middle Earth. It was in this battle where Sauron lost his Ring of Power, an event that was to have immense effects upon the future, events recorded in Tolkien's novel "Lord of the Rings".

This is almost a 'mini-game', and looks very nice. You get a 45x26cm map board, 3 pages of rules, and 150 playing counters. The board features the Fortress of Barad-Dur as well as the area surrounding it. The fortress covers almost 100 hexes and includes its walls, gates, ladders, tunnels, and dungeons. A second smaller map of the dungeon is found next to the main one in order to move and position units underground.

The rules are very imaginative and give a large amount of Tolkien flavor to the game. Many interesting rule innovations are featured and siege war-fare with minmal complications has effectively been

recreated. It is easily one of the better Tolkien based fantasy wargames on the market.

The game lasts 20 turns and victory is determined by how long Sauron can hold out. Interesting rules concerning food and starvation plague Sauron and can cause large attrition of his troops. But if he can hold out till turn 15 he has at least pulled a draw out. All in all it is a fine game, and I feel its designer, Scott Rusch, has done a nice job.

(Published in "Jagdpanther" 8, \$3; Jagdpanther Publications, PO Box 3565, Amarillo, Tx 79106, USA) (& post: \$1 sea, \$3 air).

FACT AND FANTASY GAMES (by Torbjörn Alm, Sweden) (Cf p 112-113)

I just got "The Battle of Helm's Deep" from Facts & Fantasy. It worked out nicely, at least solitaire. ((Cf Steve Ehler's review in E 4/5, p 22)).

I also got their new Tolkien game "The Siege of Minas Tirith". It is larger (19x25"), and the map is printed in three colours. The counters are die-cut, but not on the high quality card-board that SPI uses.

It looks much more professional than does "Helm's Deep" and has much more Tolkien flavour. The rules are in a 16-pages booklet and are highly influenced by SPI rule-sheets. The game is faithful to the book and includes Gadalf and the Nazgul. The game includes also a Ring Option in which the Ring has been brought to Minas Tirith.

Based upon the counter set, they include a mini-game, "The Battle of the Slag Hills". It is a A4-map on a stencil with some additional rules on the back of it plus twelve unmounted counters. In order to use the map, I copied it and mounted the copy on card-board.

They also sell a game called "Siege" about castle storming and siege.

They will also come out with a solitaire game, based on D&D concept within six months.

(Fact & Fantasy Games, PO Box 1472, Maryland Heights, MO 63043, USA) (Siege: \$5, Helm's Deep \$3, Minas Tirith \$5; no idea about postage fees: up to now I didn't get a reply on my letter; wlh). (At least "Siege" and "Helm's Deep" are also available by Lou Zocchi, 1513c Newton, Biloxi, MS 39532, USA) (Minas also: \$5.50)

((wlh: I got "Siege!" some days ago - by Lou Zocchi - it looks nice, and if it plays as well as it looks than it would be worth the money invested; unfortunately I got such a lot of new games these last weeks - and such a lot of other commitments hindering me to play games - that, unfortunately, I can't tell you more about it now.))

OTHER FANTASY GAMES

Petal Throne is a game of which I only know the title. Somebody out there?

Siege of Condor is included in "Panzerfaust" 66, p 36-38.

Sorcerer might get published by SPI ; Dave Isby in "Signal" 75,1: "sword & sorcery for all the Conan freaks (hack, chop), and a few others".

Fantasia might get published by AH (cf "The General" XI,4: 30).

Wizards & Warfare is published by Leicester Micro Models, 50 Walcott Walk, Petersborough PE3 62F; 50p plus postage.

CYMRU, the magazine mentioned in a former issue of E, obviously doesn't exist anymore; kindly they didn't return the money sent for subscription...

ALEPH is SF-club of Joseph vanden Borre, 14 rue du Bonheur, B-1070 Brussels, Belgium. Cf also his CoSim-club/zine "Gettysburg".

FRENCH SF-ZINES "Ides... et autres" ask Joseph (address above), or Goorden Bernard, 18 rue de la natation, B-1040 Brussels. The winter 1975 edition (no 3) is quite a book, containing lots of French written articles about very various items.

ANDURIL, FANTASYWORLDS (John Martin, 101 Eskdale, Tanhouse 5, Skelmersdale, Lancs WN8 6EB, UK): "Fantasyworld" is a mimeod zine and will get published again as soon as Martin's Gestetner is fixed again.- Anduril (no 4): 40pp, offset, reduced, infrequently. The price for issue 4 (July 74) was 1/30p, \$1, with excellent artwork (including some very sexy girls); reviews, legends, mail... I hope I'll see more of it.

THE SPANG BLAH (Jan Howard Finder, PSC Box 614, APO NY 09293, USA or PSC Box 614, US Air Base, I-33081 Aviano, Italy): III,1: offset, very reduced, 3 pp: filled with info, addresses concerning clubs, events, etc in Europe (especially) and elsewhere (like Australia). No idea about price; ask for sample copy.

ANTARES: (Sezar Erkin Ergin, PK 56, Bakanliklar, Ankara, Turkey); SF-zine in Turkish, with mostly 2 English written pages...

NEWS FROM BREE 13 (Hartley Patterson, 7 Cambridge Rd, Beaconsfield, Bucks HP9 1HW, UK) - "available for letters of comment, contributions, trade or you can simply ask for the next issue. Money is not generally accepted" and "returning cash is a bother we can do without". Letters, 'Magic in Wargames', a poem, info, two red-printed pieces of excellent art-work (one a dragon, the other one a hero/soldier). I'd say: ask for this or the next one.

PAPYRUS CACAMA (Kurt S Denkena, Vetternkamp 7, D-2820 Bremen 70, BRD): 40pp, spirit, printed cover and back-cover with excellent art-work (as most of the SF-zines seem to have), what you wish to pay is up to you; in German; critical zine, with articles, poems, stories, drawings concerning utopies, SF, phantastic literature, comic strips and other related (and non-related) items...

MUNICH ROUND UP (Waldemar Kummig, Herzogspitalstr 5, D-München 2, BRD)(4/DM 6, 8/DM 11; he is agent for the UK "Speculation" and the US "Algol" fanzines also); I only saw a special issue, so I can't tell much about it: in German, offset typed, includes photos and artwork; I hope I may tell you more later, when I saw a regular issue.

THE MENTIONED ZINES arrived (or most of them) some days ago - a more detailed review will follow later, when I had time to read them all - and when I saw more issues of them.

CONS: 5-13 Jul, 13th Int SF & F Film Festival, Trieste (Bruno Orlando, Castello San Giusto, I-34121 Trieste, Italy).- 18-21 Jul, Benelux-Con 3 (S'ancon 6), Antwerpen (Simon Joukes, Geleeg 7-8, B-2860 O.L.V. Waver, Belgium).- 8-10 Aug SF Club Deutschland Con, Laichingen bei Ulm (Nikolas Kollath, Ravensburgerstr 29, D-79 Ulm, BRD).- 14-17 Aug Aussiecon/33rd World SF Con, Melbourne, Australia.- 7-9 Nov Novacon, Birmingham.- 1-6 Sep 76 Midamericon, Kansas City.- Easter 76: Mancon 6 (27th British SF Con)(Brian Robinson, 9 Linwood Grove, Lonsight, Manchester M12 4QH, UK)

TRIPLANETARY (by Peter Haslehurst, UK)

Triplanetary, produced by Game Designer's Workshop (GDW), is a space wargame, covering tactical warfare in the inner solar system. The board is of the normal hex type, 23x29 inches. It shows Sol, Mercury, Venus, Terra, Luna, Mars, the asteroids; and Jupiter and family. You also get an acetate transparent overlay, which is too small for the board ((wlh: mine isn't!)). It leaves a 2inch border uncovered, and so I bought another sheet to bring it up to full size. This is very annoying! Also included is a grease pencil, a rule booklet with errata sheet, and attractive unit counters in four colours. Each unit represents one spaceship, and each hex 9.3 million miles.

The movement rules are ingenious. Basically it's a vector system. If you expend no fuel you retain last move's course and speed (recorded on the map by the grease pencil). Expenditure of fuel allows acceleration in any direction. No speed limit, but be careful your units don't go sailing off the edge of the board! There are rules dealing with gravity (this accelerates a ship towards a planet), asteroids, landing and taking off. All movement takes place in the plane of the mapboard (no altitude markers needed). These movement rules are, I think, excellent. They produce a very realistic effect, and encourage neat maneuvers and careful planning ahead. In my first game it took me two attempts to get into orbit around Terra. The first time I was flirited away towards Mercury!

In combat there are several weapons systems available. Gun combat uses units' combat factors in attack and defense. Ordnance utilizes torpedoes, mines and 'nukes' which are carried on board a ship in limited numbers, and launched in the direction of the enemy. They are subject to the movement rules. A ship in combat can be disabled for a number of turns, in which time it can neither fire nor expend fuel. It can also be eliminated.

There are 8 scenarios, covering a wide range of situations. The best, I think, are the ones involving quite a few ships, e.g. Interplanetary War, and Alien Invasion. The latter is great fun, with an alien fleet arriving by hyperspace, a rather haphazard form of transport, then trying to concentrate before the inferior Terran fleet destroys them piecemeal.

On the whole, this game is average value for money. The combat rules are mediocre, putting too much emphasis on luck and torpedoes. The rules are not always clear, and the whole game may be a little too simple for some people. However, there are many good points too, including the movement rules, the clear mapboard, and the variety of the scenarios. Science Fiction readers with a little imagination could enjoy themselves developing a more sophisticated combat system, and extra scenarios.

"Triplanetary" is fun, but not very 'meaty'.

(GDW, 203 North St, Normal, Ill 61761, USA, \$6.80 + \$2 postage to Europe).

QUOTATIONS: TRIPLANETARY

wlh. Cf also E 4/5, p 24 (review of Ingo Baschek).— The game comes with an "Errata and Clarifications" sheet (Dec 12, 1974); available from GDW, if you haven't got it.— They also made two new scenarios (Nova and Empires) which are reprinted in "The American Wargamer" II,8:4; I didn't get them yet, but I hope that they are available by GDW also.— Don Turnbull in "Albion" 50,53: "Combat is relatively simple, though the attacker must use his wits to get into the best attacking position.— All in all, an interesting and diverting game with many novel features. It is well worth buying."

SPACE HUK (by Ingo Baschek, BRD)

"Space Huk" is a tactical SF-wargame which is available from Tom Galloway, 237a Regulus Ave, Virginia Beach, VA 23454, USA. The price is \$1.50 plus postage (I got it for \$2).

The game consists of ten A4 pages of rules and one gamesheet. As this game is a pure paper & pencil game, you get no map or unit counters.

The playing area are all points (x, y, z) in space (x, y and z are limited to the integers). By this you get a three-dimensional, infinite playing area.

The whole game is very mathematized. The distance between two objects, for example, is calculated by the formula $D = \sqrt{X2-X1^2 + Y2-Y1^2 + Z2-Z1^2}$ where X1, Y1, Z1 and X2, Y2, Z2 are the coordinates of these two objects and $\sqrt{}$ denotes absolute value.

Ships are moved by spending energy points. Each ship has 100 EPs plus 10 reserve points. These 100 EPs can be spent every game-turn in order to move the ship, to shield it from enemy fire, to probe space or to fire the weapons. In order to move your ship from one point of space to another, you have to spend a number of EPs equal to the distance between these two points. Shielding your ship from enemy fire or probing space is also done by spending EPs in a similar manner. Firing your weapons also costs EPs. Results of fire are calculated with a CRT and are counted in loss of EPs. Whenever the energy level of a ship goes below zero, the ship is destroyed.

The basic rules of the play cover the aspects mentioned above. There are fourteen optional rules which cover such things as influence of gravity, vector movement, energy transmission from ship to ship, or hyperspace movement. Five scenarios are included, covering such things like a race between the players or trying to blockade a certain point of space.

Although the rules are very well and understandably written and cover some interesting things (infinite playing area, for example!), I think "Space Huk" is a bad game. Not for lack of reality (can one call SF-games 'real' at all?), but for lack of playability. For my liking, there is too much math in the game. As there is no map, you can't see what's going on, but you have to calculate it.

The game could be good if played with a computer, but as most players don't have access to such pretty things, the game is of no value to most of us.

((Cf short note in "Signal" 63 "Looks very good")).

REVIEWS, descriptions, comparative analysis, strategical/tactical articles about SF-games wanted! E.g. about Alien Space (3rd edition, \$4.50), Starguard (\$3.50, figures \$8), Starlord (\$5), Lensman (\$6), Empire I (\$5.50) (all those available by Lou Zocchi, 1513c Newton, Biloxi, MS 39532, USA; add \$2 for postage); Stellar Conquest (\$8+\$2; Metagaming Concepts, PO Box 15346-MA, Austin, TX 78752, USA); Star Probe (\$6; TSR: available by me, address cf p 1, other TSR-rules available by me cf some pages above, Fantasy part). Starforce Alpha Centauri (SPI, \$8+\$2).... cf E 4/5, 25.- Also I would like to hear more about other SF-games, e.g.:

Starship Combat (Gary McGath, Box 1245, Lafayette, Ind 47902, USA, \$4.50+postage)..-

War of the Worlds II (Rand) (If somebody can get an answer from them - I tried several times without success up to now, mid-April 1975... Maybe they're just not on speaking-terms with Europe...

STAR PROBE - THE NEW TSR-RELEASE (by Gary Gygax, USA)

((wlh: I quote out of the forward to the "Star Probe" rules - and I hope Gary will not mind... Some copies of these rules arrived yet, some others will arrive in the end of Mai or in June; as mentioned several times, all TSR-rules are available directly and for the US-price from me - this booklet plus map and some counters costs \$6 = SFr 15.50))(cf p 23 of this issue).

Games based on the projected future are perforce fanciful, but "Star Probe" seems to operate on far more realistic precepts. This does not imply that there is a lack of imagination in its concept. Rather, playing the game brings one to the point where he almost believes that it could happen this way.

"Star Probe" is basically a parallel contest, where the participants, representing separate empires, seek to explore and exploit new star systems for the glory of their governments and the enrichment of their bank accounts - interstellar colonialism indeed! During the course of a game these contestants will seldom run afoul of each other, which is well and good, for the likelihood of fearsome life forms and hostile natives inhabiting the discovered planetary systems is all too great. So each player will probably find himself embroiled in a surface battle or an engagement in outer space before many game months have elapsed. The victor is that player who managed to gain the most from his explorations, while losing the least, during the allotted five game years (60 strategic turns each of one game-month). In fact, the game can be shortened a bit, or extended infinitely, as suits the participants. It can be played solo or by eight separate players (although more can play by assuming subordinate roles or by acting as the discovered life forms).

The star map provided with the game shows over 2000 star systems. Assuming that starting positions are decided by some random method, a given participant will have to play many dozens of games before he becomes really conversant with the sector represented by the map. In fact, if the games played are not connected, but each is considered a complete contest in itself, there will be endless variety available, for the same star system can yield gundreds of different exploration results, so each time the player visits the system it can prove to be novel.

"Star Probe", however, is more than just another interesting space game. It is the first part of a trilogy of games/rules. It is introductory and provides practice and the groundwork for those who desire to enlarge the former into a vast stellar campaign game, and we believe that most of you will. The successive volumes will enable players to design their own ships, detail adventures with strange beasts and unknown intelligent civilizations, explore the ruins of vanished empires, and engage in cosmic confrontations which involve whole fleets of warships. If this prospect does not appeal to you, then there is nothing lost, for this game alone will provide all the variety needed to maintain continual challenge. For those readers who are excited by the larger prospective offered we suggest that you become thoroughly familiar with "Star Probe" now, so that the other aspects of the campaign can be added as quickly as possible. Either way you can't lose!

((wlh: This of course isn't meant as a review, it is an advertisement. But if you know the D&D-rules, you can guess what you get. I hope somebody of you will soon review this game.))

ZEROING IN ON PANZERARMEE AFRIKA (SPI) (by Ralph Vickers, Spain/UK)

PanzerArmee Afrika (PAA) is a deceptive game. It looks simple, but it isn't. If this game -- it deals with Rommel's 1941-42 North African campaign -- had been designed along conventional lines, it probably would have been a game of limited interest confined to a barren strip of African coast. But the designers had the inspiration to give up to 60 Movement Points. This novel feature makes all the difference. It allows sudden shifts of forces, rapier thrusts to snip supply lines, unexpected encirclements, and quick build-ups of reinforcements -- all adding up to unparalleled flexibility and interest.

It's an ideal game -- if you define an ideal game as one that is basically 'clean' yet with enough meat in it that even after a dozen play-throughs you are still discovering better tactics and improved strategies. A game that can provide these pleasures has 'depth' -- the same quality of depth as chess.

No, this article was not written by an SPI ad-man. To prove it, here are two serious criticisms: The game map has one bad flaw -- you can barely see the all-important escarpment hexsides. With a crayon or felt-tip pen color these brown. And the Command Control (CC) rule which simulates Allied operational foul-ups wasn't sufficiently thought through. All wargamers impatiently await the next breakthrough in this area of game design. The present system -- which now, unfortunately, seems to have become standard in many new games -- depends on the LOCATION of a unit. This means that units must often be placed on second-best positions purely to minimize the decimating effects of CC. One humble suggestion: Why not give every UNIT a CC number?

((w/ht: Before you go to read on, you should now turn over some leaves and look for the appendix of this article, starting with "Best Initial Allied Deployment" -- and then you should read both parts together.))

In this game the Allied player moves first, and right off he is faced with a vital problem of strategy -- whether to advance or retreat. (The game commences when Allied forces were pursuing the Italians across Libya -- at the moment when Rommel arrived to the rescue with his German Afrika Korps. Each turn represents one month.)

Here let's risk being dogmatic. The Allied player who continues his pursuit will be promptly encircled and annihilated. To insure this, there is even a special rule that prohibits an Allied attack on the first game turn. This game was designed to begin 'historically'. The Allied troops must fall back and organize a defense. They must abandon their supply dumps -- and even some of their infantry if they are unlucky enough not to receive HQ's frantic orders to retreat.

So how far back should the Allies go? All the way to their fortress of Tobruk? There are good arguments in favor of this choice. An Allied forward defense line based on the nearby coastal town of Gazala, or even better, the road junction 24 miles (two hexes) before Tobruk has several advantages. It is far enough back that the Axis forces cannot launch a Maximum Supply attack on their first turn. The Allies can get in the first punch. This is an important consideration because the underlying Allied strategy at this point is to survive as an effective defense shield until desperately need reinforcements in sufficient numbers can be landed at Alexandria and rushed to the front. Also, a defense line in this sector has the virtue of being short.

Units can be massed in a concentrated area for maximum effectiveness. The whole line can be comfortably maintained in Maximum Attack supply from the nearby port and supply depot of Tobruk while the Axis forces must begin their operations on extended supply lines.

Another consideration: the line of escarpments one hex inland may tend to 'channelize' the Axis advance along a narrow coastal strip. For instance, a strong concentration of Allied infantry dug in atop the escarpment overlooking Gazala (hex 1822) is initially immune from attack and can prevent all but the most daring enemy from advancing after combat beyond Gazala because they would be advancing into a state of unsupply.

Alas, bitter experience has shown that if the Axis commander adopts the correct counter-measures, this strategy does not buy enough time. Four games out of five the "Tobruk Opening" (cf Appendix) is the prelude to this scenario: By turn three or four Tobruk is firmly isolated. By turn six or seven not only have the heroic defenders of Tobruk surrendered, but Bardia has also fallen, and strong Axis forces are deployed along the Egypto-Libyan frontier awaiting replenishment of their supplies to commence the campaign against Alexandria.

The key that opens the fortress of Tobruk sits about 100 miles west - the inland town and road junction of Mechili. If the Axis forces can seize the Allied supply dump at Mechili on the first turn, they hold all the aces. No need to besiege Tobruk immediately. They can outflank it through the desert in the south. And they can bring to bear more Maximum Supply attacks against the Allies than they could if they lacked the reserve supply base at Mechili. Once Tobruk has been isolated and the Axis forces have built a defense line east of the fortress to shield the besiegers from flanking attacks - and provided the Axis have not suffered abnormal casualties and not wasted their supplies - it should be a matter of only two months before the fall of Tobruk.

On average, it is Turn 7 (Oct 41) before the Allies have landed enough reinforcements at Alexandria, and hampered by Command Control foul-ups managed to transport these units along 250 miles of dust-choked coastal road to the front and organized their dispositions and supplies for a meaningful counteroffensive.

Turn 7 - the outside limit for the Axis to overrun Tobruk and Bardia and resupply themselves to absorb the Allied counter-punch. Then strike for Alexandria and victory.

This is one of the most interesting features of PAA - the first seven turns are a cliffhanger of suspense. Can the Axis forces maintain their time-table? Can the Allies manage to get their reinforcements to the relief of Tobruk earlier than expected? or by some miracle, can the beleaguered fortress hold out a vital extra month?

Thwarting the Axis timetable brings us back to the question of where should the Allies make their stand. The answer is Mechili (cf "Mechili Opening", Appendix). It requires six Allied infantry brigades to halt the Axis advance at Mechili. All those units may eventually be lost. So what does the Allied player gain by this sacrifice?

First, it denies the Axis forces a 66% chance of seizing the Allied supply base at Mechili intact. An Axis supply base at this junction can provide General Supply via the coastal road all the way to Bardia. And via the inland track, if you switch to the road at hex 1724, General Supply can stretch to completely encircle Tobruk. The Mechili base can maintain the Axis forces in General supply while they expend all extra supplies in Maximum Supply attacks.

Second, it prevents the Axis from mounting an attack beyond Gazala until at least the third turn. Leaving just four turns to take Tobruk, Bardia, etc.

Third, it gives the Allies a good chance to get one armored brigade into the fortress before the siege begins. A garrison of only three infantry brigades has only a faint hope of withstanding a maximum Axis assault. The presence of one armoured brigade usually gives a full-strength garrison a 33% chance of repulsing the first attack.

Fourth, this far forward defense line prevents for an extra month or two the implimentation of one of the Axis commander's most damaging tactics. This is to dispatch one of his motorized recce battalions southward into the desert, to reappear behind the Allied lines at some inconvenient location, intercepting reinforcements, cutting supply of front line units and other unpleasanties. These are usually suicide missions, but when utilized deftly they more than repay the cost. (For further discussion on this point see "Tobruk Opening", Appendix).

Mechili is a compromise position. Not too far forward to allow the defenders to be encircled, yet far enough forward to shield Tobruk for at least three months.

When they reach Tobruk, when should the Axis attack? This is the most important decision the Axis commander must make. The time to strike is when all preparations are completed. Assuming the garrison is at full strength - at least one armoured brigade and two infantry brigades - then all the strength the Axis forces can muster is not sufficient to take the fortress on the first assault. A minimum of two Maximum Supply attacks is required from the three surrounding hexes. So Tobruk must be completely surrounded and at least two supply units positioned. But this is still not enough. The besiegers must be shielded from Allied flanking attacks. The best anchoring point for this defense line is Bardia. So Bardia should be in Axis control before the siege of Tobruk commences. (See "Tobruk Siege" for details).

To capture Tobruk requires a hard campaign. Some Axis commanders try to avoid this problem by ignoring it. Unfortunately, Tobruk cannot be ignored. There are never enough Axis forces to besiege the fortress AND fight on to Alexandria. To build only a thin ring of pickets around Tobruk is to ensure eventual disaster. Sooner or later Allied armoured units land at the fortress by sea, then a sudden sally and snip, snip go the frail Axis supply lines skirting the fortress. And maybe a hundred miles or more to the east the Axis advance grinds to a halt for lack of supply.

When the main body of Allied reinforcements arrives on the scene (about Turn 7) if Tobruk is still holding out, the Axis commander should give serious thought to a retreat to the rough terrain N of Mechili, there to regroup and lick his wounds...

The Axis still has hope of victory, but they will probably be confined to a defensive strategy. This can be a fascinating end-game: all the supply problems and hard-ships of open desert warfare as the Allies struggle to break the right flank of the enemy and seize their base at El Agheila.

This seems to be the usual outcome. But often enough Tobruk falls on schedule and the Axis forces continue their push eastward while the Allies frantically prepare for their last stand - at El Alamein.

Does it sound a bit like history repeating itself? Well, that's another reason why PAA is such a satisfying game.

((Cf also Ralph's contribution in the Discussion-part of E, p 90))

ZEROING IN ON PAA: APPENDIX (by Ralph Vickers, Spain/UK)

1) Best Initial Allied Deployment

Setup "A": 2 Units on 1350, 3 Units on 1351, 3 Units on 1352.-
 Die Roll/Units CC-ed: 1/5, 2/3, 3/3, 4/2, 5/6, 6/5: Total: 24.-

Setup "B": 3 Units on 1350, 2 Units on 1351, 3 Units on 1352.-
 Die Roll/Units CC-ed: 1/4, 2/3, 3/3, 4/3, 5/5, 6/6: Total: 24.-

Setup "C": 3 Units on 1350, 3 Units on 1351, 2 Units on 1352.-
 Die Roll/Units CC-ed: 1/5, 2/2, 3/3, 4/3, 5/6, 6/5: Total: 24.-

Of the three possible dispositions of Allied units in Alexandria on the first turn, no matter which setup is chosen the average number of units Command Controlled will be four. A gambler looking at the odds would say all the setups are equal. But Game Theory would favor Setup "B" as marginally the best because it halves a 33% chance of 5 result by eliminating a 16% chance of a 2 result. Also, note that a die roll of 1 will result in an almost certainty that the two units on hexes 0803 and 1807 will be overrun in the first Axis turn. Setup "B" gives the most favorable CC result for this situation.

2) The Tobruk Opening

Assume a 'best case' Allied Command Control roll of 2 which immobilizes only three units on hex 1352. Allied 1st turn move as follows:

3-50: 1351.- 2-50: 1822-3, 1623-2, 1726-1, 1325-1, 1350-2, 1925-2, 1352-3, 1351-1.- Truck: 1440.- Supply: 1925, 1351.-

This is one of several good deployments for the "Tobruk Opening". Units are staggered to avoid the effects of CC next turn. The deployment prevents Axis forces from making a strong first turn attack. Note that General Supply from Mechili stretches to hex 1323.

If the three Allied brigades on 1822 were placed further forward on 1821, they would probably not be attacked first turn. But if they were stuck there on the second turn by CC they would be in a disadvantageous position. On 1822 they are protected from a strong attack on their right flank by the escarpment.

The unit on 1325 would be better placed (for CC considerations) on 1324, but there it could be destroyed on the first turn by the two German units drawing General Supply from Mechili. This could open up a dangerous situation. (More on this later).

No particular advantage would be gained at this point by deploying two units on 1923. Better to keep forces dispersed to minimize CC effects when possible. In any event, one unit MUST be placed on 1726 next turn.

3) Axis Response To Tobruk Opening

The weakness of the Tobruk Opening is shown by this Axis First Turn deployment:

4-60: 2020.- 3-60: 1420-1, 0703-1.- 2-60: 0703.- 3-40: 2020.- 2-40: 1921.- 1-40: 1720-3, 1921-2, 1922-3.- Truck: 2020.- Supply: 2020, 1917, 2111, 1511, 1405, 0703.-

For simplicity it has been assumed that the Axis forces managed to capture all Allied supply dumps. But the key base is Mechili, backed either by 2111 or 1511.

Italian infantry is used as frontline defense troops to protect main force units from attack. If the Allies had a stack of one 3-50 and two 2-50's in Alexandria the Axis deployment on 1922

 would have to be strengthened one point (by the 2-40) to prevent an overrun.

This deployment provides one potent threat to the Allies: the German armoured unit far to the south, the 3-60 on 1420. It is in supply from Mechili, thus is capable of outflanking the Allied line next turn by a sweep through the desert. It threatens to occupy Bardia, or to cut the coastal road by digging in on 1530.

Worse, imagine the Allies did not have that unit on 1726 and the 3-60 moved to 1724. Five Allied brigades could be put out of supply (an Italian unit would occupy 1524). Or the 3-60 could be positioned anywhere along the coastal road - 1434, for instance, which would cut all hope of Allied reinforcements to the front for a month. These would be suicide missions - but well worth the cost. The Axis commander should establish right at the beginning of the game that he is prepared to employ these tactics.

Because of this single 3-60 (next turn it can be substituted for a 2-60) many of the Allied reinforcements must be assigned patrol missions far behind the front lines. This is the weakness of the "Tobruk Opening". Consider the problem:

In order to advance along the coast the Allies must place their only available supply depot at Alexandria no further forward than Sidi Barrani. Therefore the furthest southern limit of Allied supply is 0927 (from Tobruk). The German armoured unit on 1420 can easily outflank this point and cut the coastal road in the REAR of Sidi Barrani (for instance, at 1535).

It's a bad problem for the Allied commander. The most feasible answer is that the Allies must commit four of the Alexandria reinforcement units (all they are likely to get) to the protection of the road with units on 1328, 1331, 1334 and 1337. If they had lost a brigade in action on 1324 the previous turn, the problem would be even more desperate.

The threat of the 3-60 leaves the Allies with some 12 effective combat points to defend the approaches of Tobruk against at least 19 Axis points capable of attacking at Maximum Supply. This is not a formula for Allied success.

Summary: The Tobruk Opening involves risks too great to be chanced.

4) The Mechili Opening

The "Mechili Opening" requires the deployment of six units - the minimum number active in a 'worst case' CC die roll of 6, as has been assumed here:

3-50: 1351.- 2-50: 2216-2, 1917-2, 1617-1, 1419-1, 1350-3, 1351-2, 1352-3, 1251-1.- Supply: 1406, 2111, 1511, 1917, 1925, 1351.- Truck 1440...

The Axis commander is immediately confronted with a fine dilemma. Assume a 'best case' for the Axis forces: that they have captured all three abandoned Allied supply dumps. The Axis forces need the supplies at Mechili, but they must also clear the coastal road. Only one of these objectives can be achieved in the first turn. Assume an attack on Mechili. The following deployment will be required:

4-60: 2016.- 3-60: 2016.- 3-40: 1916.- 2-40: 1916.- 1-40: 2316-3, 1916-1, 1816-3, 1516-1.- Supply: 2111, 1511, 1406, 2315.- Truck: 2315.-

Note that only German units can reach 2016. This is a weak plus 4 attack. The odds against Axis forces eliminating the Allies and capturing the supply base are 2:5.

An attack to clear the coastal road requires a defense line before Mechili:

4-60: 2316.- 3-60: 2316.- 3-40: 2316.- 2-40: 2215.- 1-40: 2215-2, 1913-3, 1612-2, 2315-1.- Truck: 2315.- Supply: 2315, 2111, 1511, 1406.-

This is a plus 6 attack = Auto Elim. But it leaves the Allies with unpleasant counter-attack potential - and Axis forces still have a long fight ahead of them to reach the approaches of Tobruk. Note that the German 3-60 could reach 1720, but with unimportant effect.

5) Siege of Tobruk

A typical situation at the end of Axis Turn 3 (the Allied commander used the Tobruk Opening):

3-50: 1351-1, 1925-1.- 2-50: 1352-2, 1350-1, 1040-1, 1036-1, 0939-1, 1335-1, 1434-2, 1925-2, 1730-1.- Truck: 1537.- Supply: 1351, 1437, 1537.- Cadre Box: 3-50-2, 2-50-3.-

4-60: 1923-1, 0703-1.- 3-60: 1923-1, 0703-1.- 2-60: 1530-1, 1725-1. 3-40: 1823.- 2-40: 1725.- 1-40: 1726-3, 1725-1, 1724-3, 1823-2, 1923-1.- Supply: 1823, 1917, 1511, 1407, 0703, 0702.- Truck: 2317.- Cadre Box: 4-60-1, 3-60-1.-

While the Axis forces have achieved their primary objective of isolating Tobruk on schedule, they paid a high price - note 4-60 in Cadre Box. They have now established a precarious encirclement of Tobruk at a cost of every available unit except the 2-60 dug in on the escarpment at 1530. This unit insures that no Allied reinforcements will arrive by land during the next month to relieve the beleaguered garrison.

The British commander has wisely protected his supply lines with patrols on 0939, 1036 and 1040 (dispersed for CC). Otherwise the German recce unit might have occupied 1341. This would have cut supply of all Allied units except those in Alexandria.

What the Axis forces now need is time to develop their attack on Tobruk. Their present deployment is not ideal. Twenty-four combat points to hold at by seven Allied units is too expensive. Also, this type of deployment gives the garrison the opportunity to sally and make room for a second armoured brigade in the fortress landed by sea. The odds that the Allies can execute this sea reinforcement are exactly even. (Three CC results will thwart the attempt and three won't).

Because of the 2-60 dug in on the ridge at 1530 there was little the Allied commander could do in reply. He rolled a CC result of 4, decided his 3-50 in Alexandria could best be employed to attack the 2-60. The German counterattack was ineffective, so the Allied turn ended with this deployment:

3-50: 1351-2, 1530-1, 1925-1.- 2-50: 1351-1, 1350-1, 1040-1, 1036-1 1434-2, 1430-1, 1530-1, 1730-1, 1925-2.- Supply: 1351, 1437, 1532, 1925.- Truck: 1532.- Cadre Box: 3-50-2, 2-50-3.

Instead of clearing the coastal road, should the Allied commander have taken the opportunity to bolster the Tobruk garrison with another armoured unit?

No. Only an imprudent Axis commander would attack Tobruk now. The Axis can muster only 40 combat points against the garrison's 35 - a plus 5 attack that cannot capture the objective. And it would be two months before a second Maximum Supply attack could be launched.

At this point control of the road is more vital. The situation, in

 fact, looks bleak for the Axis. There is a powerful stack on 1351 which has a 66% chance of coming into action next turn. There are 34 Allied combat points ranged against an Axis strength of 31. Allowing for CC the situation is still about even because the Axis is also handicapped by the necessity of keeping the Tobruk garrison bottled up. Who would you bet on?

This was the Axis Turn 4 move:

4-60: 1729-2.- 3-60: 1729-1, 1824-1, 0703-1.- 2-60: 1341.- 3-40: 1824.- 2-40: 1824-1, 0703-1.- 1-40: 1429-1, 1529-1, 1629-1, 1725-1, 1724-1, 1823-1, 1924-3, 1923-1, 0703-1, 0702-1.- Truck: 2319.- Supply: 1823, 2319, 1917, 1511, 0703, 0702, 0701.- Cadre Box: 4-60-1, 3-60-1, 2-60-1.-

The units on 1824 and 1924 made an 'ineffectual attack' in General Supply on Tobruk. The Axis commander planned to take two or three losses in the counterattack from the 1-40's on 1924. (The Axis still had six unused Italian infantry replacement points available). If four losses, they would be taken from two 1-40's on 1924 and the 2-40 on 1824. Meanwhile the units on 1729 and 1629 attacked Bardia. This was a General Supply attack and resulted in an Auto Elim. Bardia was occupied. The Allied counterattack there was ineffective, but at Tobruk the Axis lost three Italian 1-40's.

The Axis forces have managed to economize on the expense of besieging Tobruk. Only 15 combat points were required this turn instead of 24 previously. The risk was to lose two to four Italian units. The loss of the 2-40 would have been expensive, but two or three Italian infantry units was cheap because they were immediately replaceable.

Again the Axis commander proved willing to sacrifice a German recon unit by assigning it to 1341 - a position that put out of supply the entire Allied army west of Alexandria. The Axis commander at this point was feverently praying for a favorable Allied CC roll. (His pleas were unheeded).

But the Axis forces for still another month had prevented the Allies from relieving Tobruk.

The Allied commander had perhaps made a mistake to thin out his desert patrols guarding his supply lines. But how many Axis commanders in this situation would have sent to its death still another German recon battalion? And who could not argue forcefully that the Allied commander was 'correct' in giving priority to clearing the coastal road? It was still to be proven that the Axis sacrifices were not a strategic error. The Axis have managed to construct a frail line based on Bardia which cannot be attacked next turn. But that line will obviously require heavy reinforcements. And the besiegers of Tobruk cannot continue to lose two to four Italian units each turn for long. One Axis line or the other must soon crack.

The Allied Turn 5 response (CC roll of 4):

3-50: 1350-1, 1430-1, 1530-2, 1925-1.- 2-50: 1352-2, 1351-3, 1352-1, 1250-3, 1040-1, 1238-1, 1336-1, 1434-2.- Supply: 1350, 1440, 1437, 1532.- Truck: 1532.-

At first glance one wonders why the Allied commander again left a gap in his rearguard lines (at 1432). But his reasoning was sound. He still had limited forces. These forces not only had to patrol the supply lines, but also prevent the Germans from securing positions once again along the Bardia escarpment. A strong Axis force dug in along that ridge would seal the fate to Tobruk. So he dispatched armoured units to 1430 and 1530. Quite rightly. (They had

previously overrun the German recce unit on 1341). Having not enough units left to patrol the whole length of his threatened supply lines, he obviously reasoned that if the Axis commander was going to be so rash as to sacrifice still another German unit to cut Allied supply, better to allow him only a small bite than a big one. So the remaining units were dispositioned to protect the rail-head of Matruh.

The Allied commander made only one mistake. He placed his only Alexandria armoured unit on 1350 instead of 1351. When spies relayed this intelligence to the Axis commander he realized immediately that the Allies planned to fight the battle on land instead of strengthening the Tobruk garrison with more armour.

The contest had now reached its most critical point.

The Axis Turn 5 move:

4-60: 1825-2, 0702-1.- 3-60: 1825-1, 1924-2.- 2-60: 0702-2.- 3-40: 1824.- 2-40: 1824-1, 1924-1.- 1-40: 1730-1, 1628-1, 1528-1, 1426-2, 1725-1, 1724-1, 1824-1, 1823-1, 0703-3.- Supply: 1727, 1823, 1917, 1511, 0703, 0702, 0701, 0601.- Truck: 2007.-

The Axis forces finally launched their major assault against the 35 combat points of Tobruk. It was an attack in Maximum Supply giving 44 Axis combat points a plus 9 superiority - a 66% chance of total victory. Again the Axis commander launched pleas for any die roll result except a 5 or 6.

While this battle rages, let us examine the eastern front. A change of tactics this time to frustrate the arrival of Allied reinforcements. The Italian infantry shielding the besiegers from flanking attacks have pulled back and been lightly reinforced. The new defense line based on Bardia and involving only five Italian units cannot be overrun. This is a good example of the use to which Italian infantry should be put. The Axis still have four Italian infantry replacements points in stock and another point is due, so all potential losses there can be recovered.

Note the truck on 2007 bustling back to the Axis base for more supplies. Should the Axis commander at this point ground his reinforcements in El Agheila to create more supply transport?

No. The Axis supply situation at this point is not critical. Furthermore, to ground units in El Agheila would be a waste of manpower. Such units are usually out of the game for long periods - if not forever. (The point now to be raised does not seem to be anticipated in the rules). If the Axis commander had had two more Italian infantry points available, would it not have been more 'profitable' if he had placed additional 1-40's on 1629, 1729, 1728, 1527 and 1426, grounded all ten of these units and positioned a truck on 1727?

Let's now return to the siege. The Axis commander's feverent pleas again went unheeded. A die roll of six. Tobruk still held out. One badly mauled 2-50 garrison unit still fought on. Allied counterattacks exacted no Axis casualties, but nevertheless this was the Turn of the Tide.

With rekindled vigor and confidence the Allied commander rolled a CC of 5 (Lady Luck was being sulky, but at least she was being impartial) and gathered his forces to attack.

Allied Turn 6 move:

3-50: 1629-2, 1529-1.- 2-50: 1352-3, 1351-3, 1350-1, 1040-1, 1238-1, 1336-1, 1434-1, 1432-1, 1531-1, 1630-2, 1529-2, 1428-3, 1925-1.- Supply: 1351, 1440, 1437, 1532, 1429, 1925.- Truck: 1429.-

The bulk of the long-awaited Allied reinforcements have now arrived. Note that the Allied commander has now prudently filled the gap on 1432. And now (perhaps a trifle belatedly) is hoping to reinforce Tobruk by sea, although he is still committing all available armour to the land rescue mission. There are now 51 Allied combat points ranged against 44 Axis points.

The Allies unleashed their attack. All five Italian infantry units were wiped out at a cost of one Allied 2-50 lost on 1529. The two Allied infantry brigades on 1630 reoccupied Bardia.

The score was now 49 to 39. What should the Axis commander do?

In their Maximum Supply attack on Tobruk the Axis forces had expended their Supply depot on 1823. This now left one unprotected Supply depot on 1727. It is clear that the Axis forces must attempt to stem the advancing tide of the Allies. But where? And should this powerful wave be held AND Tobruk finished off? Are both actions possible?

To capture Tobruk with a General Supply attack would require 13 *

- * ((Sorry: I forgot one line:))(would require 13...) Axis combat points, to take it with Maximum Supply would require 7. There are unfavorable trade-offs to both alternatives. To expend the 1727 Supply dump on a Maximum Supply attack against the remaining defenders of Tobruk would free more combat points to form a defensive line. But the expenditure of that Supply dump would mean the Axis forces would be dependent solely on Mechili for General Supply. On the other hand, to take Tobruk with a General Supply attack would not only result in a weaker defense line, but also would leave the Supply dump exposed to a possible overrun and capture.

Intuitively the Axis commander felt that a forward defense line was best (which necessitated a General Supply attack on Tobruk). A defense line based on Tobruk looked risky because with a Truck and Supply unit positioned already on 1429 the Allies had a dangerous capability of outflanking the Axis defenders. The Axis commander discarded as 'too improbable' a solution whereby he could expend the 1727 Supply dump in a Maximum Supply attack on Tobruk, thus strengthening his defense line, and solve all problems of supply by capturing the Supply dump in the fortress. He felt to risk the whole campaign on a 33% chance was unthinkable.

The number of computations and permutations that need to be worked out to solve problems of this sort are enough to make any commander's head swim.

But there is a shorthand method that can be employed that sometimes helps. This shorthand method is made possible by the flexibility of movement in this game. The whole problem can often be moved to a theoretical plane.

So the Axis commander asked himself how many combat points would be required to capture Tobruk and blunt the edge of the advancing Allied scythe? It took him a minute to make these calculations, and he was pleasantly surprised.

Axis Turn 6 move:

4-60: 1829-1, 1528-1, 1427-1.- 3-60: 1480-1, 1628-1, 1427-1, 0702-1.-
2-60: 1825-2.- 3-40: 1628.- 2-40: 1829-1, 1628-1.- 1-40: 1829-1,
 1528-2, 1525-1, 1924-3, 0703-3, 0702-2.- Supply: 1727, 1917, 2213,
 1511, 0703, 0701, 0601.- Truck: 2213.- Supply: 0702.-

Once again the Allies have been outflanked and their supplies cut. But this time the possibility of the maneuver was not easy to spot. It is interesting to note that despite the many outflanking Axis

sacrifices, the only unit remaining in the Axis Cadre Box is a 4-60 lost early in the game. The Axis forces can afford these suicide missions. In fact, it could be argued that such maneuvers are essential for an Axis victory.

Attacking at Maximum Supply, once the Axis forces occupied Bardia the entire Allied line was out of supply. From then the only attack which was not an Auto Elim was the three Axis units on 1628 vs the two Allied armoured units on 1629. But here the Axis forces were favored by Lady Luck's smile. (She refused to grant them the Allied supply dump at Tobruk, however). All Allied counterattacks were ineffectual, and the Axis forces advanced on all fronts.

Now they await replenishment on their supplies to launch the campaign on Alexandria.

The purpose of this lengthy analysis (if anyone has had the stamina to go through it) has been to demonstrate that some games contain hidden facets which repay the time and effort necessary to master more than the bare rules. It is hoped that this purpose has been achieved.

BACK ISSUES: PAA (by wlh)

Moves 12,16: 'The 115th Panzergrenadier Regiment Doesn't Arrive When It Should', or The PAA Reinforcement Tables and Why They're Inaccurate (A A Nofi; Footnotes)

Moves 14,21: Consolidated Errata (as of April 1974)

Moves 17,13: PAA Brainstorming (SPI R&D Staff)

S&T 40,4: PAA and the War in the Desert (A A Nofi)

S&T 45,23: Gamesmanship vs Historicity (A P van Zente)(CC; Read.L)

Albion 48,9: PAA, Review (Graham Jeffery)

Albion 49,5: PAA: A Broadside (Harry Tucker)

Albion 50,41: PAA (new CC Chart)(Joe Pickard)

AHIKS-European Newsletter: 19,10 (Review; Hancock); 20; 23; 24; 25 (History; Discussion: S&T 40)

Outposts: A PAA Variant: O'Connor's Offensive (1,17)*

Battle Report: or Broadside (?): 1,3: PAA, A Strategy Analysis (Thomas M Sobottke)*

(Titles marked with an asteriks I found in George Phillis' "The Guide to Wargaming Periodical Literature").

RE: 1914; FRENCH PLAN 14 (1898) (by Michel Liesnard, Belgium)

((wlh. With my most devotest apologies to Michel: I omitted a big part of this set-up for solo-players in E 4/5, p 91; therefore, I repeat it here - and hope we'll be on speaking terms again...))

Note: All units are orientated to the North-East.

W-19: 6-9-3, 6-9-3.- CC-21: (2)-1-4.- DD-23: 6-9-3.- EE-23: (2)-1-4

FF-25: (2)-1-4.- GG-27: (2)-1-4.- HH-28: (2)-1-4.- II-29: 6-10-3;

(2)-1-4.- JJ-30: 6-10-3, 2-4-3, 6-0-2.- KK-31: 6-10-3; (2)-1-4.-

LL-32: (2)-1-4.- LL-33: 6-10-3, 6-9-3, 6-0-2.- LL-34: 6-10-3.-

LL-35: 6-9-3, 1-2-4.- KK-35: 6-10-3, 6-0-2.- KK-36: 6-10-3, (2)-1-4

KK-37: 6-10-3, (2)-1-4.- KK-38: 6-10-3, 6-9-3, 2-4-3.- DD-28:

6-10-3, 6-10-3.- EE-28: 6-10-3, 6-10-3, 6-10-3, 6-0-2.- FF-29:

6-10-3, 6-10-3, 6-10-3.- FF-30: 6-10-3, 1-1-3, 2-4-3.- FF-31: 1-1-3

DD-31: 6-9-3, 6-9-3.- DD-32: 6-10-3, 6-10-3, 6-10-3.-

And: one 6-6-2 each in Paris, Calais, Dijon, Rouen; one 1-1-3 in Le Havre; one 1-1-2 in Langres (Territorial Army).

Army of North Africa: (arrival of reinforcements in France may vary according to card A5): four 2-4-3, two 1-1-3, two (1)-0-4 in North Africa.

WEHRMACHT: INFANTRY BATTALIONS (III) (by Leo Niehorster, BRD/NL)The 1941 Infantry Battalions

Regular (foot) Inf Bat (1.-13. Welle Inf Divisions): 3 rifle Cos (each with 12 lt MG, 3 lt mortars); 1 hvy Co (with 12 hv MG, 6 med mortars).

(The 3. Welle Inf Divisional Inf Bn had only part of the authorized mortars issued. The 13., 14. & 15. Welle Inf Divs, Security Divs, and the light Divs all had large issues of captured equipment, mainly French, with sprinklings of Czech equipment.

Regular (foot) Inf Bat (14. & 15. Welle Inf Div): 4 rifle Cos (each with 12 lt MG, 1 lt mortar, 3 MG carriers).
(MG carriers are French Genilettes).

Regular (foot) Inf Bat (Security Division): 3 Cos (each with 12 lt MG, 3 lt mortars, 150 bicycles); 1 hvy Co (with 12 hv MG, 6 med mortars).

Light (foot) Inf Bat (Light Inf Div): 3 Jäger Cos (each with 12 lt MG, 3 lt mortars); 1 hvy Co (with 6 med mortars, 2 IG 7.5 cm carrier towed) (French Genilettes); 1 MG Co (with 8 hv MG, Engr Plt).

Mountain Inf Bat: 3 mountain Cos (each with 12 lt MG, 3 lt mortars, 2 med mortars, 16 light carts); 1 MG Mtn Co (with 12 hv MG); 1 hvy Mtn Co (with 2 IG 7.5 cm, carrier towed, Commo Plt, Engr Plt) (MG carriers: French Genilettes).

Motorized Inf Bat (Mot Inf Div): 3 rifle Cos (each with 12 lt MG, 3 lt mortars; truck borne); 1 hvy Co (with 12 hv MG, 6 med mortars; truck borne).

Motorcycle Inf Bat (Mot Inf Div): 3 motorcycle Cos (each with 18 lt MG, 2 hv MG, 3 lt mortars); 1 motorcycle MG Co (8 hv MG, 6 med mortars); 1 hvy Co (with 2 IG 7.5 cm, 3 PAK 3.7 cm, Engr Plt).

Motorized Inf Bat (Armoured Div): 3 rif Cos (each with 18 lt MG, 2 hv MG, 3 lt mortars; truck borne*); 1 MG Co (with 8 hv MG, 6 med mortars; truck borne*); 1 hvy Co (with 2 IG 7.5 cm, 3 PAK 3.7 cm, Engr Plt; truck borne/towed).

Motorcycle Inf Bat (Armored Div): 3 motorcycle Cos (each with 18 lt MG, 2 hv MG, 3 lt mortars); 1 motorcycle MG Co (8 hv MG, 6 med mortars); 1 hvy Co (with 2 IG 7.5 cm, 3 PAK 3.7 cm, Engr Plt).

*) Some Battalions had already been issued the m SPW SdKfz 251 at this time, or during the course of the year. In other cases, some of the rifle Cos had been issued these armored Half-Tracks. Early in the year, the 3.7 PAK's were still towed by the SPWs, but during the year, they were mounted on the vehicle.

The same applied to the med mortars and the IG 7.5 cm, although the latter were not mounted on the vehicle itself, but were replaced by the 7.5 cm KWK, by now obsolete Pz IV and Pz III short gun.

It will be noted that the list of different Inf Bns has grown considerably shorter than last time, i.e. 1940. The main reason lays in that the new wave divisions had received large unit, not personnel only, transfers. This led to a standardization in all divisions of organization.

PUZZLE

SINAI 1967 OB (SPI) (by Torbjörn Alm, Sweden)

The following game opening is largely based on the game profile in "Moves" 15 on Sinai. As an addendum, the following changes in the rules and OB 1967 were recommended:

- 1) In the war, the Arab tank commander, when losing communication, did nothing at all, though a retreat would have been better to save lives of the men. The Arab loss of CC is changed so that Egyptian and Syrian units which lose CC, do nothing at all.
- 2) The two hexes 2224 and 2326 were fortified in the '67 war. They are treated as Syrian forts.
- 3) The Egyptians should add another 2-1 PAL infantry at 2220 (Gaza strip, Rafah).
- 4) Switch Uri 7-8 on hex 2323 and Uri 2-8 on hex 3206.

My suggestion for first move: The following six units start entrucked: 8-1/2519, 6-1/2814, 6-1/2810, 5-1/3308, 6-1/2713, 4-1/2323.

Movement phase: 9-8 overruns 2320 and 2319; 1-8 moves to 2528; 2-8 and 9-8 to 2223; 5-1 to 2325; 2-8, 2-8, and 9-8 to 2222; 8-8 to 2234; 1-15-1 to 1621.-

Jordan front: 8-1 entrucked to 2920; 6-1 to 2916; 6-1 to 3015, de-truck; 6-1 to 2812, entrucked; 5-1 to 3208; 7-8 to 3403; 7-8 to 2910.

Combat phase: 9-8 against 2-1, destroyed.- 9-8 & 8-8 & 5-1 against 4-1 in 2224, no retreat possible, 4:1 destroyed.- 8-8 to 2224.- 2-8 & 9-8 against 3-1 in 2221, which is retreated to 2121.- 10 Egyptian strength points have been destroyed which means 50% panic level. If normal Arab command procedure is used, either all even or all odd hexes are affected. If the dice is odd, the garrison at 1726 (Jebel Libni) is able to move up to the road at El Arish, but all Arab infantry in North Sinai is immobile as well as the unit in 1227.

The supply road through 1923 has to be broken and the units in 1821, 1921 destroyed in game turn 2.

In game turn 3, one 9-8 and one other unit, say 4-1 (Rful), which was moved to 1821 in game turn 2, are rushed down the coast road to Suez Canal. The 4-1 may be moved up to 0626 or 0727 to prevent the 3-5 (1227) unit to move further,

In the mean-time air strikes prevent the units to go too fast.

In game turn 5 the airmobile unit can be lifted to 0731 to block the roads. Air strikes should be used to prevent too fast retreats. The remaining unit at the Israeli border should keep Egyptians away.

When all Suezcanal ferry hexes have been visited by Israel without any Egyptian forces being there, the Sinai war is over. All troops can be moved to the Jordanian front.

If an even dice is rolled in game turn 1, it is easier to open the road, but the unit in 1227 can run freely to 0826 and will need 2 airstrikes every game turn (2,3,4) until the 4-1 unit has entered the road. If the 9-8 can reach 0731, the 1-15-1 should be airlifted either back to Tel Aviv or used in the Jordan area.

At the Jordan front the 8-1 should be moved to 3218 in game turn 3 and entrucks. In turn 4 3217 is entered, in turn 5 the road to Jerusalem is cut. 3014 should be held by Israel, then Jerusalem can be emptied and the garrison possibly be destroyed.

In the northern part of Jordan, the 6-1 brigade can nicely be eli-

 minated if it is not withdrawn. It is possible to get Jordan out of war in 6-7 game turns, before Syrian reinforcements arrive. It is necessary to do as much as possible in the first six game turns, as the full supply is lost later.

In the first Israeli game turn after Jordan's entry, the 6-1 in 2916 should enter Jerusalem and in the combat phase the 1-1 in 2915 should get destroyed.

In the next game turn 3014 must be emptied and an Israeli unit entered. If the 8-1 is at 3216, it is possible to destroy the Jordan garrison in Jerusalem in turn 5, and one or two turns later to cover 3215. The troops coming from the north must take 3312.

((wlh: I couldn't replay and check these suggestions, but I hope that in any case they will open a discussion of the Sinai-game.))

PLAYING BULL RUN BY MAIL (by John Boyer, USA)

The gamezine which covers the rules modifications and explanations of questions brought up by the players is called "The Glory Road", after a book of the same title written by the American author, Bruce Catton, a specialist in the field of the American Civil War. The gamezine's basic function is to serve as intercommunication among the players (incognito) and the GM on the questions and problems of the game while it is still in its developing stages (this is the first attempt). Later, the gamezine will serve as a small literary source for Civil War history and related areas of interest. It is hoped that this will provide a source of information and entertainment for the game which otherwise would provide no player interaction outside of the game itself.

Bull Run I, Scenario II is presently being played. The game is a product by the American SPI. As a game it is^a simple but playable sort of battlegame. It is not complicated nor a long and time-consuming game. This is perfect, therefore, for a more complicated version by mail!

Complications of what sort, you may ask? The players do not know each other except by game names! Beauregard, Jackson, Bonham, Early, McDowell, Tyler, and so on. They cannot write to each other simply because they don't know who the others are! However, messengers are sent via the board/map to the headquarter units of the other players. The GM forwards the messages when the messenger units arrive at the intended HQs. Of course, the messenger has to first find it! And, of course, not be captured by the enemy in which case the message falls into the wrong hands...

The game as played employs the limited intelligence set of rules such as sightings of the enemy, information learned via battles, dummy units, woods blocking view but also providing cover for fast flank manoeuvres, etc. The most important element to consider is that the GM informs each player only which pertains to his units. They, the subordinate commanders as well as the supreme commander (whose job is trying to coordinate the attacks and information rounded up by the subordinates), have to pass on what they learned to their fellow generals. Communications via messenger units therefore play an enormous part in the limited intelligence of the battle. Indeed, this was the way battles were fought! That has been primary aim of this postal game: to create and simulate the actual battle conditions in relation to chain of command, divided commands, limited intelligence etc. So far the players have been truly enthusiastic about it.

((Maybe that is really the only way to play a REALISTIC kind of wargame! Sounds great. John's address: cf mailing list.))

MARLBOROUGH AT WATERLOO, 1705 (by Mark Saha, USA)

A game variant in "The General" XI,5 (Jan-Feb 1975)(There called "Waterloo - The 1704 Version, by Robert S Sledge).

Since AH unwrapped its 'new' "General" in May-June of 1974, they have published in various issues no less than seven new sets of combat unit counters for variant versions of their games. Although the quality of these has obviously varied, most have been worthwhile for players already owning the games; and since it has become something of an unofficial policy, exceptional efforts are bound to appear from time to time.

The lesson to readers is clear: (1) You should order a set of blank die cut counters with paste and will find them of equal playability quality as regular counters (from a physical, not esthetic stand-point). (2) If you have been considering a subscription to the "General", the time is now; it is due to increase by 50% on May 1st (from \$5 to \$7.50 in the US)(Europe \$7.50 + \$1.50 postage)

So far a truly 'classic' variant has yet to appear; most have been too complex for average tastes, or too trivial, or incomplete and poorly playtested. But the game "The Unfought Waterloo" by Robert S Sledge ((subtitle of the above mentioned title in the "General") is certainly the best effort yet. It assumes that Marlborough was successful, as he almost was, in bringing the French forces under Marshal Villeroy to battle at Waterloo in 1705 - and thus making this town famous a whole century earlier!

This variant has many faults which I shall point out, but is nonetheless interesting for a number of reasons. A complete set of counters is provided for each side; none of the regular counters are used. The French in this game enter on the road from Brussels and must attempt to drive south to exit at Charleroi; or, take the road south from Nivelles to exit near the La Haine river. Marlborough's forces enter the east edge of the board on the road north of Ligne; he must prevent the French from crossing successfully. Thus, as players of AH's "Waterloo" can see, the battle is being fought in exactly the opposite direction; and so, no matter how many times you have played the game before, the terrain is suddenly reversed with some surprising results. Areas like Quatre-Bras which (on the board, at least) are major strongpoints when approached from the south, become instead huge holes when assaulted from the north.

Most "Waterloo" rules are retained, but much else is simplified. Stacking is limited to two infantry or cavalry units per hex (plus an artillery unit 'free'); such entire stacks may attack, but only one unit may defend. Towns also add to defense, and there are other minor rules. Victory is quite simply based on enemy combat factors destroyed. However, French units that successfully exit the board count double their combat value toward victory. Each side may achieve Marginal, Tactical, or Decisive victory on points; or the winner may be the one to achieve the 'higher' level; or a tie may occur at any of the levels, including failure of either side to achieve even a marginal.

What I find most fascinating is the fact that this game is so extremely deceptive from the physical standpoint. When you glance at the gameboard, and you see the size and might of the British/Dutch/German forces compared with the puny French - it is clear the French have no chance to get across that board and will likely be wiped out. But in fact the French appear to have an edge. First of all, they can certainly be prevented from escaping across the

 board; but to prevent this the British/Dutch must spread themselves, which allows the French a good chance to gain a local superiority. Second, the French have a 15 point advantage in victory conditions; 45 pts is a French marginal, while Marlborough needs 60 pts for the same Marginal! (French: 45; 70; 90; and British/Dutch/German 60; 80; 106!)

So 'things are not what they seem'. Apart from this, I must say that unfortunately the rules are not very clear and that is a pity because the game is worth more effort. However, there is enough here so that it can certainly be played. And, moreover, now that you have a whole new set of combat units, you can clean up or adjust the game to suit yourself. It's quite novel and worth keeping in your "Waterloo" set as a short and interesting variant.

Tactics: I feel, after only two games, the French should drive instantly for Nivelles with their initial forces. They will not succeed (as we interpret deployment rules) but will string out Marlborough's forces since he obviously must stop them. Sometimes, a local breakthrough will allow the French to turn a flank, take advantage of blocking woods, and actually elude the Allies and escape; usually they will not, but with local superiority and a built-in victory point advantage have a good chance in a battle of attrition.

((wlh: There are several dozen of articles about "Waterloo"; I may name only a few here: "The General" IX/X: A whole series of Waterloo-articles "Campaign at Waterloo"; in "Panzerfaust" 60,19 you'll find some rules clarifications; a series replay in "The General" XI,2:20; cf also "Panzerfaust" 55,9 (30 turns of battle, by Gary Gygax); Spartan 3,19 (Waterloo/PAA); etc.))

BLOODY APRIL (by Tony Jones, South Africa/UK)

((wlh. The following article appeared before in "Albion" 45,10 sqq and "Albion" 46,26; a part of it also got published in the AHKS-European Newsletter.- Tony Jones sent me these articles - with an additional hand-written part - for reprint; since most of you, I assume, have not seen this article before and since Tony has, I think, changed some details, furthermore, since some of you asked for variants: here it is - and thanks to Tony for having sent it.))

I devised an interesting little game for solo play from "Richthofen's War", using the campaign game as a basis. I modified the rules slightly to take out the altitude rule - a problem for solo play in view of the time element. Basically I used the same OB as the campaign game, but with only one mission per day. On each mission the Allied player has to fly two separate attacks against the Germans and during the week he has to attempt four bombing raids, four Road Photo missions, two Trenchline Photo missions and four artillery spotting missions.

To reflect the lack of the altitude rules, as the way was open to get into an attacking position easier, I halved the ammunition supply for each plane. I interpreted accumulated damage to an aircraft as follows: if its last damage number was eliminated exactly, the plane went into an immediate glide and had eight turns in which to try to crash land. If it was hit again, it was destroyed. I altered the critical hit table for 'Pilot wounded'; if the pilot was wounded, he had to make a crash landing on or before the sixth turn after being hit.

To determine the forces available to fly each mission, I ruled that the Allies could not fly more than 6 planes per mission and the Germans 5. (The Allies could choose, but the Germans rolled a

 die - 1 or 2: 3 planes; 3 or 4: 4 planes; 5 or 6: 5 planes allowed;
 this can be optional - allow the German to choose if you wish).

This works out quite well. So that a certain amount of uncertainty comes about, I allocated the planes to the raids for the day but did not roll for their type of target until they crossed their trench line - a 1 or 2 sent them to bomb, a 3 or 4 on photo missions, and a 5 or 6 on artillery spotting. Having then rolled I allowed the Allies to select the exact target. This all helps to keep a certain element of surprise in the game.

Otherwise all rules were played including deflection shooting and the Ace rule, though I left out the wind rule to make it a bit simpler.

Well, fasten up your goggles and **let's start:**

April 9th - the Allied order of battle in the game is as follows:

No. 60 Squadron: 9 Nieuport, 17 scouts, 9 pilots and 4 reserve planes. One pilot was an Ace. I did not allow replacement pilots in this version.

No. 11 Squadron: 9 FE/2s with 4 BE/2s in reserve, plus 9 pilots and 9 observers.

The German line-up was: Jasta 11 with 3 Albatross D2 planes (with one Ace - Emil Schäfer) and 6 D3 planes led by Richthofen in the Red D3 no 1; 3 D2s in reserve.

((In the original article follows a description of the first day's fights, cf op cit)). ((The rest of the article is similar to the one in "Albion" 46,26 sqq - but there are big differences)).

An alternative scenario for this game is one based in 1918 during the March German offensive. Using the same basic rules for solitaire play but playing three raids per day for seven days the line up is as follows (note: no plane can fly more than once per day):

No. 60 Squadron: 5 SE5a fighters (1 Ace); 4 Sopwith Camels; reserve planes: 3 Nieuport 17 (2 gun fighters); 9 pilots.

No. 42 Squadron: 6 DH4 bombers; 3 Sopwith 1½ strutter bombers; reserve: 3 RE8; pilots 9, observer 9.

On Day 4: add to 60 Squadron: 3 pilots; add to 42 Squadron: 3 pilots and 4 observers.

Mission schedule: (Ph: Photo recon mission; B: Bombing mission)

Day 1 (24.3.1918): 2 Ph, 2 B.- Day 2 (25.3.1918): 1 Ph, 3 B.-

Day 3 (26.3.1918): 2 Ph, 3 B.- Day 4 (27.3.1918): 2 Ph, 2 B.-

Day 5 (28.3.1918): 1 Ph, 2 B.- Day 6 (29.3.1918): 2 Ph, 1 B.-

Day 7 (30.3.1918): 2 Ph, 2 B.-

Points awarded are those awarded in the Campaign game, and either trench or road net works can be photographed. All rules per AH booklet and Campaign game section.

In addition each day the Germans can put up a balloon anywhere on their side of the board with 5 heavy Flak guns to protect it, or to be used to defend their side of their lines; these are put out at beginning of the day prior to the Allied side choosing targets. If one wants to add an air of mystery put them face down on the board, only turning them up when Allies do their first turn.

The balloon has a points value of 10 when destroyed - usual balloon busting rules. Defense of balloon 12. At the end of a mission, if the balloon is not destroyed, the German can 'mend' up to 6 of the hits scored on it, i.e. if after mission 1 nine hits were scored (i.e. 3 still left before destruction), the German can erase 6 of

 the hits scored for mission 2, thus having the damage factor raised up to 9.

Once the last damage factor of the 12 has been destroyed, the balloon is destroyed. The Germans can only launch one balloon a day and they score 5 points for every balloon still flying after each DAY (not mission). No more AA guns allowed.

So, the Germans start with 1 balloon on Day 1, they can launch another on Day 2 and one on each subsequent day, but only one per day can be launched.

To destroy the Allied player must score 12 hits on the balloon in mission 1 or accumulate up to 12 hits on the balloon till its last damage factor is destroyed allowing for repairs over the period of the game.

It places a great onus on the Allied player to plan his missions carefully and to decide at what point to use his valuable fighters on the balloon instead of at the German fighters. It is a hard game for the Allies in fact.

German OOB for March 1918 scenario: 3 Fokker DR1 Triplanes (1 Ace); 3 Albatros DVa fighters (1 Ace); 3 Pfalz DIII fighters; 3 Albatros DIII fighters; reserve: 3 Albatros DIII fighters; 12 pilots; on Day 5: add 3 pilots. (= Jasta 1)

As a variation to allow earlier use of Fokker DVII make OOB as follows: 3 Fokker DR1 (1 Ace); 3 Fokker DVII; 3 Albatros DVa; 3 Albatros DIII; reserve: 3 Pfalz DIII.

To add an interesting element of OOB surprise at beginning of each day each side writes down 3 OOBs for the day, i.e.:

Allied: A) Camel No 1; SE5 No 1 & 2; DH4 No 1 & 2.- B) Camel No 2 & 3; SE5 No 3; 1½ No 1; DH4 No 3.- C) Camel No 4; SE5 No 4; DH4 No 4 & 5.-

Germans: A) DR1 No 1 (Ace); DV No 2 & 3.- B) DR1 No 2 & 3; DV No 1; Pfalz No 1.- C) Pfalz No 2 & 3; Albatros DIII No 1 & 2.-

After doing this roll a dice for Allies: 1 or 2 = OOB A, 3 or 4 = OOB B, 5 or 6 = OOB C.

After this the OOB rolled is that used for mission 1.

The German then rolls for his defense force on the same basis.

For mission 2 you only have two OOBs left per side: 1-3 = the first of these two OOBs, 4-6 = the other OOB.

For the last daily mission you only have one OOB left and that is the one that flies on mission 3.

You get some good mixes this way...

I think you will find these enjoyable versions of "Richthofen's War" - where solo play can be as enjoyable as face to face.

((Richthofen's War is available for \$10 by Avalon Hill, 4517 Harford Rd, Baltimore, Md 21214, USA; payment must be made in US funds, drawn on a US bank; postage \$ 3 (overages are refunded).))

SET-UPS FOR SOLO-PLAYERS

I am still looking for other set-ups for solo-players; if you have one, please send it: it must not be a 'perfect' one, but it should be a good one.

VARIANTS

It's up to you - the readers - whether you would like to see other variants and/or reviews of variants. Cf E-Discussion-part...

AVALON HILL'S NEW LOOK (by Mark Saha, USA)

The last quarter of 1974 emerged as the most productive in AH's 17 year history with the release of six new wargames and a sports title for a total of seven new games. And if you count the 12 Panzer-Blitz Situation cards in the Nov-Dec issue of "The General", the total new games from AH that quarter rises to eight.

This is all the more remarkable when you consider that it seems to have been done without compromise of AH's usual (dictated by high press runs) standards of high quality physical components and thoroughly playtested rules and game mechanics. These are all solid games - no potboilers. In fact, many break new ground and each has at least one distinguishing characteristic that makes it unique.

But this review is also going to be a "first" in wargaming. I say it's the first time a reviewer has dealt with six new wargames, and has ACTUALLY PLAYED all six games before writing the review. The lateness of this review may be taken as evidence of the truth of the statement. (Any reviewer who feels he has duplicated or exceeded this feat is invited to throw his hat into the ring).

((To save some time and postage-fee to Richard Berg I'll quote his statement of "The K" 10,1:2; "Several people have written to me asking whether I actually play all the games I review (...) I do play each game I review, most at least twice. I will never review a game that I have not personally played". Mark??.- wlh.))

Third Reich (3R) is the most ambitious game AH has ever produced, and because it's also the most innovative should probably be the first choice of most experienced gamers. It's full color map of Europe and Africa is at the same time delightfully unambiguous and a beauty to behold. It's difficult to even glance at the map without being positively overwhelmed with a sudden itch to sit down and play the game. The ability of a good map to enhance one's enjoyment is something too often overlooked by designers, but here it reigns supreme.

The game is, of course, a strategic simulation of the entire European theatre of the Second World War, and as such is primarily a land war fought with infantry and armor. Air and naval units are also included but on a more abstract level. Submarines, ASW units, SAC bombers and fighters are also included on a very abstract level but are quite important because by strangling an opponent's resources these units can definitely affect the outcome of the game.

The conflict is fought among six major powers and a number of minor (neutral and Axis allied) countries, and can therefore - due to an obviously painstaking playtest effort to determine exactly the various victory conditions - be played anywhere from 2-6 players.

The main new innovation in game mechanics is the use of a heavy red line running unambiguously along hexsides across the entire board, dividing it neatly into separate "fronts" or "theatres of operation" so that every unit on the board can be clearly seen to be in either the Eastern, Western, or Mediterranean theatre. This is really the heart of the game because at the beginning of his turn each player must announce in which theatre or theatres (if any) he is launching offensive operations - and must pay 15 resource points for each such theatre. Since it is a real drain to sustain offensive operations in two or more theatres for any length of time, the game becomes a VERY exciting study of strategic options.

(An especially hilarious situation arose in one game when the Ger-

man 'loaned' some armored units to the Italian player for use in Africa. At first the African front moved along very nicely, but as the German became bogged down in Russia he could no longer afford both offensives. So the vaunted Afrika Korps went on the defensive and the Italians were rolled back. A sorry setback for the Axis since an African campaign benefits them ONLY if they capture Suez - anything less than that is a pointless drain of resources).

Another design innovation - indeed, the one that makes the 'front' concept work - is the Basic Resource Points (BRP) system. Each major power has a BRP card on which he uses chips to keep track of his current resource level. These BRP's are used to launch offensives, but also to issue declarations of war and to 'buy' combat units whose availability is also indicated on the card.

So the Strategic Option concept fairly dominates every single aspect of this game. Players quickly realize that they cannot go on pouring all their resources into offensives without buying replacements; and, indeed, if the enemy is buying SAC bombers you had better buy some defense fighters; if he is buying submarines you had better buy ASW units, or you will soon see your resource capacity cut to pieces. This system entails only a minimal amount of paperwork - which occurs when you figure your resource growth or decline at the beginning of each year (every 4 turns), based on territorial gains or losses, strategic warfare, etc. This is easy and fast and well worth the game enrichment of the BRP concept.

How does "Third Reich" compare with SPI's "World War II"? I've heard that Dunnigan doesn't care for 3R - this wasn't a public statement and I certainly don't think it reflected a house bias - but as a player I must say I like 3R better. I seem to be one of more than a few gamers initially excited by WW2 who - after dropping a small fortune in long distance calls from Los Angeles to SPI for emergency rulings on an FTF game-in-progress - gradually concluded this was yet another instance of SPI coming up with a truly great idea and promptly bungling it with a slap-dash execution. I would assume from WW2's immense popularity on current game polls that most of these rules problems have been cleared up. But there were also some fundamental design problems - such as the Russian winter rule - which German players were constantly avoiding by any number of absurdly unrealistic game tactics.

3R's advantages over WW2 include a much larger playing area, complete and thoroughly playtested rules for 2-6 players, armored breakthrough and aftermove capability which makes the Russian campaign especially a real spectacle and a free setup approach that avoids the tedium and opening moves stereotypes of dictated setups.

WW2 certainly retains its own advantages - it is at least potentially a simpler and cleaner game - so that players interested in this subject may indeed want both titles.

But the added complexity of 3R seems to me a small price to pay for the intellectual excitement and depth of insight that the strategic options 'war of resources' concept offers. It's hard to take a step back down to the simplicity of WW2 after you've experienced this.

Finally, I must also say that after only a few games I feel AH has oversold the 'extremely complicated' nature of 3R. Apparently leaning over backwards to avoid sales to beginners. Admittedly a 3R game-in-progress represents a very complicated event. But due to obviously extensive playtesting (which I'm told included discovery and plugging of 'perfect' strategies) actual mechanics of play are quite smooth and as a matter of fact very pleasant.

 This is especially true of the five player version which divides the total game workload among five people. While the two player version entails a lot more work for the Allied player, it also gives him the advantage of perfect cooperation among Allied powers (and thus has different VCs). But I strongly suggest that everybody who like wargames sit in on a 3R session at least once and decide for himself. If it's for you, you'll find yourself scheduling a rematch before the first session is over. (Q p 54, 120, 123)

PanzerLeader (PzL) is the long awaited sister game to PanzerBlitz, and if sales of the latter are any indication PzL is going to be the best seller of the new releases. PzL is more than just a sister game - it's a decided improvement and debugs most of the annoying flies in the ointment that have frustrated PzBl-buffs for years.

Units without combat factors (trucks and carts) can no longer be used for spotting; indeed, most situations seem to include the bare minimum essential for transportation so that you guard them with your life.

The new 'opportunity fire' rule eliminates the 'Panzer-bush' syndrome and allows you to fire at enemy units who pass your LOS in clear terrain during their movement phase.

And the use of a dot in the center of each hex for LOS-determination is a blessing.

The game includes 20 new scenarios which (although I've only played a couple) seem highly imaginative and offer a great deal of variety.

Same goes for four geomorphic boards which theoretically equal the playing surface of 3R although more than three PzL boards are never used at one time.

Finally, a fascinating looking Macro-Game is included in the rules book, requiring two copies of the game and five players.

The game plays like a dream, and after only a few sessions I now find it difficult to return to the relatively primitive Panzer-Blitz.

The rules book is also nicely done, although I do have a minor gripe in that changes from PzBl rules are not pointed out and therefore you must read everything carefully.

(For example, PzBl forbids infantry that have used road bonus to CAT in the same turn; PzL has no such prohibition and therefore you may use road bonus and CAT in this game).

Otherwise, this is a most beautiful game and package and worth every cent in terms of sheer all-around quality. (Q 57, 124)

Alexander the Great: Although I've never seen this game before, I understand its prototype has been around for years - designed by Gary Gygax and published by Lowry Enterprises' Guidon Games. Now AH has picked it up and Donald Greenwood collaborated on a redesign with original designer Gygax. The result is not only a fascinating two hour study in ancient combined arms tactics, but a really challenging and nail-biting cliff-hanger.

Morale is the key to this game; there are four different CRTs included, and the higher your morale the better the CRT you are entitled to use. A simple point system for units eliminated raises your morale and lowers your enemies, according to the worth of the unit that was undone.

Commanders are of special value since any attack they are personally involved in can raise the morale of that one attack to the highest CRT (no matter what your overall morale reading) and give you as many as three die rolls - allowing you to choose the best

of the three!

Finally, there is the richness of the combined arms study; archers, chariots, elephants (that may rampage!), cavalry, infantry, horse archers (who can ride up, shoot, and scoot!), commanders, and, of course, the mighty phalanx - practically invincible but almost immobile.

Usually, you equate a short game with a simple one. But this isn't necessarily so with Alex; it can be quite simple, but with all the optional Advanced Rules is a genuine tactical challenge. What makes it short is the fact that, despite the ferocity of the battle that ensues when the two sides join, once a player gets a morale edge over the other, things start falling apart rather quickly. The underdog suddenly finds his units being routed (i.e., taking to their heels) right and left, mercenaries desert (simply vanish from board!), and then with a final shattering blow what was once a might host a mere turn or so ago has literally ceased to exist! This is a game with a truly stunning climax.

What is even more interesting to me is a very clever design feature that Gary Gygax has built into the game. This game does not have a time limit, and neither side is committed to the offensive; and this, in past games like AH's "Gettysburg" can result in a sit-and-watch match between two unaggressive players. Not so in Alex; it's to your advantage to get in the first lick, but once the action starts counterattack is almost mandatory. An enemy assault raises his morale and lowers yours - so unless you strike back instantly to restore the balance things will be over quickly. Thus, it's inherent in the fundamental design that battles of incredible ferocity break out - and result in absolutely shattering victories/defeats.

But what truly won me over to "Alexander" almost instantly is the completely novel (to me) physical system which features VERY large hexes (one inch per side) and various sized units that are easily distinguished as to type by a glance at their physical size and shape.

Class A (phalanx) units are a full inch square; Class B (all other combat units) are the standard half inch; and Class C (leaders) are circular. Thus, there is no stacking in this game! Only one phalanx or two Class B units (placed side-by-side, not stacked) may occupy any one hex. Commanders are the exception; these small circular units may simply be placed in any hex with any unit(s). I find this a very pleasant physical system to use and an absolute delight to play.

The rules booklet is a minor classic in itself: simple, direct, clear and generously illustrated with diagrams from start to finish. The rules writer has also taken the courtesy to point out where Alex rules differ from other ancient warfare games. This is obviously an excellent game for a beginner. In fact, the sheer physical beauty of packaging and components make it a fine gift item for anyone who enjoys a game, whether 'into' wargaming or not.

At the same time, the Advanced game is more than enough of a tactical challenge and combined arms study to assure the veteran play-

Chancellorsville (Chanc) has long held the distinction of being the only wargame ever published that (again, to my knowledge) specifically deals with the problem of an opposed river crossing. The original 1961 edition of this Civil War battle gave the Union player choice of either/both forcing a deep water crossing of the Rappahannock with assault boats and pontoon bridges or fording the Rapidan-Rappahannock to the west (duplicating Hooker's classic flank action) and approaching through the Wilderness. But the Confederate reacted too easily to make for an interesting game, and the game was soon withdrawn from the market, a victim of insufficient playtesting. Nonetheless, the novelty of its river crossing premise made it much in demand both as collector's item and a fine game variant kit.

Chanc '74 is a complete redesign of rules, components, and board that emerges as the game Chanc '61 should have been in the first place. Actually, the new map scale and counters are so nearly identical with the original that you could probably play this game with Chanc '61 board and counters though I don't advise it. The point is that Chanc '74 retains the value of the original as a game variant kit.

One of the major changes of the new edition is a completely new 'push' rather than 'elim' CRT which usually results in a unit being dispersed (out of action) for one, two, or three turns. When you consider that Chancellorsville is a three day battle, this makes for one of the most strikingly realistic sustained battle systems I have ever seen. At the end of a day of hard fighting, at least one and sometimes both sides are at the point of exhaustion if not complete collapse; i.e. many of their finest units are dispersed. Then night falls (during which no combat is allowed), and the two turns of a 'night' allows units on both sides to recover and redeploy - so the action resumes with even greater fury the following morning! Nonetheless, the 'push' CRT favors the Confederates, as the Union must eliminate enemy units to win.

However, another major change decidedly favors the Union: he opens the game by making two free night moves - during which the Confederate is not allowed to move at all - and then moves first on the morning of April 30, giving him three moves in a row! This tends to force the game into an historical mold, because a competent Confederate will have deployed along the deep water banks of the Rappahannock - so a Hooker flank to the Wilderness is likely the only way the Union can exploit this bonus.

However, an adroit Union player will also leave a significant force along the deep water Rappahannock complete with assault boats and pontoon bridges as a threat. The result is a Confederate nightmare, a nutcracker, for he cannot strip the Rappahannock to deal with the wilderness troops without running the risk of an amphibious assault to his rear.

However, the Confederate has at least two more advantages: (1) he is on interior lines, which constantly threatens a Union defeat in detail, and (2) he does not have to hold territory except as necessary to keep his army in being until game's end.

Also, the possibility of deliberately allowing a Union deep water crossing and hitting this bridgehead in detail should not be overlooked.

Finally, the greatest Confederate advantage is the enormity of the Union assignment; they must achieve a 4:1 strength ratio over the Rebels, i.e., annihilate Lee's army to win. So, no matter how dramatically they shatter the Confederate position, which they can usually manage in three days, a Union win comes hard.

Nonetheless, the Confederate's opening strategic position is unenviable to the point of desperation - they open the game in deep trouble indeed - and this always makes for an exciting game no matter how you look at it. One of the best on the market.

A number of optional rules are included. Personally, I've sorted out all my Commanders and set them aside as damned nuisance. But I do suggest Option II, Unit Function Differentiation - which simply means that artillery units engaged in direct ground combat with the enemy (whether attacking or defending) are halved unless stacked with infantry. This is only common sense, and makes the game much more realistic by discouraging the absurdity of assaulting enemy infantry with artillery units! Artillery is best used firing over distance - and very handy for firing across the river!

My other favorite^{is} Option V, Stoneman's raid, which simply means Union/Confed cavalry has gone adventuring again and is missing out on the battle - but can return to the game at the roll of a die on the morning of each day. This is a teasing little uncertainty which is not decisive but makes everything all the more fun.

The gameboard artwork and entire physical package can only be described as handsome Americana, and greatly enhances the pleasure of owning and playing this excellent game. I highly recommend it to players of all levels. (Cf 76, 124)

Anzio has long been recognized by experienced players as one of the finest wargames ever published, but unfortunately physical problems of unit organization and playability made it just plain impractical for most people and it was withdrawn from the market. This redesign by Tom Oleson is a beauty in that it retains the original classic gameboard and advanced game rules, and (essentially) counters. The purpose of the revision has not been so much to change the original as to reorganize both rules and components to emphasize playability so the average gamer can truly enjoy Advanced Game "Anzio". The only change in the unit counters is that each counter now offers much more information at a glance: whether the unit is full strength or a weaker 'step'; whether it has mountain climbing capability or not; and its stacking value in points. These were all things you had to look up in the rules or on the OOB for each counter in the original game. The time record and play aid cards have also been (at last!) completely redesigned to present a rational and easy to play format. The only major change is the victory conditions, which were not quite satisfactory in that after the Allies had fought their way up the Italian peninsula for 79 turns the game could be decided in a last ditch struggle for a single town. Although this could still happen, it is now partly a decision of the players to allow it to happen.

"Anzio" is now unique among wargames in that players choose among OOBs available and thereby decide how ambitious a VC they wish to attempt. I know of no other game that gives players this option, yet when you think about it, it's highly realistic. But the original gameboard was and remains notoriously ambiguous despite or perhaps because of its striking detail; so, in preserving the best of both worlds, the rules book meticulously lists rulings for ambiguous terrain. These are now the official AH rulings.

Other changes include a completely new Basic Game to replace the 1st edition "Diadem" offensive unit elimination game. (Strangely, the 1st edition featured "Diadem" but did not advertise it on the box, while the 2nd edition box advertises "Diadem" but omits the game). This is no loss as "Diadem" was interesting one or two times at most, except for the fact that it was the historical Anzio breakout offensive that will otherwise rarely occur in a game.

(Cf 67, 125)

The mini-games have also been omitted - sacrificed for lack of space, I understand - and again the loss would be minimal except these Advanced Game mini-campaigns were the only way you could play anywhere on the board (especially on the Githic line) without playing an entire eighty turn campaign. So keep your old rules book or try to xerox somebody else's if you missed out.

Those who have the original "Anzio" are strongly urged to update it, which you can do for about \$4.50. You will need: Rules (\$1.-), Allied & German counters (\$2.-), Playing Aid Cards (\$1.50). "Anzio '74" is a truly remarkable wargame and an enduring classic that is an absolute must for every collection. No two "Anzio" games are ever alike. Try it and see for yourself.

(There is a 'between the lines' significance to the reissue of "Anzio" that seems part of a fascinating story. This was the first published game by designer Dave Williams, about whom little seems to be known except that at the time of its appearance in 1969 he was a 27 year old journalist. "Anzio" was followed by his "Battle of Moscow" for SPI, and we were told he was working on a battle of Kursk game for them.

But "Anzio" was dropped from the market after a relatively brief exposure, and when SPI set about to clean up "Battle of Moscow" they decided it would be easier to 'do a whole new game on the subject'. The new "Moscow Campaign" shot to the top of the ratings while "Battle of Moscow" settled in the cellar with William's "Anzio Beachhead" (a rejected "Anzio" prototype). When SPI's "Kursk" game came out, Williams was not mentioned on the design credits, and he disappeared from the wargame scene with all his published works a failure.

But 1975 appears to be Dave William's year. "Anzio" has been reissued due to the clamor of its supporters, and the latest game ratings show that "Battle of Moscow" has surpassed "Moscow Campaign" in popularity.)

THIRD REICH (AH) / WORLD WAR II (SPI) (by Roger Sandell, UK)

AH's latest, "Third Reich", is designed by John Prados who has already devised SPI's "Year of the Rat". Since it deals with the whole European theatre of the Second World War it will inevitably be compared with SPI's "World War II".

Certainly there are many similarities. In both games players may radically alter the course of the war by invading nations which remained neutral. In both games players are free to use their production points to produce different types of units at different costs.

However there are major differences also. The most obvious is that 3R has counters representing fleets and air forces whereas in WW2 naval and air power are merely exercised by bases on land. Further examination shows that in spite of the apparent similarity of the production and neutrality rules there are major differences. 3R has considerably more detailed orders of battle for the neutral countries ranging from Spain and Turkey who have fairly effective armoured forces, fleet and air forces, to the totally ineffective armies of Belgium and Norway. Also unlike WW2 the allies may violate neutrals as well as the Germans thus making allied strategy rather more flexible. Production is also much more complex. Production points must not only be expended to produce new units but to declare war or make attacks. Furthermore any points left unused at the end of a year increase the nations growth rate for the future. In addition to this the economic side of the war is recreated by

a special economic warfare box on the board in which German U boats and allied strategic bombers have conflict with enemy fighters and destroyers and attempt to destroy production points. The western allies may attempt to boost Russian production by sending points to Murmansk, braving German air and sea power.

The rules although long are generally clear although there are one or two points I am not sure about. The large map is also satisfactory although there are a couple of oddities. First if the rules are taken literally it is only possible to cross the Suez Canal by naval convoy. It seems hard to believe that this was intended. Second no border between Ulster and the Irish Republic is shown. Is Ireland to be intended as a part of Britain or not?

Overall the strategic problems presented by 3R and WW2 are rather similar. Germany crushes France fairly easily and then turn to Russia, deciding at the same time how much German assistance should be given to the Italians in Libya or whether to march through the Balkans to the Middle East. One difference is that a German invasion of England which, in WW2, can with luck and careful planning come off is practically impossible in 3R.

A criticism I would have of both games is that neither really reproduces the full shock of the blitzkrieg. In both for example it is usually necessary for the Germans to assault France for two or three turns, each representing a season rather than crush it with one swift blow.

3R's playing time is considerably longer than WW2. A complete game is not likely to be finished in much less than five hours, especially in early games when players will find themselves referring to the rules frequently.

Which is the better buy? Both are excellent and the answer depends on what you are looking for. If you want a reasonably simple and fast moving game which is still challenging and quite historically accurate buy WW2. If, however, you have no objection to more complex rules and longer playing times that permit you to take more decisions yourself (or if you are interested in the naval or air aspects of the war) 3R will not disappoint you.

OPS & INFO: 3R

CHRIS CRIGHTON (USA): "3R Takes the same situation covered by SPI's WW2 and treats it much more in detail (...) "Overall it's a fairly complex system, but nonetheless interesting and enjoyable. One nice thing about the game is that any of the major powers (US, Britain, Russia, France, Italy, Germany) can attack anyone they want (except Switzerland, which is the 'verboden' country). I have seen Britain invade Norway, Russia invade Turkey and Persia, and the US invade Spain."

((I also wonder why Switzerland always has to be impassable - it's maybe because our army was/is so strong that suddenly it could happen that the Swiss army - not to forget the alpine fleets - would conquer Europe, and that designers wouldn't like to see their games ending with a Swiss victory?)).

Incidentally, about BRP's: "we all call them 'burps'".

CHARLES VASEY (UK): "We have tried 3R: it is reminiscent of USN in many ways and is streets ahead of WW2, though it still has problems, I hope to do a sheet of amendments and send them to you; this game should give rise to a lot of interesting strategies: I plan to test one using Rhodes to capture Cyprus and driving into Lebanon, not to mention a North German invasion."

SANDY EISEN (UK): "On the question of WW2/Third Reich: Quite abit was said on this in E 4/5 (pp 65 sq). Most comments put-down WW2 and gave me the impression that 3R was the game of the decade. WW2 has its faults (lots of them) but I still like the game, so if 3R is so much better..."

I immediately ordered 3R. Subsequently I played a couple of games (before I got my copy) and in the light of this experience managed to cancell my order. (When will I learn not to order games on the basis of other people reviews?). Suffice to say that Tom Oleson's description of WW2 as a flawed game is, in my opinion, also a perfect summary of 3R. The combat system is totally flawed, while the game is just as contrived as the WW2, if not more so (e.g. why are all the objectives in Russia exclusively those that the Germans captured or just failed to capture?). The Russian campaign is particularly distorted (I am basing these observations on a 1942 scenario, multi-player game); Russian reserve levels and growth rate ensure that Russia cannot survive without lend-lease, the effects of terrain-capture on production are a retrograde step from "Stalingrad" (only Moscow and Leningrad have any effect), whilst the rules for Russian surrender are nonsensical. I'm sorry this isn't a proper review, but I feel I should at least word giving the opposite view on 3R."

TONY JONES (South-Africa/UK): "To my mind 3R is one of the best AH games once one knows the rules - it took me 3-4 hours to get the hang of them." ((wlh: It took me much longer...)).

WH-QUOTATIONS: 3R, WW2

*WW2

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3R DON LOWRY (in "Panzerfaust" 66,20-23): "Mechanically, while complex, the game seems to work well and provide the players with most of the strategic options and problems actually existing in the real situation. The major omission seems to be a lack of consideration for Finland's role in the war (...). Ans since it isn't on the map there's no way to capture Murmansk and cut off that supply route. A couple of other inaccuracies are the impossibility of making an amphibious landing at Anzio, and the impossibility of crossing the Suez canal without a fleet to transport you from Suez to Port said! Despite thes problems (which are easily overcome by common-sense agreements between players) I believe this game has a tremendous potential in both two-player and multi-player formats."

3R RICHARD BERG (in "The K(ommandeur)" 10,1: 5): "AH in high gear! Despite some evidence of haste in publication, particularly in the rules, this is one of the most interesting games of the year and certainly the most intriguing AH item in a long time. With a system designed for playability more than historicity, although not overlooking the latter to any great detriment, the major focus is on production capability and concurrent ability to make and sustain a war effort. (...) In all, an excellently-done, play-oriented WWII game. PBM possible; solo harrowing!" (rated: A-).

a special economic warfare box on the board in which German U boats and allied strategic bombers have conflict with enemy fighters and destroyers and attempt to destroy production points. The western allies may attempt to boost Russian production by sending points to Murmansk, braving German air and sea power.

The rules although long are generally clear although there are one or two points I am not sure about. The large map is also satisfactory although there are a couple of oddities. First if the rules are taken literally it is only possible to cross the Suez Canal by naval convoy. It seems hard to believe that this was intended. Second no border between Ulster and the Irish Republic is shown. Is Ireland to be intended as a part of Britain or not?

Overall the strategic problems presented by 3R and WW2 are rather similar. Germany crushes France fairly easily and then turn to Russia, deciding at the same time how much German assistance should be given to the Italians in Libya or whether to march through the Balkans to the Middle East. One difference is that a German invasion of England which, in WW2, can with luck and careful planning come off is practically impossible in 3R.

A criticism I would have of both games is that neither really reproduces the full shock of the blitzkrieg. In both for example it is usually necessary for the Germans to assault France for two or three turns, each representing a season rather than crush it with one swift blow.

3R's playing time is considerably longer than WW2. A complete game is not likely to be finished in much less than five hours, especially in early games when players will find themselves referring to the rules frequently.

Which is the better buy? Both are excellent and the answer depends on what you are looking for. If you want a reasonably simple and fast moving game which is still challenging and quite historically accurate buy WW2. If, however, you have no objection to more complex rules and longer playing times that permit you to take more decisions yourself (or if you are interested in the naval or air aspects of the war) 3R will not disappoint you.

QBS & INFO: 3R

CHRIS CRIGHTON (USA): "3R Takes the same situation covered by SPI's WW2 and treats it much more in detail (...) "Overall it's a fairly complex system, but nonetheless interesting and enjoyable. One nice thing about the game is that any of the major powers (US, Britain, Russia, France, Italy, Germany) can attack anyone they want (except Switzerland, which is the 'verboden' country). I have seen Britain invade Norway, Russia invade Turkey and Persia, and the US invade Spain."

((I also wonder why Switzerland always has to be impassable - it's maybe because our army was/is so strong that suddenly it could happen that the Swiss army - not to forget the alpine fleets - would conquer Europe, and that designers wouldn't like to see their games ending with a Swiss victory?)).

Incidentally, about BRP's: "we all call them 'burps'".

CHARLES VASEY (UK): "We have tried 3R: it is reminiscent of USN in many ways and is streets ahead of WW2, though it still has problems, I hope to do a sheet of amendments and send them to you; this game should give rise to a lot of interesting strategies: I plan to test one using Rhodes to capture Cyprus and driving into Lebanon, not to mention a North German invasion."

SANDY EISEN (UK): "On the question of WW2/Third Reich: Quite abit was said on this in E 4/5 (pp 65 sq). Most comments put-down WW2 and gave me the impression that 3R was the game of the decade. WW2 has its faults (lots of them) but I still like the game, so if 3R is so much better...

I immediately ordered 3R. Subsequently I played a couple of games (before I got my copy) and in the light of this experience managed to cancell my order.. (When will I learn not to order games on the basis of other people reviews?). Suffice to say that Tom Oleson's description of WW2 as a flawed game is, in my opinion, also a perfect summary of 3R. The combat system is totally flawed, while the game is just as contrived as the WW2, if not more so (e.g. why are all the objectives in Russia exclusively those that the Germans captured or just failed to capture?). The Russian campaign is particularly distorted (I am basing these observations on a 1942 scenario, multi-player game); Russian reserve levels and growth rate ensure that Russia cannot survive without lend-lease, the effects of terrain-capture on production are a retrograde step from "Stalingrad" (only Moscow and Leningrad have any effect), whilst the rules for Russian surrender are nonsensical. I'm sorry this isn't a proper review, but I feel I should at least word giving the opposite view on 3R."

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 KEVIN SLIMAK (in "The American Wargamer" II,8:3) "3R, though it has some problems with the rules in the multi-player scenarios, makes WW2 (by SPI) look sick!"

GEORGE PHILLIES (in "The American Wargamer" II,8:10) "(...) initial reaction (at least to the multi-player games) is much better than to WW2 (which tended to resemble "Victorious German Arms", except that there are usually fewer German errors). The only appreciable criticism that I have heard is that the multi-player rules seem to have been tested heavily for 3 players but have some gaps when more than three players are available."

Cf also: "War Bulletin" 60,3; "Albion" 50,50; "Signal" 72,2; "Europa" 4/5: 65-69.--

Grid-coordinates and first rules clarifications will be included in this or in the next issue of E.--

PANZER LEADER (AH) (by Rian van Meeteren, Holland)

Finally, AH figured out that PzBl needed a Western Front sister game. "PanzerLeader" (PzL) is available for \$10.

Basically it is PzBl (PanzerBlitz) with rule changes. It encompasses 20 scenarios from which five are situated in the Normandy (the landings and the break-out); three depict the stiffening of the German resistance during the pursuit (Reichswald, Nancy, Marieulles); three situations come from Operation Market Garden; one from the Saar; seven from Battle of the Bulge (including the Fortified Goose Egg - full scale armour -; Celles - the encirclement of the 2nd German Panzerdivision, and last but not least Patton's counter-offensive) and finally the Remagen Bridge.

Furthermore, they included a multi-player version, which uses more boards and counters and which employs secret Order of battles and reserves.

The physical quality is perfect. The boards are unambiguous and the counters are better than in PzBl (e.g. bigger silhouets). The Allied counters are yellow-green.

The games PzBl and PzL both 'simulate' tactical combat employing platoon- and battery-sized units. Lack of ZOCs and high movement allowances make for a fast-moving game with a limited playing time. The boards are geomorphic, what means that they can be joined in a variety of ways depending on the situation one is going to play. The counters of vehicular units (from trucks to tanks) are given the appropriate silhouets.

Combat is created by the firing of units which then cannot move that turn. The target unit must be in a straight line of sight (LOS) c.q. fire, which can be interrupted by special terrain features as towns, hills, woods, etc. Other types of combat are overrun attacks by armoured units and close assault tactics (CAT) by adjacent infantry. Both these modes of attacks give increased effectiveness. The most prominent victory-conditions are gaining of territorial objectives and/or destruction of enemy units.

Along with some minor rule changes, the following new rules give PzL quite a different feel from PzBl:

Indirect fire. Unlike PzBl, this type of fire (in which the firing unit doesn't have a LOS to the target hex) is included in the standard rules. There are a lot of towed artillery units in the game and most of them can employ indirect fire.

Basically it functions as follows: one turn in advance the attacking player matches his to be fired units with target hexes, that can be seen by other units. Only the next turn these attacks are executed. If the target hex is no longer in the LOS of the fire-directing

unit or if this unit is dispersed the indirect fire may scatter to the adjacent hexes.... This is governed by a roll of the dice.

Spotting: An enemy unit which is in a town or a wood hex can be spotted by a) having an undispersed friendly unit adjacent to it as in PzBl, and b) if that unit fired while being in the LOS of a friendly unit. In the last case a "Spotted" marker is placed on that unit and remains there until no enemy unit can see the hex anymore in which the unit is in. This last rule tends to make fire exchanges a more usual feature of all the games played.

Transport: Small artillery units (smaller calibre than 88mm) and infantry can be loaded/unloaded and transported in the same turn which resolves a controverse on this subject.

Road movement and stacking: It's no longer possible to block a road with one wreck; one needs three now and only than the road is blocked. Although the stacking limit is four, only three wrecks can be accumulated in one hex, so a complete block is impossible.

Air power: Only three scenarios use it. Whenever used it's tough for the Germans, because the Air units can sight and attack their otherwise hidden invulnerable indirect fire units which mostly are the backbone of their resistance. Even the possible AA fire doesn't even things up.

Terrain: The major difference with PzBl are the rivers. They are impassable for vehicles and only in 50% of the cases infantry can pass (die-roll).

Functional Engineers: I'm glad AH did away with "1" rolling for removing mine fields. They are now removed in a four-turn sequence by an adjacent engineer unit. In the same way engineers can remove blocks. They also have the possibility for the creation of blocks and the destruction of bridges. The British army possesses some specialized equipment like Flail tanks and Bridge layer tanks.

Opportunity Fire: Although this is an optional rule, it's a must for FTF play, because it eliminates the Panzerbush syndrome. So: Bushheaders, watch out: after spending a quarter of your movement factor in my line of sight, you'll be fired at!

Other optional rules cover the fields of infantry quick march, naval support fire and panzerblitz-assault. A set of new experimental rules governs the areas of mobility of turretted AFV (fire and move in the same turn), artillery fields of fire and the use of smoke shells.

Summary: Although all this may look like a lot of new rules, the game mechanics haven't changed and in fact it's a redoing of PzBl as it should have been done in the first place.

Playing the game gives quite a different feeling from PzBl, because it's more fluent; it's no longer use to hide in the woods and fire on advancing enemy units, because you're the one who will be fired at. Especially the extra mobility of turretted AFV (experimental rule) looks very promising. The other important feature of the game is the uncertainty created by the use of indirect fire. There is also more decision making involved, for instance in the use of opportunity fire.

All in all I liked this game a lot more than PzBl, and I'm sure it will become one of my more frequently played games. The more so, because AH notwithstanding the game can be played by mail without using an honour system. The way to do that might be described in a short article later on.

((Cf also: Panzerfaust 66, 28-29 (Lowry); Albion 50, 48-50 (Turnbull; American Wargamer II, 8:3, where Kevin Slimak mentions the nickname of "Penzer Breeder" for PzL.))

JUTLAND II (by Rian van Meeteren, Holland)

"Jutland II" is the redoing of the old 1967 game from AH. It's only directly available from them by mail-order for \$8. The subject of the game is the great naval clash that occurred on May 31, 1916.

The game contains about 120 ship-counters with deck-plans; no board is included, it has to be played on a large surface like a table or the floor. Each ship-counter is moved and fired individually.

As has been said before in "Europa" 4/5 by Clifford L Sayre (p 34) the redoing does not make much difference with the original. The basic game hasn't been changed at all but for one point, which is hidden in the Battle Procedure Placement Diagram on the back-cover of the rules-book. The maximum width of a fleet-formation at the time of entrance in the battle area is limited to 8000 yards which makes the deployment for the British Grand Fleet a laborious task. On the other hand maneuvering in 'Line Ahead' during search procedure is still not specifically outlawed.

Another major change in the Advanced Game is the search by light ships. They can no longer do it on their own, but they must be accompanied by at least three capital ships. British light ships in such a formation also have the possibility to search adjacent hexes, one per light ship counter.

The victory conditions of the advanced game still have that infamous 26 hour return limit, but now it's been tied to a point system which will probably even things up a bit. Further some rules concerning torpedo-attacks and gunnery-facing are better clarified and more workable.

I think that everybody who owns the old Jutland has made up his own mini-games. The three which are added in the rules-book are nice, but nothing special. What I missed was a Campaign Game on the lines of Dean Miller's article in "The General" (IX,6), and especially a redoing of the submarine rules.

In general, I can recommend this game only to people who have a special like for naval games or a special interest in this particular battle.

The people who own the old version I would like to advise that they should order the new rules only, because most of the other things have only changed slightly or not at all (e.g. the counters; in the Dogger bank scenario one has to use the 'Black Prince' counter to represent the 'Blücher'). At least, that is what I did, when I saw the photograph of the new Jutland in "The General" XI,4.

What I am glad for is that now search/hit record sheets will be available in unlimited supply again. But that's because I'm a solitaire playing naval nut and that takes a lot of sheets...

A GLIMPSE AT AH'S "NEW" JUTLAND (by Harti Ammann, Switzerland)

All the rules, basic and advanced, have been put into a 8x11 booklet. Some of the illustrations of the rules are better now and the drawings have been let away. The Torpedo Attack Table has been redone. On the average the number of hits is the same but hits have been spread more evenly over the whole table. There are also some other minor changes mostly a rearrangement of the rules but one major innovation should be noted here: Victory is now based on Victory Points, which can be gained for sinking and for damaging enemy ships, and not any more just on the ratio of capital ships sunk. This means that hits on light ships and damage to capital ships are also taken into account. ((wlh: Shortened article.))

WORLD WAR 3 (SPI) - VERY FIRST IMPRESSION (by Mark Saha, USA)

I have only received this game yesterday, so not having played it I can guarantee nothing; but, looking it over and reading the rules, I must say I'm enchanted.

A modified Gall projection is used on a colorful 22"x34" mapsheet which assumes the earth to be a cylinder; you may move directly off the right map edge and enter at the left edge, but not cross the 'poles'.

The game includes land/sea/air combat but is quite simplified and borrows wisely, I would think, from their WW2 game. For example, there is also a weather zone in this map; movement is variable according to three-month seasonal turns: 4 movement points in summer, 3 in fall, 2 in winter, and 1 in spring.

But production and resources are the heart of the game. You may play a mini game and receive reinforcements on the turn record track; or play the full land/sea/air campaign in which you accumulate production points and attempt to seize resources and industrial areas instead. And it is here the war is won or lost; if you have the upper hand here, a major defeat in battle can only postpone your victory, while a major victory accelerates your inevitable eventual total victory.

Except for the problem of nuclear escalation. And this, it seems to me, is really what makes the game most promising (again, I write without having played it). Because you often cannot make a good move without setting into motion a nuclear escalation sequence which may or may not destroy everything! This sequence is to a certain extent within control of BOTH players; but once set in motion, it must be carried out through a series of quantified operations and die rolls until it either aborts or 'goes off'. Actually, according to Dunnigan's notes, the game has been 'tamed' by about 50% of actual probability so the war at least has a chance to get off the ground. And, in the event of nuclear holocaust, the player who's action initiated the sequence is designated 'loser' though there is no real 'winner'.

And so it is fascinating. What it seems to come down to is that: that to win a major war today you must somehow defeat the enemy without offending him or making him mad about about it! If that sounds hard to do, the game suggests - you're right!

Estimated playing time is 2-3 hours. Game is for two players with Optional third player as Red China.

((wlh: It seems that at least with this game - if not with others also - we get involved with some really philosophical problems, i.e. what kind of world war is still possible, what kind of warfare is the 'correct' one - and if wargaming would influence our politicians as much as some people seem to believe we even could ask whether game publishers now try to manipulate them in showing them the 'right' kind of warfare...

Then there is another question also: we have now several 'huge' games, either in size of map boards and number of units (GDW's Europa-series with DNO, WITE, etc), or in the (more or less) world-wide subject (AH's 3R, SPI's WW2, WW3, Global War). Most of us would like - if ever possible - to select only one or two of those for their collection. But which ones? And which ones definitely not?

Finally, SPI seems to publish series of games with either similar subjects and/or mechanics; is this so - and if, what does this mean for us?)).

SIXTH FLEET (S&T 48) (by Harti Ammann, Switzerland)

SPI has to my great joy finally discovered naval wargames and have issued quite a few in the last months with still some more to come. Now right after "Wolfpack", S&T carries another naval game called "Sixth Fleet". The game is an operational level simulation of the hypothetical encounter between NATO and Soviet naval forces in the Mediterranean. The objective of the game is, besides the sinking of enemy ships, the line of communications from the Western Mediterranean to Israel, which the Soviets have to attempt to block, and the possession of the Aegean Sea.

6F incorporates some of the innovations SPI announced for their future games in S&T, namely rules that are part of the zine and larger sized hexes. The latter actually isn't a bad idea because here you have a lot of stacks close to one another and larger hexes help avoiding a mess.

The map shows the Mediterranean and the bordering countries, beginning West of Sardinia and ending in the East with Israel. I have read an article criticizing the map because of the land mass of Turkey being supposedly totally superfluous for the game. I cannot agree however because when the Black Sea Fleet comes in, the air-space over Turkey is vitally important as it is BSF's open flank.

Players set up their forces on designated set-up hexes. These hexes are scattered all over the board so that forces are widely dispersed and have to be brought together. It can therefore happen that a sort of melee type battle develops with everybody surrounding everybody else. Set-up is quite important and decides the action, because ships move rather slow and take time to get anywhere. The Soviet has an advantage here as he may set up second.

The game is played in alternate Player-Turns each consisting of a Combat Phase followed by a Movement Phase. This reversion of the accustomed sequence of moving and then fighting makes a lot of thinking ahead necessary, since the enemy has a chance to move before he comes under attack.

Another feature of this game, or rather the lack of it, will bring joy and happiness to many players: NO COMMAND CONTROL... Therefore there is almost no luck involved in this game.

There are three types of units: air, surface, and submarine. Correspondingly there are three Combat Strengths for each unit: anti-air, anti-surface and anti-submarine, plus a Defense Strength and an ECM Value (Electronic Counter Measure). Certain units can't fight against certain types of other units, for example fighters usually can't attack subs, and these can't combat airplanes, because the Combat Strength in question is zero.

Combat is resolved by calculating the Combat Differential, then looking up the ECM value of the defending unit, and of course rolling the die. The higher a ship's ECM value is the more difficult it is to destroy that unit. The result of a combat is always a retreat not elimination. This can only occur when a unit is forced to retreat into enemy ZOCs. Airplanes cannot retreat and are considered shot down.

Here in combat lies the luck element of 6F. Units with even moderate ECM values usual need a die roll of 1 (or 1 or 2 at best) to be retreated or eliminated. The player with more 1's and 2's at the right moment has quite an advantage over his opponent with this system more so than in other games. This isn't too grave and doesn't deduct from the game's quality, but it might be noticed especially by the one being on the losing side.

There are restricted water hexes in which ships move slower but are doubled in defense, and Defended Hexes which have an intrinsic Defense Strength and into which the enemy may not move until that Defense Strength is destroyed. There are also airfield hexes from which aircraft operate. Aircraft, by the way, can only stay away from base for two turns and can only land on an airfield of their own nationality if they want to stay in the game.

Victory is based on Victory Points which are gained by sinking enemy units and for the Soviet player by gaining certain territorial objectives like clearing the Aegean Sea or the Eastern Mediterranean or blocking a line of hexes from the West edge to Israel.

For each enemy unit destroyed VPs are gained equal to the ECM value of that unit.

There are two scenarios, the first lasting 10 turns, the second 21. The second scenario is actually an extension of the first, the difference being the length and that both sides receive reinforcements. Victory conditions however remain the same in both scenarios. Players can therefore decide to end the game or to continue when they reach the tenth game turn.

There are a few options that can be chosen. These are just for balancing the game between unequal players.

6F is in my opinion a good game and one of the better naval games around. It is very balanced and involves almost no luck. The difference in the performance of units forces players to give some thought on the combination of different units and in what role he is going to use them. Airplanes for example are very powerful having a large action radius and high Combat Factors in at least one type of enemy units. They can be used either for directly attacking an enemy unit, for surrounding a unit that is to be attacked and thereby blocking its retreat path or for sealing off a whole area with their ZOCs so that no other units may enter. This latter method is very effective against enemy planes for once a player can't use his planes in combat, a major proportion of his fighting strength is lost for the moment and it usually costs him dearly to break through that cordon.

On the other hand aircraft are very vulnerable since they cannot retreat and are eliminated instead. Subs are very difficult to get because they are able to move directly from one ZOC to another. To be eliminated they have to be completely surrounded otherwise they will just simply move off before they can be attacked. They also have a high Anti-surface Strength which makes them dangerous to ships. However compared to aircraft they can't move as fast (obviously) and also they don't have any Anti-Air power so they can't stop aircraft from going where they want to.

Surface ships are useful in many roles. They range from aircraft-carriers to destroyer-escorts and are strong against one or sometimes even two types of units.

The Soviet player has to try as hard as he can to delay NATO forces in the Western Mediterranean from getting into the action. In the meantime he should try and establish a barrier across the Med about the height of Crete. He also has to decide whether he wants to use his planes to eliminate the Turkish subs in the Aegean (thereby gaining the extra VPs), or whether he wants to seal off the air space over Greece. Important for both sides is to protect their carriers since they function as mobile airfields and enable planes to reach places which they otherwise wouldn't because of their restricted range.

As I said above already I think 6F is a good game at least above the

 average of the S&T games and to navy fans who don't get S&T I would even recommend buying this issue.

It's a game that is based almost purely on manoeuvre but because of the slowness of ships lacks the spectacular movement of games with armoured units.

It isn't possible to speak of a realistic game here since the whole thing is hypothetical, but the subject of the game is something that could happen almost from one day to another and one might even include the newest happenings in Turkey and Greece as What-ifs in the game.

SIX FLEET, SOME REMARKS (by Cliff Sayre, USA)

I got to play some of "Sixth Fleet" at a Washington Gamer's Assn., session over at the University. I enjoyed the game. I have no idea how realistic or good a simulation it is, but it IS fun and it IS different. The idea of the 'bloodless' CRT and eliminations coming from inability to retreat makes for an interesting game. The combat then move sequencing also requires a different approach to playing tactics.

If you haven't learned by now, I am a lazy (maybe even lousy) player and I am always trying to make playing easier. I hate to remember things. I made up the following table to assist in playing 6F without having to refer to the rules so often:

Friendly	Enemy ZOC	withdraw from ZOC
surf ship	surf ship	if MA enemy MA
surf ship	sub	if MA enemy MA
surf ship	air unit	yes, always
submarine	any	yes; also move from one ZOC to another
air unit	any	yes, always
		ignore ZOC/retreat into occupied hex
surf ship	any	no
submarine	surf ship	no (except Soviet CA)
submarine	sub	no
submarine	air unit	yes, if ASW = 0
air unit	surf ship	no; may not retreat
air unit	sub	yes; may not retreat
air unit	air unit	yes, if AA = 0; no retreat

Naval ZOC does not extend into land hexes.

A DEFENDED hex has no ZOV of its own, but may not be entered by enemy units until intrinsic defense strength is destroyed.

I also made up three big boxes (one each for surface, sub and air units) and labeled the six different numbers which are used in the counters, so that I don't have to remember which number represents which characteristic.

QUOTATION: SIX FLEET

((Cf also Moves 17,3: Playtest notes)).

RICHARD BERG (in "The K(ommandeur" X,1:5) "Quite possibly the best S&T game in two years. Deceptively simple NAW-style rules hide a game of multi-layered complexities that will challenge and satisfy players and buffs alike. (...) Beautiful counters and an excellent, large-hex map render play hassle-free. Rules clear, few mistakes. Game should be played several times to savor its possibilities."

RE: WOLFPACK (by Tony Jones, South Africa/UK)

((Cf Harti Ammann's review in E 4/5,30)).

Just a quickie, I have not seen the game yet, but I disagree basically on one point; as the number of U-boats increases it does not mean more losses. Theoretically yes, but if one carefully studies the U-Boat war 1939-1945 approximately 75% of the losses in a convoy were made by 3 or 4 boats out of 20 or 30 in or around the convoy.

Its interesting to note that only a small proportion of the U-boats used in fact scored more than one or two kills, many in fact were sunk without getting into action - the German U-boats in fact were proportionately not as succesful as the submarines of America or Britain.

I have spent years studying submarine warfare hence my game "Wolfpack" (in "Albion" 50) and I feel if the Germans had had a better average standard of captains available, the Atlantic battle could have been lost to the Allies.

A lot were lost due to careless tactics and lack of basic training in evasion and though very brave with moral sound many U-boats did not do justice to themselves.

Usually groups of 4 or 5 boats with experienced commanders did far more damage than a herd of 20-30 boats bearing in mind out of those 20-30, only 3 or 4 would have capable, good commanders, with good trained crews operating at an efficient level.

The biggest fault of U-boats was to use too much radio calling - they continually gave their positions away to the Allied forces: more radio discipline would have saved numerous boats from being sunk; this was the fault generally of new commanders in fact.

RE: WOLFPACK (by Cliff Sayre, USA)(cf his contribution E 4/5,p 38)

After considerable experimentation, I would reject R1 and R2. It is my opinion now that the large number of dummy convoy units (12 out of 20) simulate the garbled orders, false or poor intelligence, etc and that the German Commander can take any action within the scope of the SPI rules (plus my R3) to discover and attack a convoy. I agree with Harti Ammann (E 4/5,30) that the CRT MAY underestimate the effectiveness of the larger Wolfpacks, but I have no operational statistics to recommend alternative values. I am continuing my studies of the game.

((I also got a comment about "Wolfpack" which may show you how a game looks like if somebody doesn't play it enough or just doesn't like this kind of game: "Wolfpack has been said too much about already. It's nice for two or three sittings as simulation but as a game it's just a pack of bullshit - sorry for the word." Uff. wlh)).

((w/h. Something else: We never shall have heard enough about one game. Especially our "Ops & Info" column, in which often first impressions only are given, must be corrigible, either by the first autor or by others.)) (< p.65)

MISSILE BOAT by Cliff Sayre (USA): Individual ship combat (contemporary), one nautical mile per hex, six minutes per game turn. Numbered hex grid on 17"x23" map sheet with removable play-aids section. Rules printed on 20"x24" map-folded heavy paper. Additional 12"x16" insert on heavy paper contains ship characteristics and playing tables. Matrix CRT based on maneuvers of target and firing ship. **Counters are unvalued** (like "Tank") but used in conjunction with play aids to characterize vessel (somewhat like "Flying Circus"). The ship characteristics are cleverly depicted on grids cal-

 led 'combat information centers' which concisely depict current values and which can be readily adjusted for changes due to damage. Rules cover surface ships, submerged submarine options, torpedo attack, helicopters and aircraft. There are 14 scenarios ranging from Tonkin Gulf (1964) to the near future. A solitaire scenario is also added along with suggestions for additional actions. The rules are innovative (in my judgement) including a measure of electronic effectiveness and instructions for 'inventing' do-it-yourself ship configurations to experiment with. (I cannot comment on play yet, but as a naval buff, it is worth the price in ideas alone)." ((Later Cliff added the following comments:))
 "I have played some of the surface scenarios in "Missile Boats" (no subs or aircraft) and I like it. The combat resolution is a bit 'convoluted' (as Richard Berg would say) since it consists of 2-4 steps, but it works well and is not difficult. The initial hit matrix gives an attacker/defender maneuver combination. It is apparently a 'fun' device for replacing a die roll as the a/d choices are symmetrical with a 1/6 at 1:2, 1/3 at 1:1, 2/3 at 2:1 and 5/6 at 3:1 chance of hit in every row and column. Once that is observed, then the 'outguess your opponent' idea can be ignored.

The attrition per turn (except small boats which evaporate when hit once) is less than "CA", but not as drawn out as "Jutland". Extra hits in some categories can be assigned against other characteristics which have not been reduced to zero (except Electronic warfare hits).

In one game I must have smashed every tube, transistor, light bulb and fuse of my opponent and he was still afloat because I could not assign the excess EW hits elsewhere. This is a minor carp, and if it happens too often we will probably use a 'house rule' to modify the game. That is one feature of boardgames I like... namely a certain mental flexibility about change."

((Rand Game Associates, Box 1776, Liberty Corner, NJ 07938, USA; by subscription, send for brochure - though probably you will not get an answer: at least, I didn't get one on several letters; now I have sent some money for a subscription - maybe I get the games now...)). (cf p 77

RE: WOLFPACK (cf p 64)

((... and I'll get blamed again for mis-organization, I know, but: Richard Berg wrote in "The K" X,1:5: "I played the original play-test version of this buzzard, when it was necessary to draw over 60 chits just to get the game started. It hasn't materially improved since then and could possibly be the duller event since Sonny Tufts retired (...) It's hard to say where "Wolfpack" went wrong; the simulation is an interesting historical learning tool (...) But the burden of solitaire play is too great, and it is just not a game. Considering the nature of the beast, the game should have been called "Wolfchit". Solo, excellent; PBM, why?" And Cliff Sayre commented this: "I can understand why many people do not particularly care for it. The game is really more a Monte Carlo simulation generating operational data than it is a game. However, I find it interesting because of the subject matter."

RE: OPERATION OLYMPIC (cf E 3,32; E 4/5,53)

George Phillis: "I would add a note about OpOly, in the form of a comment by Rod Burr: 'These people haven't noticed the effective American Strategy for the game. Invade north of the island, as far

 as possible. Then dig in positions where the Japanese units **cannot** get good enough odds to permit them to attack. All of the Japanese units on the island will then march towards you. If you are unlucky, a decisive victory. Of course this tactic only works in the solo game - against a Japanese player you won't do as well."

DECLINE & FALL (WRG) (by Charles Vasey, UK)

Very recently completed play-testing of "Decline & Fall" for "Sword & Lance" magazine. Here are a few of the opinions of the players:

The Huns appear to have a better chance of winning if they attack the Germans as they are a richer source of prisoners than the empire is of cities, especially as the Limitanei do not count to the point totals. The Germans also have their tribes which are an easier target. Especially as the Romans cannot intervene so that the Hun can safely reduce the Germans to tributary status before an attack on the empires or even better just one empire at a time.

By the same token the Germans do not need to fight, they can exist within the Empire as I did as the Vandal. I had an unbroken treaty with the Eastern Emperor who was formerly sole emperor, to use Gallia, Hispania, and Africa as farm land; in return I kept out of his cities and guarded the Rhine to the Alps. In fact, for a while I emulated Stilicho the Vandal and commanded both Romans and my own tribes. I even at one stage took service as a Hun general in exchange for troops (the Hun got all the Goth dead).

"Decline & Fall" was good fun, but one suspects it could have been more accurate even so it is very neat piece of work.

I do not like the CRT or the double-move system. I am thinking of devising a club version with 6 Romans (4 Praefects and 2 Emperors), one Hun, and several Goths, a Persian, 4 or 5 Germans - any interest in this idea?

Any failing in D&F as a CoSim are brushed aside by its Dippy element which is one of the most thought-provoking ones I have seen. I think this is due to the designers skill in giving each nation different interests, which allows all sorts of alliances, especially with two emperors who are not the best of friends (when using two emperors double each separate score, do not add them together).

((Available by Wargames Research Group, 75 Ardingly Drive, Goring by Sea, Sussex, UK; £ 3.30 & 30p postage (UK); Continent: £ 4.25; US: \$9.50, surface - prices may have changed, my price-list is rather old - Bob??)) (They also sell "Seastrike", cf E 3, a very interesting Naval game: £ 4.29 (UK), £ 5.15 (Continent), \$ 11.50).

FRIGATE (SPI) - which finally I got from SPI-UK after having waited for it for more than eight months - seems to be frustrating because of the CC and SiMov rules, as one of you wrote, and he added "sort of chasing a drunk in a dark alley" (a similar comment I got from two others also), and Charles Vasey wrote: "Frigate is an extremely badly designed game; it moves well and is playable but bears no resemblance to a sea-battle. To get any chance of hitting one must combine several ships. This just did not happen. Do SPI think Nelson had radio-contact and 'called his shots' - certainly not. An English captain put his ship alongside the enemy and sluggered it out. None of this 'the CRT, if you please, Mr Hardy'. Of course in the bigger actions the result may be accurate, but a six or eight ship action is rather pathetic. The CRT is also a bit weird - I made two odds tables between 1:1 and 2:1 which spreads the results." (Cf E 3,34; E 4/5,34).

RE: RIFLE-MUSKET (cf E 4/5,45-49)

Ed McDonald: "In my reply to Mr Menzels review (E 3,31) I mistakenly stated, 'The staggered grid allows eight attackers to concentrate on one defender'. It should read: 'The staggered grid allows for six attackers to concentrate on one square, just as many as the hex grid allows'."

Charles Vasey: "R-M is pretty good but I feel it needs a few more positions on the left of the table, also some method of calculating each weapon seperatly to prevent the halving of one unit applying to all others. I think this is an innovative and original little game - it is also easy to learn."

((Game included in "Conflict" magazine, No 7: PO Box 19096, San Diego, Cal 92119, USA; single copy \$3, subs: \$10 & postage)).

ANZIO 74 (AH)

Bob Latter: "I treated myself to "Anzio '74", which I am still studying. I never saw the old Anzio so cannot compare, but on a first read of the rules it seems fairly complicated, slightly limited, but with enormous detail and accuracy. I imagine that it is very realistic and would cause players to become highly involved - but really, I wonder what the first time player would make of it. I know that it is rated 'Tournament' and for 12 years old and up, but of course a number of ordinary people will buy it..."

Rian van Meeteren's first impression after some games: "It is great". (cf p.53)

((Maybe, this is the right place to remind you, that some of the games have been designed by some of our readers and top-contributors: "Anzio" (Tom Oleson), "Alexander" (Gary Gygax), "Dungeons & Dragons" (Gary Gygax), "Wolfpack-Albion" (Tony Jones), e.g.: I am rather sure they will enjoy and discuss all your comments.))

McARTHUR (RGI/Athol)

is just another game designed from one of our most famous readers, Sid Sackson (the designer of several 3-M games, like Acquire, Bazaar, Sleuth, another CoSim-game, "Patton", etc etc); cf E 4/5,98.

Cliff Sayre: "This game is not a DNO or WITE. I think it COULD be a useful game to introduce young players or middle-aged to some of the concepts of board wargaming without burying them in a maze of rules and plethora of counters.

The board is bound and has maps for three scenarios: Bataan, New Guinea and Korea.

There is a lot of luck element involved... in movement, in combat and in replacement/reinforcements. In some respects the luck element is no greater than results in more complex games from command control and supply rules.

It IS fun to play. The New Guinea scenario is particularly interesting with only a few counters and usually is not decided until the last couple of turns.

Games last about 1-1½ hours. Movement is given by the sum of numbers on cards drawn sequentially by the players. Combat is based on obtaining doubles on dice, the number of dice depending on the number of units attacking. The rules differ slightly for each of the scenarios with some options available. The board is nicely done, the counters are poor, but adequate.

The only rule hitch I have found is in the New Guinea scenario... an interpretation: The rule states that paratroops cannot land if

 there are enemy troops in an adjacent town. We have taken this to mean that adjacent refers to the next towns along the roads leading to the town with the landing strip. Otherwise the Japanese player would be overwhelmed easily. Under this interpretation the Japanese player could prevent landings at several points by locating at an intersection which leads to towns having landing strips. The point-to-point movement makes for a different type of strategy. I don't recommend it for experienced players; but if you're having trouble finding opponents, here's one the wife or kids could handle... or the drinking pal who hasn't responded more complex offerings."

In another letter he added: "I think the initial poor and subsequent better remarks about "Patton" and "MacArthur" depend partly on choice and philosophy concerning complexity, realism, simulation, etc."

Sid promised me that he will sooner or later write something about several of the games he invented - but he is a very busied man, so we only can hope that once he'll find some spare time. On the other hand, perhaps we all benefit more if he uses all his time in inventing more new games: especially all his 3-M-games are really fantastic - and I hope all of you know and play them.

((Research Games Inc/Athol Game Co, 200 Fifth Ave, NY, NY 10010, USA; \$8 each, & postage: concerns "Patton", "MacArthur")).

WATTS GAMES

Speaking of simple games and of games designed by our readers I also would like to mention once again that Dave Watts (address of page 1, imprint: British agent of E) designed several games. Their price is very low, because you have to provide colouring counters and dice, and you draw your own maps on hexsheets which you get together with the rules.

I still find his "Railway Rivals" kits - "players build, operate and extend competing railway systems" - his best games: they are really fun, exciting and roamtic, if you see what I mean (cf review in E 2 and Albion 49). A new kit ("Mersey & Humber") will be released these days. And, they are extremely cheap: each kit only 36p (UK), 40p (Continent) & 5p (paid in British currency, 10p if paid in other currencies) (Kits: S E Wales, London-Liverpool, Western USA, NY-Chicago, Atlantic & Lake Erie - with revised rules -, Scotland, W Canada, Mersey & Humber).

"Oil Depots British Isles" - you build refineries and depots and transport oil by ship, rail and road - works with the same system as RR - is fun also; like RR you can make it more complex and expand it with your own versions easily. (Kit: 36p/40p as above).

His wargames - "The Peninsular War (1808-1814, Wellington)", "The Penine War" (imaginary conflict Lancs/Yorks), and "Marching to Richmond" (to be released in May/June probably) also cost 36p each - you also draw your own map according to ingeniously given instructions. For me they are too simple, and I just don't like them - but I would like to get reviews of others about these games.

Dave Watts wrote: "You say they are too simple; very likely; but I like them, and really design my games for my own pleasure. If other people like them, good; if not, a pity. Anyway, what is the use in designing a complicated game? Plenty of people do that already. So I will continue to make mine very simple, and, I hope, different to those produced by other organisations. RR sells better than the War Games, certainly. Still, at the low prices, people don't lose much if they buy them and find out that they don't like them after all; a very different matter to spending 1/4 on a game which proves a disappointment." He certainly might be right also: find out!

OMAHA BEACH (Rand) (by Cliff Sayre, USA)

((cf also: View of Isla Vista))

A company level game. 500 yds/square using the Time/Space Grid also used in the Rand "Lee vs Meade". The map is in shades of gray giving the general appearance of an aerial recon photo. Very nicely done. The play area is 12"x16". Several charts and play aids are printed on the 17"x23" heavy paper sheet containing the map. For those who don't like things on the map, they can easily be cut off without ruining the map itself. The counters are the usual Rand oversize with rounded corners, easily pushed out of the card stock on which they are printed. Rules on a 16"x19" heavy paper sheet, folded like a map. Rules for a solitaire version are included. The CRT uses an odds-column format with disruption and elimination results. Time is 20 minutes per turn, game length 16 turns.

For those who have not seen the Time/Space Grid, I have included a sketch to illustrate the scheme. I have shown a clear terrain terrain square with a road passing through. The movement costs printed in the corners of the grid points compensate the movement cost for the longer distances traversed by moving in a diagonal direction.

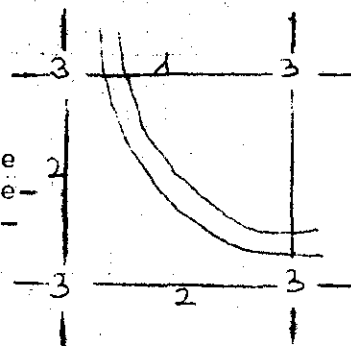
The game scale places "Omaha Beach" between "PzB1" (250 yds/hex) and "CC" (750 yds/hex). The rules cover ranged artillery, direct and indirect fire. They appear to be clear, but there are a fair number of special rules, exceptions or limitations for more realistic play which will take a while to digest. (This is a superficial review based on the format and physical quality, which is excellent. I have not played). ((cf p 77))

((wlh: It's really fun - now we have not less than three "Omaha Beach" games: Spartan, JagdPanther, Rand; and there are other titles like this also: Stalingrad (3), 1776, Waterloo... we have zines with the same name (Bushwacker, one Dippy, one CoSim; Yggdrasil, UK-dippy, similar to Yggdrasil Chronicle, US-dippy) - there are even two Diplomacy-games (the other one being of no value as I have heard)... is there really nothing we can do against this?))

GAME DESIGNERS' WORKSHOP (GDW)

wlh. Within the last days I got most of the GDW games (i.e. all released ones with exception of "Eagles"); of course - I had to type these stencils (120? 140? I don't know yet...) - I did not find any time to play even one of them: but most of these games look a) so good, and b) so interesting, that I think I should mention them here again, at least. And, I would be glad, if some of you would write reviews (also first impressions, tactical/strategical thoughts, etc etc) of these games: I think they merit to get discussed here (as well as the CGC-games Kasserine Pass, Bar-Lev, Overlord, Verdun - probably in this not-occasional range). Cf also our former reviews in E 3, E 4/5, and in this issue (Triplanetary in the Fantasy-SF-part, others in the articles of Tom Oleson and Jack Greene.

Europa-Series: Drang nach Osten (DNO) (\$13.75), Unentschieden (\$12.85), Narvik (\$8.75). - In prep: Merita/Merkur; Finest Hour. - Torgau (\$8.40); Chaco (\$6.80); Eagles (\$6.80). - Triplanetary (\$6.80). - In preparation: cf News-pages (ca six titles!). - Postage: DNO, U: \$1 each (US), \$2 for all games (Europe). - Game Designer's Workshop, 203 North St, Normal, Illinois 61761, USA



CLIFF'S CORNER (by Cliff Sayre, USA)

((wlh: Actually, I don't know HOW astonished Cliff will be, when he will see this page: up to now I couldn't inform him, that I formed a kind of column in using a part of the huge amount of useful and interesting information he sent me; I hope he will not mind - and maybe he would like to make it a regular feature...?)).

Re: Combat Resolution (cf E 4/5, 87)

In the mentioned article I described a combination matrix-chance combat results table (CRT). I would like to bring two more techniques to the attention of the readers.

Adam Gruen (470 North St, Harrison, NY 10528, USA) sent me a description of his precombat matrix system. He uses the four attacker and four defender stances from "Kriegspiel" (AH) to index a 4x4 matrix of die-roll corrections. The opponents each select a stance and the die-roll correction is applied to the standard CRT for a particular AH game. (Some of the game CRTs need to have the columns readjusted so that the results shade from favorable to unfavorable in going from 1-6). Adam's matrices are clever in that all rows and all columns add up to zero which means that the choice should be made a tactical decision, rather than picking a row or column which produces more (or less) favorable results... see the article in "The General" XI/5 which discusses how to select strategies for non-zero matrices.

The second combat resolution scheme involves the use of a device, the Combat Calculator. Each player has a device with three numbered wheels. Each player allots his combat factors in a battle to three categories, according to his objectives: for the attacker - attack, security, advance; for the defender - defense, counterattack, hold. The numerical values in each category are compared and losses or actions for the attacker and/or defender determined. The device can be used directly for games which would ordinarily involve complete elimination of units. Although the instructions indicate that the device was developed for the usual ratio CRTs, it could probably be used or adapted for differential CRTs as well. The device is printed on medium weight cardboard and assembled by the user. I recommend it as simple, different and as having interesting potential for basing the results of combat on the tactical objectives of the players.

((Cf also E 4/5, 90; K X, 1:8; Pzfst 66, 4; Signal 76-2; Wg Inf 1, 4 - one of the most advertised products, it seems; available by: Lou Zocchi, 1513 Newton Dr, Biloxi, Miss 39532, USA: \$2½ unassembled, \$3½ assembled; Lou wrote me: "I'm the only person who can supply combat calculators. I bought out the designers last week." Incidentally, the designer is Thomas G Cleaver, Louisville.))

Game players miscellany (still by Cliff Sayre)

The use of hex numbers for determining panic or command control has always bothered me, since I felt that this method placed additional constraints on movement other than tactical considerations. I have an article in "JagdPanther" 8 giving a number of alternative methods. The simplest method to use is to give each unit a number. Roll panic as usual and panic the units with the appropriate last digit. For SeqMov the numbers can be written on the backs of the counters, or auxiliary numbered counters can be placed with each unit.

((JagdPanther Pubs, PO Box 3565, Amarillo, Texas 79106; nr 8 back issue: \$3, sample issue \$2, sub 4/\$7½)).

CLIFF'S CORNER (by Clifford L Sayre jr, USA)

((wlh: Incidentally, Cliff still doesn't know anything about Cliff and his corner... this just will be his second surprise...))

Game Players miscellany: Track keeping

I mentioned keeping track of losses on the reinforcement track in E 4/5 as a means of seeing how a game developed for comparing the progress of different battles or campaigns. Where a lot of units are involved or where no track is provided, I marked the compartments in an SPI game box with numbers representing the game turns. As losses occur during the game, the eliminated counters are dropped in the slot with the corresponding game turn number. Such a record is helpful in evaluating new playing strategies or for developing victory conditions when you are working on a rule modification or variant. Such counts are also useful for developing OBs for minigames which are part of a much longer campaign game.

"Missile Boat" (Rand) has a very clever idea for keeping track of unit characteristics when there are too many to print on the counter. They use a matrix of numbered squares for each unit. A counter representing hull value, gunnery strength, etc. is placed on the appropriate number in the matrix for each different characteristic. These counters can be shifted to represent damage, missiles expended, etc. It is bookkeeping without writing. The matrix could replace the hull boxes, gunnery boxes, etc in miniatures or games like "Jutland". The idea would work well for "Tank" or "Combined Arms" where the values are not printed on the counter.

I like to play games mostly for fun with as little memory work as possible. When victory conditions are stated in terms of geographic objectives (cities, certain hexes, etc) I place extra counters on my objectives so I can remember where I am going and counters with other colors on my opponent's objectives so I know what to defend... ((wlh: I recommend the "Risk" cubes for these purposes, they look nice also.))

Game explosion / prices

While I regret that I cannot have a sample of everything, this disadvantage is balanced by the fact that with a smaller range of games available, there would be less, if any, to meet my specific interests. I am not unhappy that I may play 10 or 20 games mediocre or poorly rather than 3 or 4 very well. My own attitude ("WP" excepted) is to play games for fun, more or less 'by the seat of my pants'. I do not wish the concentration to make every combat factor count in every attack, etc. Win a few, lose a few, have a good time. A game costs me about what two theatre tickets would cost for an evening's entertainment... even movies are up to \$2 and \$3/ticket. If I play a game three or four times, I will have received a comparable (or greater) period of enjoyment. Of course, if I enjoy the game so much as to play it many times, I will have a real bargain. (I realize that prices of games in Europe are such that such a viewpoint may not be relevant).

I don't buy many games outside of the ones received from my various zine subs. When I do, its on the basis of good reviews or the feeling that it covers material or uses techniques I wish to explore. I have learnt a great deal about games at minimum price by being able to buy the rules for AH games as spare parts. Unfortunately, most other publishers are not as cooperative or well-organized as to provide separate rules. Of course, SPI does, but the prices are pretty steep.

(478, 102 99)

DNO, 1776, GLOBAL WAR, TORGAU (by Tom Oleson, USA)

Richard Berg, editor of "THE K(ommandeur)", and unofficial jester at the Court of 'Saint James' in New York, has been visiting me for over a week, during which time other wargaming hobbyists, such as Jack Greene, Pete Menconi, Mark Saha, Fred Webster, and several others, have also dropped by.

((wlh: Do these Americans know what unmerited advantages they have? Why don't we live there and can meet all these hobbyists also?))

We started with a game of DNO. With equal ability on both sides, the Russian Army had nearly disintegrated by September 1941. I judge this was due to aggressive use of armor by the Germans. As often happens in DNO, Summer and early Fall of 1941 amounted to a no-combat hike eastward by the German infantry, with their armor bearing the brunt of the action, not so much by combat, but maneuver.

The first turn of isolation in DNO doesn't hurt combat or movement. This helps the encircled Russian units, but also encourages the German armor to race forward thru the inevitable holes, confident that should they outstrip their supplies, the infantry will catch up before the situation becomes perilous. Even if the infantry is walled off by the Russians, a single trapped German armor division can tie up a far superior Russian force for enough turns to make its destruction very much a Pyrrhic victory.

Fred Webster recently received confirmation from Game Designer's Workshop (GDW) that if the Germans are unlucky enough to see mud in last-half September 1941, there is NO chance of perfect weather again until Spring of 1942. I object to this rule, as I don't know why the first weather turn should have so much influence on the weather that follows.

Further experience with this game solidifies my opinion that, while a fine effort, it is far from perfect.

((wlh: cf also Tom's former contribution about DNO: E 3,35-36)).

An early negative review of "1776" by Richard Berg ((wlh: in "The K" IX,1:3)) was resented, and not without justice, by Avalon Hill ((wlh: cf "The General" XI,3:15, quoted in E 3,47)).

After further experience with the Campaign Game, I think Richard will join me in giving it a pretty high rating. I think it's a good game, and a reasonably realistic recreation of the period. As much a poker-like game of bluff as anything else, both sides may maneuver for months before coming to grips.

In our game the American player outwitted the British, catching them in a gigantic 4-1 battle near Saratoga, only to see them slip away unscathed.

I do have several reservations. Every quarter American strength is adjusted up or down depending on the force they have present in each of four sections of the board, which can lead to artificial maneuvering just to get the optimum formula.- Also, put the typical Avalon Hill unit counter next to a GDW's product, and the former really looks inferior.- A minor complaint, I should say a question: do the tactical cards (enfilade right, refuse the left, etc) really make sense in terms of the tactics of the period, or is it just a guessing game?

All things considered however, another good game from AH, especially if (unlike me), you enjoy the period.

Next we turned to the latest big game from SPI, "Global War", which costs \$12, and covers World War II in BOTH Atlantic and Pacific.

I started playing this game with enormous enthusiasm. The topic could hardly be better. The map takes some getting used to (functionally, it is abstract, with the true geography there just for decoration, really), but it works well, and makes sense. The production-oriented system is very clever, and I hope to see it used again, and improved. SPI just never seem to run out of good ideas. My delight soon turned to disappointment, as I found that the game seemed designed to prove that the Maginot Line was a viable idea after all!

((wlh: May I interrupt here for a moment? Would you tell us, please, what you understand by "production-oriented system"?))

Let me explain. To win the game it is necessary to control at the end more enemy and/or neutral production/supply centers than your opponent (two or more may play).

The Germans start out with a tremendous army, capable of over-running Europe apart from Russia quickly and effortlessly, thus gaining the three production centers in France. So what do they do then?

I don't think that an invasion of Britain is absolutely impossible, but it is, as one would expect, very risky. A march on Suez can be stopped, as can a march on Gibraltar. Supply rules make it impossible to go for India, an important source of British production. Attack Russia? Very difficult, and nearly pointless. With great skill, and no little luck, the Germans may capture one of the many Russian centers, but then, of course, Russia is in the war. Apart from this dubious chance, there is no incentive to attack Russia. Unlike the USA, Russia may remain neutral throughout the war.

The flaw here, it seems to me (or one of several), is that the CRT permits a maximum loss of four combat factors (CF). The cheapest item to produce is the static, or fortress, division ($\frac{1}{2}$ point, vs 1 point for an infantry division - there is also a time factor). A stack of 5 CF, including at least one static division, can never be destroyed, and does not have to retreat. If the French had had a Maginot Line like that, the Germans would never have crossed their frontier! So, at no great cost, Britain can make Gibraltar and Suez invulnerable, and the front line in Russia, if there is one, can be frozen solid.

I hope someone can prove me wrong about this, but I can see only one German strategy: grab France, line the coast with 5 factor forts (very easy to do), stack 10 air defense units (also only 1 point) on each victory point center, and wait to see if the die roll makes a victor of your air defense, or the American atomic bomb. It occurs to me that near the end, when the German no longer need Swedish production, they could grab the center there, giving them one extra. I really don't know who will win under these conditions, but it's a long and laborious game to slog through if that is what it comes to.

In the Far East, Japan can capture a few centers in China, also build forts and air defense, and await Hiroshima and Nagasaki. A puzzle is only fascinating until you find the solution - and that was my reaction to "Global War".

After a brief fling with "Third Reich" (a fine game, but more so with at least 3 or 4 players - which we didn't have then - and not after about 20 hours of "Global War"!), we turned to GDW's game of the battle of "Torgau" between the Prussians under Frederic the Great, and the Austrians.

I really believe that GDW is the only major wargaming company that sets out to design and produce the best, most interesting ga-

 me they are capable of on whatever topic interests them at the moment, with hardly a thought of whether it will sell, or is what the wargaming public demands. This is not intended as a slap at their competitors such as SPI or AH. Having considerable acquaintance with the world of business, I know if you can't pay the printer, it doesn't matter how original your game or magazine is. I think that much of the criticism of SPI comes from failure to recognize the constraints on what they are able to do.
 ((wlh: But - puzzle - which of the companies is the most alike Mohammed Big Mouth Ali and gives the impression to be able to do whatever they or we want?))

For what it is worth, I have never been very interested in games of the Napoleonic and pre-Napoleonic period. One of the reasons was that even my superficial acquaintance with the tactics of the period was enough to convince me that giving cavalry an extra few movement factors, and allowing artillery to fire from a hex or two distant, was so crude an approximation that one could fairly say that tactical realism had not yet been achieved in games of this era.

"Torgau" changes all that, and it is a stunning achievement. The game has a handsome map, counters that are not only attractive, but functional (their only drawback is that they are hard to punch out), and introduce a fine system.

It should be difficult to the point of impossibility to pbm, because much combat is simultaneous. A game is referred to as "dirty" by designers such as James Dunnigan if it has a lot of rules that are not easy to grasp. "Torgau" and DNO are both like that, but once you get on to the "Torgau"-rules you consider your effort amply rewarded, because you realize that the 'dirt' has really paid off in terms of realism, while in a game like DNO, every time I laboriously figure out rail movement, or armor/counter-armor CRT deficits and surcharges, I want to gnash my teeth and tear my hair.

Surely there can not be too many wargamers who have not had the experience of just not being able to stop! The hour is late, you have to get up early, but you just MUST see how the next turn turns out, then the next, until it is dawn... "Torgau" is like that. Here is a game that really delivers EXCITEMENT. Moreover, it is a system that obviously will reward study with an increasing level of skill, and should adapt itself to other battles of the era. I say 'hats off' to GDW for the best tactical game since Panzerblitz.

((wlh: Game Designer's Workshop, 203 North St, Normal, Illinois 61761, USA; \$8.40: Torgau; \$13.75 DNO; plus postage; cf E 4/5,43sq))

ADDITIONAL NOTES to Tom Oleson's article and the following one of Jack Greene (there is not enough space to quote from other reviews for all of the games they mentioned)(wlh):

DNO: Pzfaust 64,30 (review); E 3,35 (review); K IX,1:1; K X,1:2;. ; Conflict 7,55 (rev); Pzf 66,35 (best game of the year/all time...); War Bulletin 59,5 (rev); etc.

1776: E 2,21 (r); S&T 43,43; Albion 49,34; K IX,2:1; G&P 29,15; Pzfst 64,36; (all reviews); etc.

Torgau, Coralsea: K IX,2:2; K IX,3:8; E 4/5:35; in this issue: cf Oleson/Greene.

Rand Games: K IX,3:1; K IX,2:6; AmWarg II,5:6.

Missile Boat: cf Cliff Sayre in this issue.

Chancellorsville: Pzfst 66,23; K X,1:5

(Not complete, but maybe better than a space-filler).

 THE VIEW FROM ISLA VISTA (by Jack Greene jr, USA)

Issue 4/5 of "Europa" had a tremendous amount of energy surging its pages. I really felt as if I should just tell about wargames this issue and not thrust myself into the whirlpool of ideas and thoughts expressed elsewhere within "Europa". But I will not take that way out. What I would like to do this issue is comment on several games, Don Lowry's "Panzerfaust", two aspects of money within the hobby, and sexism and elitism within wargaming. All of this will make this column a bit longer than usual.

Games-Reviews

Recently Game Designer's Workshop produced three excellent though long playingtime games entitled "Narvik", "Torgau", and "Coral Sea".

Coral Sea (\$7.75 + \$2 postage) has superb graphics for its counters and is very accurate in reproducing the battle of the Coral Sea. It is the most accurate naval game that I've seen that has been produced to date. Some rules are weak in places and need better wording and certainly more examples of play. The main task forces of each side are kept hidden from each other unless scouting uncovers their presence. On top of this, one is not sure of the composition of the enemy task force until an air striking group arrives and attacks. Therefore, one is not sure to find the Lexington and Yorktown together with supporting cruisers and destroyers, or else a lone destroyer or oiler. Suspense and second guessing are key elements of this game.

The main weakness that I uncovered was that a task force of 1 Destroyer had equal search capability as the rest of the fleet (if it were acting as one task force). This I think should be modified by the individual players of this game.

Narvik (\$8.75 + \$2 postage) is an excellent game to see the interaction of land/sea/air forces. Again the rules and play of the game have some rough edges that would have benefited from further playtesting, e.g. I found that with the cream of the British and French forces facing a German force cut off, say at Narvik, in certain circumstances it would be a 15% chance (roughly) of dislodging and forcing a retreat, let alone destruction of the enemy force.

The map board is part of GDW Europa series and the pieces and boards fit with the one's already produced on the Russian campaign. Further, Swedish forces are included if Germany or Russia were to invade Sweden when the entire Europa project is complete.

Basically the game evolves around the initial landing in Norway by German forces and the attempt to seize Norwegian mobilization centers, key airfields and ports, and destroy the forces of France, Britain, and Poland. Seapower is represented mainly by England's aircraft carriers. The real meat of the game is built around the fighting and advances through and in the mountains of Norway. Ultimately, if the German's are allowed to get ashore and stay there, the fight boils down to an attempt to hold onto Narvik and Namsos. The shortest in length of the three from GDW, I really enjoy its play and feel. Makes one appreciate mountain troops.

Torgau (\$8.40 + \$2 postage) deals with Frederick the Great's last great battle against the allies in the Seven Years War. This game really captures the tactics and uses of the different arms of troops (artillery, infantry, and cavalry). Square, line, column, the cavalry charge, ordering forward limbered batteries and their deployment, firing ranges, all these are present in this highly tactical game. The co-ordination of various arms and types of units are key to this game.

For those who love to play the underdog than you can take Frederick's role as while he has elite guard units, stronger units, solid heavy cavalry, and longer ranged artillery (they fire six hexagons as opposed to the average Austrian four hexagons), he must breach a virtual fortress position of an Austrian enemy who has, overall, more combat strength points.

My two main complaints with GDW games are their length, which is long, quite often these three games will last for 6-8 hours and they try to require of a wargamer a great deal of concentration. That is to say, one has to check facings (in "Torgau") and such with so many small pieces (and woe to the players who makes a mistake) that I really wished that GDW used hexagons and pieces that were slightly larger as in "Panzerblitz", "Bar-Lev", or "Omaha Beach".

(Game Designer's Workshop, 203 North St, Normal, Illinois 61761, USA)(Cf p 69, 70, 74, 118).

Manassas (Historical Simulations Ltd, 25½ High St, Charlestown, Mass 02129, USA)(\$6 + \$1 postage) is a SiMov game of the First Battle of the Bull Run of the American Civil War. While not a 'professionally produced game of high quality' it does have a large hexagon map, diecut counters, and a complete rule book with excellent examples of play. This game is Brigade level with artillery units thrown in.

It is one of the most uniquely and highly tactical games I have ever seen or played. More demanding than "Torgau", in this respect, but with very few units. One has unit facing, formation, fronts, flanks, rears, rout, stacking, commanders, and step reduction among other elements in this game.

This game carries the concept of miniatures to the boardgame. For one who enjoys detailed and tactical games, this should be of interest.

Tom Eller, the designer made an interesting point which I would like to quote: "I have found, as I had suspected, that having a good product is less than half the battle. Making it known to the wargaming public is much more difficult and time-consuming than designing the game itself." I wish him luck and look forward to his next project which will be dealing with the campaign of Vicksburg.

Before turning to Rand Game Associates, I would like to make some passing comments on two of Avalon Hill's latest games.

PanzerLeader is the Western Front version of "Panzerblitz". Suffice to say that one receives four instead of three game boards, improved rules, more options, and better, as well as balanced, scenarios.

Chancellorsville is an improved version of the original that appeared in the early 1960's. The gameboard graphics on this are superb, having really mellow colors. The game itself has command control, unit breakdown for the Confederates, special river crossing rules which include pontoon bridges, an improved CRT over the original, plus other features.

It is well balanced and makes for an exciting game, though the better player should play the Confederate side. Unfortunately it is about as historically accurate as many of the other early AH-games - not very. I feel that this is the danger a designer must deal with when picking unusual or lopsided victories; especially if the victory was the result of a stupid blunder or incredible piece of luck.

(Avalon Hill, 4517 Harford Rd, Baltimore, Md 21214, USA)(PL costs \$10 + \$3 postage; Chan is \$8 + \$3 postage; overage postage is re-

funded)(Cf p 48-59)

The last company I wish to look at this issue is Rand Game Associates (Box 1776, Liberty Corner, NJ 07938, USA). They have just about completed their "Command Series I" being on game 8 out of a planned 9. This is a sort of "game-of-the-month" club though with 9 over a period of a year. By the way, they have been fairly on schedule. The entire subscription has cost various amounts, and for overseas residents, I would not want to guess. ((wlh: I tried to find out - up to now, some weeks after my letter, I didn't get any reply from Rand...)). Within the North American continent one would normally belong by paying in \$22.50. One can still receive all the games of Command series I.

What I would like to do is comment on their last four games, those being, in order from earliest to latest, "Napoleon's Last Campaigns", "Cambrai", "Missile Boat", and "Omaha Beach". (Cf p 64, 69).

All their games are built around the idea of short, fairly simple, exciting games. Some succeed, others do not. They all make use of overly large pieces as in "PanzerBlitz" as well as large hexagons/squares/areas. Their graphics tend to be quite good, in the case of "Napoleon's Last Campaigns", one of the best in wargaming.

Napoleon's Last Campaigns centers on the 1814 and 1815 campaigns in France and adjoining areas. This is an excellent area movement game in which the best player should be French. It makes use of command counters (Blücher is great at frontal assaults) and a combat matrix combined with a die rolling CRT. The area covered stretches from Basel to Paris to Frankfurt. Rules include fortresses, force marches, cavalry, forests, supply, and other features.

Cambrai, subtitled the first blitzkrieg, is their most balanced game to date. It does fulfill the ideal of Rand in that it is short, fast, and exciting. The British player makes use of tanks, cavalry, and infantry in an attempt to push back the Germans. He is aided in this by using on the first three turns a special "surprise" CRT. In certain circumstances he may use the mobile CRT; otherwise both players must choose either the standard or probe CRT. Meanwhile, German reinforcements enter the game including several elite divisions. When the German player declares it he may launch three turns in which he may make use of the "surprise" CRT. This element allows either player to take the offensive during the game and gives the game a definite flow as the English try to hold onto the positions they have captured. The game makes use of cavalry raids, trenches, roads, tank breakdowns, and other interesting rules.

While Cambrai is excellent, Missile Boat comes along as a statement of either failure or that the machine has conquered man in this modern age of warfare. Again Rand makes use of a combat matrix but one that is totally random; e.g. it matters not which card you pick, as the table is simply a random choice. In "Lee vs Meade", "Dunkerque", "Dien Bien Phu" there is a real choice in the matrix, but not in "Missile Boat". Unless one side or the other blunders all combat comes down to simple "who has the most modern system" and the die roll. What is nice about it is that it portrays the different weapon systems well and gives one a portrait of Exocet vs Harpoon, vs Styx vs whatever. Includes electronics, actual scenarios of combat of recent wars, gunfire, torpedoes, submarines, airplanes, and other features.-

Omaha Beach portrays the D-Day 1944 beach that almost turned into a defeat. This game also makes use of the "time/space" first used in "Lee vs Meade". This system is one of squares instead of hexagons. But the cost to move diagonally or straight into is printed on the sides and corners of the square. Therefore, if a road runs through the square in the direction you are marching, the entry cost may be

 "1", while if it is mountain and forest it may be "4" to move into that square "space". A very unique and interesting system. The game includes strongpoints, mines, engineers, rough sea landings, armor, and other sound rules. This game is a tactical game all the way and most of the fighting involves the first five rows of squares. Since this game makes use of the large squares and large units it makes the tactical movement involved much more pleasant than say some of the detail of "Torgau".

Some overall comments on Rand would involve three main points. It is unfortunate that they chose such a tight schedule to keep as it shows in some of their playtesting and choices. Every game includes an errata sheet for the previously published game. Some of their rule proofing is really poor. So we are left with a sense of poor proofing and playtesting, as well as a "rushed" feeling. Rand is also one of the most silent publishers around. Virtually nothing is known of them or about them. ((wlh: They also didn't answer my questionnaire)). They have taken a very aloof stand within the hobby.- Finally, for those who do not wish to buy the entire series, they have in conjunction with another company, begun to box and sell separately their games. The first three of their series have been produced in this fashion. They are "Lee vs Meade", "Saratoga 1777", and "Invasion: Sicily". They sell for \$7.50 and include rule changes and corrections, mounted boards, and improvements. Of the three, I would suggest "Sicily" and "Lee vs Meade" as possible purchases. The former often times is a study in German withdrawal but does have the possibility of other historical set-ups, while the latter is a very tactical game which shows off some of Rand's key innovative idea and concepts.

While one may not like all they publish, for \$22.50 for 9 games it is hard to go wrong.

Recently I had the fortune to meet Don Lowry, editor of Panzerfaust. He now lives in Fallbrook California outside of San Diego. This was in January and the temperature was in the low 80's. The change of editorial offices had not seemed to hurt the operation at all. What I think can be said of his magazine is this: The quality of the articles, dealing mostly with game strategy and reviews with some history, has improved after hitting a low point. "Panzerfaust" appears fairly regularly and offers some points of view different from SPI's magazines or "The General".

A one year (6 issues) subscription to this professionally published magazine is \$6 + \$1 postage for overseas residents and in my opinion is worth it. (Panzerfaust, PO Box 896, Fallbrook, Cal 92028, USA). ((wlh: On the other side, I am waiting for replies on my letters which I sent to Mr Lowry and PF in Oct 21, Dec 12, Jan 4 - not to speak of issues 1-5 of "Europa" which I sent them also...))

Capital and Finance (cf 89 399, 102 399)

(Cf 112, 115)

Sandy Eisen had a very interesting comment in issue 4/5 concerning commercialism, professionalism, and the expansion of the hobby (E 4/5, p 61). The entire concept of "competition for hobby dollars" is one that we are virtually forced to live with. One can not order SPI or GDW to stop producing games. Further, there appears to be enough fanatical wargame consumers who will buy enough games to keep all the companies going, with a few exceptions. We are in a situation where we must start from the point that there are and will continue to be a tremendous glut of games on the wargame market. I too subscribe to the "fewer-but-better-games school". Periodically I purge my cellars of wargames. I have my few favorites that I enjoy playing several times, plus my obligation to play

 those I receive for review. Tom Oleson follows a policy of trying to limit his playing just World War II games. I like to feel I limit mine to "classics" (superb games of any era) and good ones of my favorite periods.

I feel what we should worry about most is a situation where the product on the market becomes more important than a good product. Some companies have fallen into this pattern. Mass producing games is fine, I feel, if they are well done and well thought out. Many today are not. All of GDW, Rand Game Associates, and Avalon Hill's game mentioned ((by Jack)) in this issue or of recent publication, needed more work. This did not mean they were not worth having; but they all suffered from that state of affairs. We can rant and rave all we want but the wargame companies will not change their policies unless it is reflected in their sales. If we complain but still buy the situation will not change. A system built on greed works that way.

While we are on the question of money and the hobby, I thought this would be a good opportunity to explain once and for all the basic operating finances of wargaming companies.

I was certainly surprised to learn (cf E 4/5) that GDW was as financially sound as it is. Its own office, impressive line of games, staff, etc. If "Conflict"-magazine were at a subscription level of around 10 000-15 000 we would all be fulltime with several projects into production instead of blueprints. The magazine "Conflict" AT PRESENT MAKES A PROFIT. That is, a 68 page, four color, two games in the magazine can turn a profit. Then it dawned on me why I was surprised at GDW; because I was relating to what SPI has been telling us. For SPI the magazine has to be cut back and they say that S&T does not make a profit. I believe them. The prestige of a New York address and its high expenses, and their fabled computer alone boosts costs high. Compare that with the prestige of Normal, Illinois, and one begins to realize the differences in overhead that are involved.

Now companies are appearing that offer more for less. If these companies are properly capitalized and have intelligent people running them, prices of wargames could go down. Just compare the physical product of an \$8 Avalon Hill game with an \$8 SPI game and one should understand a little better what I mean. And, actually, SPI would be doing a service to itself if it moved and opened its new office down the block from GDW office...

Wargamer as elitist

The following comments stem from several different sources and ideas. Tom Oleson has made several remarks to me in the past. I have a review to appear in a future issue of "Panzerfaust" that touches on sexism. Then appeared Walter's comments on Wargamer-Widow (E 4/5, p 76) - and the plea to complain, change recipes, etc.

Like the Immortals of the Persian Kings, wargamers are made up of a special and limited group. Unlike the Immortals, they are not especially picked, nor are others specifically excluded. This group of people called wargamers seem to be middle to upper class in background, white, male, bookish of nature, and can spend tremendous amount of time and energy acting as if they were Rommel of the desert, etc. SPI recently pointed out they send free games to those serving prison terms. I think this is great. In effect, we have little contact with women or members of the lower class, and there appears to be a racial split. I have met more women wargamers than black wargamers. I have never met a prisoner who played wargames.

Why do we constitute such a limited elite? This is a question to which I hope some of the readers address themselves to. The class split could most likely be traced to availability and use of games within the middle and upper classes; further there is an "egghead" image that would tend to mean rejection from the lower class. It could be argued that the race split would be explained by this as well. Quite possibly black wargamers are blacks who have been integrated into the middle class and hold such values as the middle class. Finally, from a classic standpoint, the upper class tends to feel it uses its head, instead of its hands. Many wargamers that I have known are physically totally unexcited in the life they lead. That is, wargamers are friends who I would not expect to be on overnight hikes, involved heavily in physically demanding work or play, etc. That these are vast generalizations goes without saying, but they may give us a perspective to work from.

So why are women so uninvolved in wargaming? I would like to give my own limited thoughts and then have a woman who lives in DAS (my home) (cf E 3) give her view and how she interacts with her lover (who is also a wargamer). One of the reasons I feel wargaming is frowned upon by some lies in its very nature - the glorification of war and killing. I know when I order up the Austrian reserves in "Torgau", as Daun I do not think in terms of the dead, but the glory and spirit of the period. I argue that it is not only a good sound outlet, but that it does teach.

Another aspect of wargaming is the time and energy expended by the hardcore fanatic. Is there any time left for anyone else? Tom Oleson has made the point to me of the horrible truth that a wargamer hides. That truth being just how much he or she would play wargames if the feeling of guilt and the need to eat were to be removed.

Finally, I view war as an outgrowth of hunting; sometimes a form of scalp taking. Be it cultural or genetic (or both as I feel) men are overwhelmingly the members of the "warrior" class. In turn, wargaming would tend to appeal to them. However, the cultural influence I feel is still^a very important consideration. Women are not "expected" to play soldiers, but instead are expected to play with dolls.

As a postscript, any convention should have something constructed by women for women so that they do not end up at conventions with nothing to do but sit at dealer's tables. That is, unless they want to enter into one of the tournaments.....

What follows is one of the first "recipes" that we had the chance to exchange in any wargaming publication:

There is a school of thought which puts forth the theory that man has an instinctive drive to increase his territorial holdings. Robert Ardrey, author of "African Genesis", calls the drive the "territorial imperative". Although as a feminist I object to the use of "man" as the generic for all human kind (including womankind), in this case I use it advisedly. The need for constant expansion of territory seems to me to be a male trait; male dogs, tomcats, roosters, stallions, and bulls are the ones who instinctively assert their masculinity by doing battle with any other male of their species who invades their neighborhood. This is the territorial imperative at work.

Man is the only creature who consciously kills others of his own species for sport. Man is the only animal who kills those NOT of his own species for sport. Man is also the only creature who kills females of his own kind for any reason. At

this point I can almost hear Jack reminding me that this was supposed to be a statement on wargaming, so perhaps I'd better make my point.

After living with an avid wargamer for over a year, I have come to the realization that wargaming is a form of sublimation for the animal kingdom's territorial imperative, and not a pleasant one, at that. It is not to his credit that a man chooses to kill for sport, even if the "bodies" are only cardboard game-pieces. Wargaming is not, like chess, a game of pure strategy. All the wargamers I have met (and I know several - all male, needless to say), have had a strong element of the homicidal maniac in their nature. A lust for violence - on the game-board at least - seems to be a prerequisite for being a wargamer.

So far, I have tried to be theoretical and objective. But I am curious to know if there are other women who have shared my feelings of nausea and disgust when my lover has been involved in a wargame in the next room, and I have heard him pounding on the table, yelling "BLOOD MUST FLOW!!". He is, at that moment, separated from me by a gulf that I don't even WANT to bridge. It's no wonder to me that so few women are wargamers. I think that tendency to lose touch with one's humanity is a trait generally shared by far more men than women, with wargaming as a prime example.

Wow. There is really not too much else I wish to discuss in this issue.

I am always open to comments and/or questions. I also hope to receive some feedback on the topics discussed and approach to game reviews that I have taken for "Europa".

((wlh. No, I don't know who this women is who wrote the above statements. Jack answered: "...the woman wanted to remain unknown; she lives in the house. There will be more coming along in this vein which has rocked me to my roots as far as my being a wargamer and what that means in full broad philisopichal - sic - terms". I really look forward to "more in this vein" of this unknown - and other - SHEs.))

((wlh. And: Re-read the last sentences of Jack's article... He - and all the others, including me, contributing to E would like to get some response from you; there can't be a silent majority in a zine like E - I even consider whether I shouldn't limit the permission (!) to subscribe to those who are willing to contribute more or less regularly... Actually, why not?

I have no feedback-system - and I don't intend to ever have one, since I don't believe in it. But: there are your letters, your reviews in other zines - this is the only feedback-system I agree with.

But, again, your comments and your reviews are of no big use, if you only write that Jack's, Tom's, Rian's (etc etc) article has been excellent/good/interesting (etc etc) as usual - though, of course this also is nice of you (and better than nothing at all or even the contrary). Reviews mentioning that E has improved, is an excellent zine (etc etc) are nice too, and of course I am liking them also. But, that is not what I, what we really need (nor do I intend to publish this kind of reviews and comments here - as others do in their Mail/Reader's Columns).

Please, be more precise: write your THOUGHTS, your ideas, your more detailed comments. At least, if you are interested also that those contributing to E continue to write such articles...)).

REVIEWS

((cf E 4/5,56.59.76))

CLIFF SAYRE (USA): "I agree with Tom Oleson (E 4/5,59) regarding 'tastes' and the subjective nature of what is good or poor. There will be some games which enjoy rather widespread popularity, probably not very many with the large selection available today. Other games, for a variety of different reasons, will generate a great deal of interest in a small segment of gamers and be considered mediocre or poor by the majority. I believe Jack Greene referred to superficial reviews which often panned a game without even having played it. I agree... some games take a while to digest and appreciate. I do think that superficial reviews can be helpful when they speak to the subject and physical quality so that a reader can be on the alert for more information. I think a poor review should indicate the reviewer's biases or specific points of disagreement so that the reader can try to decide for himself."

RAY MERRIAM (USA): "As for the review question, I can give some thoughts on that as I do many reviews of all sorts of item for WWE (World War Enthusiast), and I do agree that you have to know what the hell you're talking about before you can say anything about the item in question. A review should be critical in a constructive sense of the word, but should not be written just to put down someone or something. There are times where I am forced to review something which may not be in one of the fields of WW2 which I know a lot about, and I usually state this in the review; I resort to this only when I cannot find someone to do the review for me."

ALAN S WATSON (UK): "One thing that I learned very early was that when reviewing manufactured goods, it is a wise precaution to seek the opinions of others too, so as not to colour ones judgement. Also when criticising, to do so using a little tact and diplomacy, for it is all too easy to assassinate a manufacturer's product needlessly and sometimes unfairly. Donald Featherstone in particular has very strong views on this subject, and to some extent I think they are valid. I'm all for giving a fair critique of products, but not to lambast them and allowing a particular prejudice to show through. To do this, soon brings the reviewer into disrepute - conversely it has the same effect if you always praise products - a fair comment is all that is sought by the average manufacturer AND the enthusiast too."

wlh: A minor point first: I think it will help much to understand the meaning of a review the longer and better a reviewer is known by his readers. After a while the readers will not only know which kind of games he obviously likes and which ones he dislikes, they will also know with which game publishers he is more related than with others - and, especially, they will know what his words really mean, of what kind the scale of his expressions are with which he judges the games.

Up to now we mostly had reviews of new games and zines. I would like to have a new column, for newcomers especially, but also for all of us. In this column groups of games should get reviewed so that a player who cares for this group of games would know which games of this group are excellent/average/poor, if possible both, from a subjective and an objective point of view. Such groups could be: all games of one designer/publisher; modern/napoleonic (etc) naval/air/etc games; ancient/medieval/etc. games; solo-games; best historical/most playable/most simple/complex games; short games; etc etc: there are dozen of possible groups.

ZINEISM: REVIEWS

wlh. We have touched the problematic nature of reviews in former issues of E already (cf E 3, 19.47; E 4/5, 56. 76). Some related thoughts I added to the end of Jack's "The View from Isla Vista" article in this issue.

If I am quoting now from reviews dealing with E, then not because I resented these reviews or some parts of it (though, actually, I did...), but mainly because they are speaking about something all of us (including me) really know. And, maybe, I should premise also that, of course, I know that each reviewer has the right to write and think and publish whatever he wishes. And I also know that zine-reviews mostly have to be short (actually: why?)(though, incidentally, I can't see really why a very closely related zine didn't find any space in its four recent issue to even mention that E 4/5 appeared...).

If in a review about E 3 I read: "The editor is now trying to explain a statement in an earlier issue that Britain is not part of Europe and that, like the Common Market, they do not really need us" (Wg News 154,29), then all of you know that this just isn't what I did - in the contrary.

It is unfair in a second point also: this is one third of the whole review. Another third may get quoted also: "In a sense, the magazine is a game in itself as you try to get some sense of cohesion from its most unusual tightly typed paragraphs. Seemingly like most things connected with board-games, it has a sort of esoteric charm but you need patience to appreciate it!"

I agree that this might be written, I agree that this even might be true - but: I think it nevertheless is unfair, if this is more or less all somebody writes in a review about E - a review should describe the reviewed item, it also should mention at least the main (positive and/or negative) points - and not just chose rather randomly two points which (even if they would be correct) don't cover the main importance and meaning of the reviewed object.

In some of your letters (though in a very few only) E got bad marks on its layout and organization, and in a very recent review I also read "Quite interesting, if a bit disorganized" (about E 4/5's 106 pages). Though I must admit that all of those blaming the layout and organization have suggested methods how this could get improved (and also wrote a lot of other, positive comments about E), I also have to state once and forever that this is all I can do - you just have to bear it. And: I don't think that this really is so important as some of you seem to believe. The only really important thing is the content of an issue - and not its contents-table, the cover, the kind of titles, the asteriks I use, etc etc.

Nevertheless: I try to do what I can - limited by the amount of time I can and will offer (being one man only to do everything), by the old mimeo-machine I have (which just doesn't work very properly and uses much too much precious ink), and last not least by money-problems (SFr 1.60 only cover the producing and mailing costs of an issue with 30 pages, etc etc)...

And, maybe, George Phillis is right (Am Warg II,5: 7): "One hesitates to suggest that a stream-of-consciousness technique was used in the editing process, since the material is logically and coherently presented - there are just many different topics touched on".

It certainly is much easier to organize a Dippy-only or a Miniatures-only zine - and it is certainly easier to organize a zine

 which carries mostly long articles.

What do I have when I start to type the stencils? I normally have some real articles (most of them even written on a separated sheet and most typed also). But then also I have dozen of letters (mostly handwritten), dozen of little and big sheets referring to zines and letters out of which I would like to quote, etc etc - and this means that I have no idea how many pages this material will fill - or only, if I would type it first on normal paper and retype it again on stencils afterwards (but I just don't have the time to do that) (I'm typing with two fingers only...). It also means that some things don't reappear in the right moment, either because I made a mistake in my file-keeping, or (more often) because an important message arrives in the very last minute. Should I omitt this info then - or rather put it wherever I can, maybe even on a totally "wrong" page?

And then there are cases of cases: news which should get mentioned twice or more times to be always at the right place.

Or: Jack's Isla-Vista-article in this issue: should I separate it in a review-part and three discussion-parts, or should I let it as one whole, starting E-Discussion in the midst of his article? And what now, if to-morrow I get another article like this? Where shall I put this one?

And: Jack mentioned and reviewed several games about which I have other material which I intend to publish in this issue also. But where? There are several possible solutions for this - and each one will be liked by some - and others will consider it as another proof for disorganization...

But back to the reviews: Most of the reviews, more exactly: nearly all, have been very favourable, as well the ones in your letters as the ones in other zines.

As mentioned above, I appreciate short comments telling me that you like E, etc - but if ever you have time - and especially if you write a review for a zine - you should write more detailed, what you liked, why you liked it (or not), which topics you like and which not - and why; and if you write a review for a zine, you should mention the main topics and aims of E also.

General plugs are mindbenders only, they tell about the existence of the reviewed item - but not much more (even if you write that it is "excellent" or whatsoever). They certainly have their value also - but I think they are somewhat overestimated.

Of course, more detailed reviews need more time, more thinking - and more space...

ZINEISM: ZINE-CONFOEDERATION

wlh. My suggestions in E 4/5, page 74, didn't get discussed up to now - maybe they are too silly, maybe nobody is really interested in something like this, or maybe nobody read it. It still can get discussed in a future issue of E (or in your own zine...).

ZINEISM: NEO-NAZISM AGAIN?

wlh. "HEIL!" (General 11,5: 16b); "The Allies are chicken! My Imperial German Army will kill anyone!!!" (Gen 11,5:32); "Achtung... Unite with unparalleled military minds and OKH-West..." (as above); "'Field Marshall' Braun will destroy all..." (id.); "Deutschland über alles! Phone..." (Gen 11,4:32) - how long does it take until we find again all these "Kampfgruppen" and "9. SS New York" types of ads we have seen some years ago - and of which we hoped to never see them again in a reliable zine?

OTHER EUROPEAN ZINES?

Let's start with a quotation from "Battleground", Nicky Palmer's NGC-zine (Lehvaldsvej 3, 8g, DK-2800 Lyngby, Denmark):

"Accordingly, Walter and I have agreed on the following division of labour: BG will continue to be the only open zine running games, and I will place the main emphasis in BG on the practical side of the wargames: leagues, ladders, ratings, tournaments, articles on strategy and tactics, game reviews and ftf arrangements, and all this only in so far as I can get it into 4-6 pages. Walter will include the last 3, in the much greater scope which he has for long articles, and will deal with anything else, and generally be left a clear field to establish itself as the successor to "Albion" as THE magazine for serious wargamers. We shall sometimes overlap, but basically BG will be for those who mainly want to play games with a bit of chat on the side, while E will give you the whole works!

I believe that this agreement is an important, even a historic one for the hobby, as it gives both the magazine and play side of wargaming a chance to get on a really solid footing. If I attempted to compete with another Albion-type zine, we should both fail to get a sufficiently large readership to stay alive, while if Walter had wanted to set up a rival group of players engaged in games by post, we should have ended up with two groups, neither of them large enough to give the reasonable assurance of finding a well-matched opponent immediately in almost any game, which is what I hope eventually to do."

Unfortunately, I couldn't - at least up to now - arrange a similar agreement with Graham Jeffery (publisher of the - up to now - Dippy-zine "Der Krieg"). He wrote:

"I would disagree about the desirability of having only one zine in the wargaming field. You yourself admit that you have too much material to print, and as you increase your readership, you're likely to get even more contributions. The States seem to have several flourishing magazines, and I think there is room for at least three or four in this country (or continent). Different zines also provide different editorial outlooks, hence catering for wargamers of all sorts.

To take just one example of that last point, a magazine would look a little silly if it carried a dozen different reviews of the same game. However, a dozen reviews would enable a reader to get a fairly good picture of the quality of the game, which is very important if he cannot afford to buy every game on the market (who can, one wonders?). Now, a dozen reviews can appear spread through a number of zines without the same concentrated effect of them all in a single zine."

And, in "Der Krieg" 38,2 he announces: "Well, as I have said above, I intend to start a wargaming magazine, as yet unnamed. It will have the same sort of editorial content as "Albion" had - I don't expect that my magazine will reach the same standard as "Albion", though I like to think it might. It will all depend on what sort of audience I get."

I disagree with Graham Jeffery on several points, but I'll let you discuss it, of course, since maybe I am totally wrong:

ALBION: First, there will never be an "Albion" again - or, it must be published by Don Turnbull himself. "Albion" was mainly the kind it was, because he published it - and because he wrote most of the really important articles himself. Of course, "Albion" is an aim

 to strive for, and I would like it if John Mansfield in "Signal" would be right in saying that E is "certainly the successor to Albion" (though I think a - to me - unknown American puts it more correctly in writing: "I am delighted with E, but can't understand how people are able to compare it to "Albion". E is too unique to be compared to any other zine.").

But, I started E because "Albion" disappeared - I never would have started it, when Don Turnbull would have gone on in publishing it. Since I always thought and still think that there is no place for two wargaming magazines with more or less the same contents and aims in this continent.

It's not so much a question of getting enough subscribers for it: "Albion" got 200+ after some years of publication, I have found a lot of new (continental) ones and made a lot of propaganda (some hundred sample-issues), so I have now already 150+ subscribers - and probably we shall reach the 200+ in a not too far future also (what, for me, in the first place will mean that the producing and mailing will get a real work, better:burden...)(and it will be so until we would reach the - probably impossible - circulation of 600+ and can go offset!).

The main problem will be to get enough contributors. The USA certainly have several flourishing magazines: but they also have some tenthousands of potential article-writers and contributors. We - the UK and continental Europe - don't have much more than some hundred... Proof: How many different contributors do you find in "Albion"? Why Don Turnbull not only wrote, but probably HAD to write most of the articles himself? And: Go through E - how many European contributions do you find? Do you think two magazines could get filled with the articles of these few people? And: Even if you go through the American zines - how many different writers do you find? And don't you find a lot of those contributing to E also - and actually making it to that what it is ("Regular contributors reads like a Who's Who": "Signal" 77,6)?

It's right that - up to now - I got much more contributions than I expected: but never too much. But that might easily change: I don't know, for example, whether the approaching summer-time will bring me as much interesting mail as up to now - then several of the main contributors say that they will not have as much time to write articles as up to now - some others might be forced to stop their cooperation due to other commitments - and what will be then? (I hope this never shall really happen - but it could, and actually I am afraid that it might sooner or later...).

And: should we now start to compete for the same few writers of those articles which will be the 'meat' of a zine? And if - what would they do?

A minor point: of course it doesn't look silly, if a zine carried a dozen different reviews of the same game - this is just what I am doing (though there never have been a dozen yet), and I think it is even the best possible kind of information. It's an advantage for a reader to find a lot of reviews of the same game in ONE zine.

More important might be that with another zine, especially with an UK one, the (British and continental) European wargamers could get split in two groups again - and one of the main aims of E was and still is to be THE European voice, to reach as much of the European players as possible, and - finally - to get sort of a European power, enabling our players to really get heard in the USA (i.e. by the game-publishers, e.g.): with two competing zines none of us can ever reach this. But it would be most important for the deve -

 lopment of the European (and may be the whole) hobby, if somebody would be able to fulfill this task.

No, of course, it must not be E - but I waited long enough whether somebody else would like to fill the gap "Albion" left; Don Turnbull looked around also: nobody showed up then. Is it the obvious success of E who has changed the situation now?
 If somebody else really will do the same as E does (and shows that he is able to do it), than I am prepared to immediatly stop the publication of E: I really see no sense in two competing zines for the same little market, hampering each other to be really good zines.

Up to then, I still suggest that all intending to publish an own wargaming magazine cooperate, and instead of producing two (or more) mediocre zines, together we could produce a good (or even excellent) zine.

Since E still is the only existing European zine of this kind, I therefore suggest that they cooperate with me: I am more than willing to share my work with others. Especially if he writes a much better English than I do - and if he can prove that he is able to hold or (which would be preferable) raise the level of E. Everybody willing to write regular pages, one or more columns, or to take over even whole parts of E is more than welcome...

Since I am somewhat concerned about all this, I would like to get your point-of-views to all this also - especially also the ones of the (up to now) regular contributors to E.

(Cf also the somewhat related article "Zine-Confederation?" in E 4/5,74).

ZINEISM (by Christian Lindner, Sverige)

One of the more disgusting aspects of the hobby is the pseudo-psychological zine-ism, which has shown up during the last years.

The authors of these articles seem to have marginal psychological knowledges, still they are calling their fellow wargamers egoistical and immature, and are making 'analyses' concerning why people are writing game-articles, organizing clubs and so on.

The conclusions of these 'analyses' are the same: "It is a matter of ego-trips".

Personally I think that there are the authors of these pseudo-psychological articles who go for an 'ego-trip'. -

(A similar opinion I found in a letter of Cliff Sayre: "Clubs, zines and Cons mean different things to different people. Unfortunately, some groups and organizations have only been able to accommodate a limited spectrum of interests. The gaming hobby is many things to many people as in any hobby: playing games FTF or PBM, developing strategies and tactics, publishing zines, writing articles, collecting games, collecting zines, writing letters, promoting the hobby, studying or recreating history, etc: What is needed is more tolerance of the diversity of interests."))

EDITORIALS (by Charles Vasey, UK)

I liked the "Radio Eriwan" article in E 4/5. Reading the drivel in S&T/Moves, seemed to prove that Dummigum has finally lost his marbles. Read it carefully and it seems no-one actually talks TO each other, they talk AT each other.

Next issue includes pictures of Jim, with articles by his school-mates on the infant prodigy slated for further issues.

EDITORIALS

wlh. Some sentences in the editorials of certain zines really deserve to get quoted - some of them even don't need any comment... "Editorials" should get a (probably irregularly published) new column in E - and I don't mind, if somebody of you will write the next one...

"DoD (Department of Defense) has undoubtedly spent tens of thousands of dollars keeping in touch with us and keeping up with our work. Various DoD agencies have bought hundreds of our games for 'training' purposes" (S&T 48,20) - poor Europe, protected by an army who needs and believes in such training methods...

"(...) many foreign 'DoD's' have also approached us and initiated exchanges of information" (S&T 48,20) - I hope those DoD's got the errata-sheets for these infos also. Or, does "exchange" in English not mean that, say, the DoD's gave some info to SPI, and also that they GOT some info from SPI? I wonder which ones...

"The Russians have been rather good customers, as have the Arabs and Israelis. We get the impression that everybody recognizes that it is far better to fight these wars on paper than to do it for real" (S&T 48,20) - how about the Peace-Nobelprice for Jim Dunnigan & Co?

" (...) about 1% of our subscribers are women (...) We would like to hear the viewpoint of the women gamers (...) we would like to explore ways in which we can make historical gaming more accessible to more women" (S&T 48,20).

"Twenty-one different games received votes as the Best Game of the Year, and Thirty-one games were mentioned for the All-time Best Game. Interestingly enough, the same game won in BOTH categories, and it is neither an SPI nor an AH game. (...) The Best Game of the Year: Drang nach Osten (GDW); Runners-up (tie): Bar-Lev (CGC), WW2 (SPI); Honorable Mention: 1776 (AH).- The Best Game of All Time: DNO (GDW); Runner-up: PanzerBlitz (AH); Honorable Mentions: Diplomacy (GRI), WW2 (SPI)" (Panzerfaust 66,35) - what is the value of any awards (cf Awards-discussion in this and last issue) - and especially, what is the value of an award, if you don't even get informed about the number of voters and the number of votes each game got? There are at least some ten thousands of CoSim-hobbyists: how many of them did a) hear of this vote, and b) vote?

"In celebration of its 10th year of publication (...)" (The K, X/1,2) - congratulations, really, I hope it will get published by Richard Berg for at least another ten years; I am sure not only I would miss it.

"One of our biggest questions at AH these days is what to do next. There are so many companies producing so many games (both good and bad) that it is becoming hard to find a worthwhile title. In the past we've tried to avoid subjects already done by others but that policy is becoming more and more difficult to follow. We may have to abandon it altogether for doing already published subjects - but doing them better." (The General XI,4: 30)

"The ROTC Department at Arkadelphia, AR is just the latest in a long line of such organizations which report outstanding results in the use of AH games in their activities." "Speaking of the Army, AH has given permission to yet another Army organization to utilize its games in the classroom (... plans are underway to utilize the games to instruct the ROTC cadets in tactics" (The General XI,4: 31) - et tu, Bruce?

ARTICLE STORMING, STRATEGICAL/TACTICAL ARTICLES: DISCUSSION

(cf E 4/5, 75-76; E 3,19)(cf this issue: 40)

LARRY MORAN (Switzerland/Canada): "Naturally I was interested in your thoughts on Article-Storming (incidentally you should have written 'Larry Moran, Switzerland/Canada' - we Canadians do not like to be mistaken for Americans), however, I disagree with you that the larger games should be avoided. On the contrary it is only the 'complicated' games that would benefit from intensive study. The simpler tactical games are, for the most part, too straight forward to warrant much discussion. Furthermore the simpler games have only a limited number of options so that different strategies cannot be considered.

I also want to take issue with the opinions expressed by Leo Niehorster and Lew Pulsipher. Both of these players, I suspect, have many opportunities to play FTF, but there must be many players, like myself, who do not have opponents. For us it would be of great value to find out what others think of some of the more complicated games just so that we can amuse ourselves by playing solitaire. Unlike Leo I would very much like to see you give some examples of a game being played (with comments) so that I can at least see how some people handle the pieces. Could you include in a future issue a summary of a completed PBM game? I strongly suspect that one reason for the popularity of Diplomacy is the fact that the players have an audience."

GARY GYGAX (USA): "Mr Niehorster must not believe in analysis of chess games or studying openings either if he finds GENERAL articles of this sort of no use. I believe that there are still a number of people in wargaming and in chess who could teach me at least a wee bit..."

TONY JONES (South Africa/UK): Are you interested "in details of a game of 'Third Reich' which I am playing through? As I only get in two or three goes a week, it will spread over about 6-8 parts, but it will, I hope, make interesting reading."

((wlh: What do you - our readers - think about this? What exactly would YOU like to read?))

TOM OLESON (USA) and RIAN VAN MEETEREN (Holland) are playing a game of PBM "Anzio '74"; they also offered a report of this game, but they also would like to know, what kind of report you would like to read.

RALPH VICKERS (Spain/UK) discussed these questions in several letters; I would like to quote some of his points: "One idea you raised particularly interested me - analysis in depth of wargames. I agree with you that there are so many games coming out now that one barely has time to keep up with the new ones, never mind to REALLY learn the old ones. But it happens to be one of my favorite pasttimes analysing games that appeal to me."

"There are several ways that a game analysis in depth can be presented. A really serious analysis has got to be rather lengthy. And part of the length will depend on the kind of format you decide is the most suitable for "Europa". One kind of analysis could be along the lines of what we ((Bob Latter and Ralph)) did for "Albion" (and which Don liked so much). That is, give actual moves in a game with comments on them. Another kind would be more general - general comments much like Richard Berg did in the last issue of "The K" on "La Grande Armée". The 'generalized comment' type of article could be kept down to pretty any length. But the

"Albion type" article because of all the positional listings would of necessity have to run much longer."

"I have another idea which might make an interesting department for your magazine: I, personally, am always interested when I come across a game report of an actual game that was played. I think there are many wargamers who only play solo who would also be interested in playing out a game reported in full in E. You would have to 'market-test' this idea to see if your readers were enthusiastic or not. This is not an idea, by the way, which I would care to undertake producing. But I for one would welcome it in your magazine if someone else would do it."

"You ask me what I think about a description of a whole solo game. Well, first of all I don't think you can please everybody with any article you publish. This is why I believe it is a mistake to write an article about game XY and try to make it general enough to please everyone. Obviously the people who are going to be the most interested in that article are the people who own the game. So why not slant it towards them, that is, make it as interesting as possible to the people it will obviously appeal to. You aren't telling those people anything they don't know already when you just make general remarks about the game. People read articles to LEARN things they didn't know."

((In such an article a commentary on the game should be offered)).

"A bald report of a game will interest only solo players, But a report of a game (move by move, I mean) with commentary will interest both solo players and people who want to learn a bit more about the game. So I would say if somebody gives you a move-by-move report on a game you should also get him to make some comments on the play.

(Remember, your original proposal - which aroused my interest - was to study a few games in depth so we would get to know them well. Rather than skimming over the dozens of games that are thrown at us each week)."

((wlh: Finally, Ralph sent me his PAA-article as his - first - contribution to our article-storming; some accompanying comments probably will interest you also:))

"If there is any demand at all for such 'deep analysis' articles, surely this effort will evoke some response. I suggest we wait and see what response you get before I burden you ((?)) with another one.

It was an interesting experience writing this article, but I was surprised at how much time it took. (Much easier to write general reviews). It remains to be seen whether the time and effort will be repaid by reader interest.

Whatever the outcome, I am still a supporter of your idea that it is perhaps time to climb out of the swamp of new games and concentrate for a while on really learning how to play well a few favorite ones. (Anyway, perhaps the present economic difficulties will reduce the flow of new games for a while). It was your suggestion of this idea that prompted my offer of an article in the first place. Since then I have discovered other wargamers share the same sentiments. So maybe we are at the birth point of a new trend in wargaming. We shall see."

(4 p 92)

((wlh: Now, it's all up to YOU, dear gentle reader: if you react on the PAA-article, we may get more and more to a better understanding of this game. If you want to discuss another game also, you just should sit down and write your ideas and analysis etc of this game. And if you want get game-reports tell me what kind of report you want... But, please, no silent majority...)).

VARIANTS & PERFECT PLANS (by Tom Oleson, USA)

Wargamers are individualistic people. Some like to play a game without changes, while others hardly read the original rules before they are writing new ones. Same thing with 'how-to-play' articles: some gamers consider it a point of pride to disdain another player's tactical and strategic hints, while a probably larger group is ready to take all the help it can get.

If chess is the first wargame, then the fact that variants exist for chess seems to show that the impulse to add something personal is wide-spread. Variants used to be much more common in our hobby than they are now. They arose from two motives: a desire to improve a presumably imperfect game, and sheer boredom with the limited number of games. How times have changed!

I believe that AH's "Stalingrad" is the most discussed of all wargames, both from the standpoint of articles analyzing its play, and from the number of variants it has inspired. "Bulge" is probably second. ((George?))

It's not hard to see why "Stalingrad" invited modification. Altho it captured the imagination, it was obviously not very realistic. For one thing, it excluded the important northern and southern extremities of European Russia. Tyrone Bomba, who a few years back might have laid claim to the title "King of the Variants", developed and sold extensions to the "Stalingrad" map, as well as other variants.

Undoubtedly the Stalingrad variant which out-did them all was one of SPI's first products. It used the AH map, but with elaborate counters and rules. Oddly enough, the rules pointedly disclaimed any particular historical fidelity. This is in contrast to nearly all variants, which have usually been inspired by an attempt to 'perfect' an existing game by making it adhere more closely to what the deviser of the variant sees as history.

The best examples of variants arising just from boredom, or so it would seem to me, were done by Russell Powell, former 'dictator' of the now defunct Sparta Club. These were published in their fine magazine. As a long-time member of Sparta, I always marvelled at the slick, professional job done by its editor, Dan Hoffbauer. I don't know what caused the club's demise, and much about it did not appeal to me, but I will miss the magazine.

To put it as tactfully as possible, I found Powell's variants unusual, to say the least. Examples were using the Stalingrad units on the Waterloo board, the Afrika Korps units also on the Waterloo board, the AK units on the Stalingrad board, and the Waterloo units on the AK board... This last was done by one of the key Spartans a few years back, Hans Kruger. These variants were elaborately presented. In some cases there was even sort of a rationale explaining how history could have developed in such a way as to make the variant plausible! Far out!

Are variants worthwhile? For something like the above, I would say no. For the more typical variant, which adds some missing terrain, overlooked units, weather or supply rules, etc, I would say yes. No game is perfect. They can all be made more realistic, more playable, and more fun. Moreover, it is increasingly common to revise a worthwhile game after a few years, even sooner. An example is some of the Rand games only on the market about a year. Altho the percentage of variants of interest to anyone besides their inventor is not high, those few which are well done may serve to refine a game worth development. They also may be fun to play. Altho I enjoy reading about variants far more than trying them, I argue

 that they should have a small place in "Europa".

All the more so articles on strategy and tactics. Turning again to the example of chess, there is an enormous literature discussing how to play, and recounting notable games. The idea that one should rely on one's own ingenuity to develop as a chess-player would strike a chess master as peculiar indeed. A consummate grand-master, such as Bobby Fischer, fairly buries himself in the study of other, lesser players' ideas, in the hope of improving his own play.

Why should it be different with wargames? The current plethora of games has so exacerbated the always time-consuming task of learning to play a game decently, that it seems to me that one of the most useful services a journal such as "Europa" can perform is to help its readers be better players.

Recently in "Moves", Omar DeWitt, president of what I feel is the best wargaming club, AHIKS, said that if he had the chance to read a 'perfect plan' guaranteed to win a game, he would decline to do so. ((cf Moves 18,12 sqq)). I respectfully differ with my good friend and constant game-opponent Omar. I would be delighted to read the so-called perfect plan, for two reasons: most of them aren't perfect at all, but just a challenge to find a plan that is better still, and if the plan truly is perfect, then the game is flawed, and the flaw usually can be corrected with a simple rules change.

So, I submit that a wargame is not carved like the Ten Commandments on a stone tablet, but is an on-going process, which can be hastened in its development by variants, and 'perfect plans'.

PETER HASLEHURST (UK), finally, wrote: "The idea of 'Article Storming', proposed on pp 75-76 of E 4/5, is excellent. How about asking subscribers to choose, say, the three games which they think are most suitable for this treatment, and then you can see which games are most popular for this purpose.

I disagree with the view that 'strategic hints' articles spoil enjoyment of games, or are unimportant. On the contrary, they stimulate thought and introduce new ideas about the best way of playing a game. Also they help very much when playing a game for the first time. In this type of situation it is often very difficult to decide what to do, since you don't yet know what the 'feel' of the game is. For example this is very true when playing GDW's "Chaco" for the first time. If you start this by trying to keep a continuous front, you don't stand much chance!

Sorry to say that I disagree with you about variants. If a game is no good, surely it is better to develop a good variant based on this game, rather than discard it as a complete waste of time."

wlh: I thank all of you who contributed to this discussion - and of course the discussion may go on.

On the other side, we should start also to ^{do} something in the mentioned direction. Ralph Vickers already started with his article about PAA - I hope he will be an example for some of you...

Furthermore, please write me about which games you could write something - and also which games you think would be suited for such articles (and maybe also why). As a non-committal suggestion: AH: Panzerleader, Third Reich, Anzio, Alexander.- SPI: PAA, Barbarossa, Sinai, La Grande Armée.- GDW: Torgau, Narvik.- CGC: Kasserine Pass.- Others: ? (I would say one of each company mentioned here should be chosen). And: There are several newcomers among our readers: Who writes for them about NAW, Borodino? I feel, a beginner's corner should also be a part of E - what do you think?

AWARDS (by John Mansfield, Germany/Canada)

((wlh: cf E 4/5,77))((John Mansfield is running the Charles-Roberts award)).

((I had - because of space problems - to shorten John's article, and I hope he will understand it. In a first part he is telling that there are a lot of ballots and awards over the years, and that the response has been very low and getting lower all the time)).

So why produce any ballots at all...? I believe that the hobby needs an award system. The people who support this hobby, from the printed at home fanzine that you are reading now, to the game designer that has produced a work of love that, although he gets some money, really never knows how good it is. These people and many more need an International award that they can aim for. No amateur zine makes money and many games found in magazines are never heard from. And International award will give them a goal to shoot for. Imagine the pride of producing the BEST amateur zine in 1975 or the producing the best professional game in 1975!!

So, if we do this award, who should run it and how shall it work? We all should work on it. I said before that there are many ballots around and all these should be stopped and only one award given each year. That way it will mean something. Every fanzine should run the ballot and everyone should vote. This would allow us all to say our bit. Each vote is important. The tallying up of the votes will provide a top list of 4-5 potential winners. Why not just let this one ballot decide it all?

With the large amount of games provided each year, one will get a large selection of games. Although some 20 or more games may get various votes, by making the people vote for a specific number of games, and this list made up of previous votes, then one can get a true idea of who should win. This is true in all categories.

We have laid down some ground rules as well as selected 6 categories: Best amateur game, best amateur game, best pro game, best pro zine, and Hall of Fame award.

Who is to vote? Everyone. You can truly take a copy of this ballot down to your local club meeting, give everyone a piece of paper and ask them to copy the categories, vote as they wish, take all the ballots and send them in - all in one envelope if you wish. There is no discrimination other than that each ballot must have a separate name/address on it. Everyone votes on the nomination ballot. We would rather get the final nomination ballot from 200 votes... than three.

Who is to vote on a final ballot? One of the better idea was to pass the final ballot out to zine editors only, as they get most of the zines/games and therefore are better equipped to know what is best. Yes, well, I admit they do get the zines but also are a select few who are in touch with each other and are usually well versed in any zine problems and very probably have already made up their minds!!

The next idea is to turn around and ask you all AGAIN to vote for the awards. But we have a delicate problem here. There is an actual award, as well as the prestige involved and no matter who wins, somebody, somewhere is going to scream that such and such a zine/game forced all their members to vote for them, or the combined too hard (combining is allowed). Thus we have to find away around it.

((John mentions then several possibilities how this could be done, but he also explains why it doesn't work. I didn't find an explanation how this problem is now really solved.- He also explains that it costs you only the stamps to send the vote.))

What do you get out of it? Well, we have added to our costs by providing a free game. We will take ALL the ballots to the "Origins 1" Con and it will be announced when and where the drawing will be. Then one ballot will be drawn (these will be from the nomination, not the final ballots), and the person who sent it in will receive one free game - his choice from ANY company. Thus you can win by voting. Not only that but the zine that you saw the add in, will get a free game too.

So there it is. International Wargame (board) award. To be present to the BEST of the year in 4 categories, by YOU, the gaming public. I hope they last forever.

((Charles-Roberts-Awards: The entry-time has got prolonged: last day: May 15.- The Awards are for publications during the year 1974. You have to mention your name and address, then to list three choices in order: a) Best Professional Game, b) Best Amateur Game, c) Best Professional Magazine, d) Best Amateur Magazine, e) Hall of Fame (here: one vote only)(This can be a game, a magazine, a person - whatever or whomever you think should be honoured!). There are three possible addresses to which you may send your votes: Cliff Sayre jr, 1415 Ladd St, Silver Springs, Md 20902, USA.- Hartley Patterson, 7 Cambridge Rd, Beaconsfield, Bucks HP9 1HW, UK.- John Mansfield, PO Box 830, CFPO 5056, D-757 Baden-Baden 1, BRD.- O, I forgot, you also should mention the zine in which you saw the ballot announced...)).

MICHEL LIESNARD (Belgium), organizer of our Con, who runs the Goupi-Award, writes: "Your opinion about awards is not astonishing (I expected such comments to arise from the one or the other) but I do not agree with you.-

1) I do believe that any group of persons, whatever its numerical importance might be, has the right to award somebody for what they consider as being relevant activities. Moreover, the name of this award can be anything from 'the best beer drinker' to 'the worst Papu wizard' provided the members of the forementioned group do not claim to be the only ones who have the right to award in the choosen category.

2) To consider that a group of 'selected experts' is more capable to discern who should be awarded is pure nonsense. It has been clearly proven that the "Oscars" or "Goncourt" are not always the best films or novels of the year. And you should not forget the danger to see those running for the awards becoming clients of a clique inside the voting committee. It's more difficult to be elected by 200 wargamers from 15 countries than by 10 fanzine publishers. Hence the more numerous the voters are, the more valuable and representative the election will be.

3) I have nothing against block-voting: Richard Sharp's election only showed the British were more organized than others.

4) Sorry, but Democracy IS always the best way to get the best result. To believe the contrary is not Facism nor Communism (nor any other -ism), it is only a lack of hope."

HARTLEY PATTERSON (UK): "Sure we don't need awards. The purpose of Awards is, quite simply, propaganda, either for the hobby orthose giving or receiving the Awards. If it's propaganda for the hobby then a 'democratic' vote is best, as the mass media won't bother

 with an award given by a group they've not heard of before. Wargame players yes, but EXPERTS?? In toy soldiers??"

RICHARD BERG (USA) in "The K" 10,1: 2: "What is not fine is a recent trend that has surfaced like an overweight dinosaur: quasi-Oscars for "Best Game of the Year", etc. This was to be expected, given the number of Awards shows TV likes to foist upon the public - there will probably be an Award show for the Best of the Award shows soon - along with the American paranoia about winning. In any case, such exercises in inanity produce nothing but ludicrous results culled from ignorant cliques of self-seekers who somehow feel that the results will be a vindication of all that they feel is right with the world ((He is mentioning then the "hilarious results produced by the latest issue of Panzerfaust" in which DNO was voted the best game of the year - and of all time!)) The less we see of these Awards fiascos the better off gaming will be."
 ((Not only "Panzerfaust", also "Flying Buffalo" and even "Taurus" have voting for some awards now...)).

wlh: Well, what is there to add? First - neither Cliff Sayre in the US, nor John Mansfield in Europe got a lot of votes up to now, both seem to be somewhat disappointed. What is the value of an Award if only a few - some dozen, maybe even some hundred, vote - if this means that even not 1% of the players are voting? An unknown or not well known game/zine has no chance, really, even if it might be the best possible game/zine. Just because only a few persons know it (yet).

Language minorities have no chance, since most of the voters will be English speaking - but there are Italian, French, German, soon probably also Dutch and Swedish zines, for instance.

European games/zines have no chance, if the US-players really will/would vote.

Democracy only has any meaning if each voter really knows the subject about which he is voting. How many voters know enough about and enough of amateur games and amateur zines? How many even know enough professional games and zines to be able to decide really? And if they are not able to do it (by lack of knowledge and experience) the whole voting is a farce, is an example of this kind of pseudo-democracy which is worse than any undemocratic system.

To vote is a serious thing, democracy is a serious thing also - but what is done in these awards only seems to be democratic, it offends all laws of democracy, it actually is a shame that the word democracy (which means very much for me) is used for this kind of farce.

The players are not very interested in voting, obviously. Are the designers, the publishers interested in getting awards? Maybe, if the award really means something: if some selected reliable honest people would decide that this and this game/zine is the best, and if they know most or all of the games/zines, and if they are really neutral: then this award would mean something. But what does it mean to get an award by chance, by block-voting, by the highest circulation, the best advertisement, etc?

(I admit that the Goupi-Award has more chances to be 'correct', since the awards are not intercontinental).

But: if the game-publishers will do something for us: why don't they support amateur designers - and amateur zines? Zines, e.g., by subscriptions, propaganda, advertisements, review copies of their games, etc? Some do, most don't - and nevertheless: what a lot of free propaganda do they get by us? John is right: amateur zines never make profits - but the loss could be smaller...

ON CLUBS (by George Phillies, USA)

Lew Pulsipher's comments on national wargaming clubs (cf E 4/5) were interesting. There were many reports at our local convention (WinterCon III, which had 140 attendees and officials) that the SICL had gone bankrupt, but confirmation of these reports was lacking. Lew Pulsipher reported in a recent issue of "Blood and Iron" that their Diplomacy games are showing signs of life again. You might also mention the "Conflict Simulation Society", which had 150+ members at last report, and the "International Confederation of Wargamers" which has 750 members (who pay no dues, are not officially called members and do not really elect the club officers - although the membership is polled regularly).

The question on organization of wargaming clubs is one that Lew Pulsipher and I have discussed on a regular basis. Perhaps I should say debate, since we do not agree - I am firmly in favor of a wargaming club which has a set of elected officers, while Lew is not. Now, as long as everyone agrees what should be done, it does not matter at all who is in charge or how the decision is made - the same result would have occurred in any case. The importance of having elected officers arises when the club officials do not agree on what should be done. If you add officers by co-option: "You want to work? You're now an officer?" - an obvious question arises: How do you resolve quarrels between different factions of officers? There are some matters which cannot be settled by compromise. For example, if faction A wants a bi-monthly magazine and dues of \$2/year, and faction B wants a monthly magazine and dues of \$4/year, and faction B contains both the editor and someone with access to the bank account, faction A has no direct way of imposing its will in the matter. One can have a constitution to resolve such things but (the last I read) the MGA (Lew's archetypal organization of this type) decided that it didn't want to have a constitution.

Of course, it is possible to go too far, and strangle yourself with by-laws that are so complicated that they cannot be obeyed. This sort of things happened in the IFW, mostly as a result of an ill-conceived idea (mine, in appreciable part) that the way for a democratic club to prevent one clique from taking over completely is to pass by-laws forbidding people from violating the by-laws, etc. The IFW died anyway, for quite different reasons.

One thing that a national/continental club should avoid as much as possible is a situation where one officer is doing all the work. This is a very pleasant situation for that one officer, but leads to very undesirable consequences if the one officer loses interest in the hobby - he tends to take the club with him. We have tried to avoid the situation in the AWA, and we now do have a working set of national officers, all of whom work, as well as a few working regional officers. Hopefully as we grow the situation will improve.

Since Lew raised the matter, I might make a few comments on AWA elections. Thusfar, we have rarely had more than one candidate for the same post. When we have had two candidates, it has generally been true that they were divided by personality, not by policy - we haven't really had any policy disputes to enliven elections yet. As a result, people have tended to vote for the people that they know, or not to vote at all - there have been few real differences of opinion. I do not think that this is an unhealthy situation: voter apathy is undesirable when it reflects a disenchantment with the system of government, but not when it represents an absence of decisive issues.

CLUBS: THE WGA, FOR EXAMPLE (by Dan Gallagher, USA)

Also, while I am thinking about it, you had some news on clubs and organizations in E to which I could add a little in regards to one which began here in the Metropolitan Washington area (which includes Wash DC, and the suburbs of Maryland and Virginia). This effort is known as the Washington Gamers Association (WGA) and now has (as of 2/19/75) 38 full members (people who have paid a yearly dues of \$3) and 8 temporary members (those who paid for a one month membership; 50¢; and who have not yet exercised their option to convert to regular membership.

Membership meetings are held AT LEAST monthly and at these meetings no business is conducted - there is only play. A council of 7 elected on a yearly basis conduct meetings on business at separate times. Dues go towards flyers in retail stores seeking new members, adds, direct mail etc. This policy has allowed the club to grow from 4 founding members in November 1974 to our present, with playing meetings averaging around 25 people or so each time we meet (some members invariably can not make meetings of course). Meantime, in addition to the large get togethers, members meet for two player games and face to face Diplomacy between meetings by using the membership list which all full members get giving name, address, phone, game preference and times available for gaming.

Our charter was set up with a founding council consisting of the four of us, Roger Buckelew, Rob Blau, Jon Southard and myself plus several other people (3) who we felt were major forces in the gaming of the area, and then provided for elections after three months in order for the members to get a say after things had gotten rolling. This has allowed the members to realize that it is their club and not a clique type affair where the couple of guys who start the organization run it until everybody dies.

Within the council duties are divided up according to the wishes of the council, members do not run for specific positions like President, treasurer etc. This allows a change of leadership mid-stream if confidence is lost in the president or any other member. Also, the council can replace any member who resigns from office thus cutting out more elections which interrupt game meetings.

All in all, WGA operates on the basis that no member should ever be forced to play anything, that membership meetings should not be interrupted by business about which we find the vast majority of our members care not, and that every dollar of dues that comes in should be accounted for each meeting and spent to increase memberships through flyers, mailouts, advertisements etc.

We have a club zine which comes out every meeting, discounts from some stores on games etc, but our main purpose in all this has been to provide maximum opponents for minimal cost - so far we seem to be doing this.

Incidentally, it is interesting to note that our charter was drawn up by a person (me) who was not aware of how MGA was organized yet our basic form is very similar. From what I have read the only real difference lies in the fact that we have a LIMITED number of council members elected for a SPECIFIC term. Their council seems to be unlimited and without specific duration (as I understand it). - Certainly their form is more flexible and has proved long lasting, we hope our slightly more disciplined form will be equally so.

((wlh: Did you meet Cliff Sayre? He was at least at two of your meetings and "enjoyed the fellowship" as he wrote)).

ON THE DEVELOPMENT OF COSIM-GAMES (by Enrico Manfredi, Italy)

At the present time the most recent boardgames have attained a quite sophisticated stage of development, especially thanks to the efforts of the designers of SPI, which has been responsible for most of the more reliable and sound innovations. I think that nobody really regrets the gradual disappearance of the rather crude wargames of the beginnings nor of those which, in some instances, were much more complicated, without adding much to the global value of the game. It is to be said that games as "Panzerblitz" represent a really valuable step towards a gradual improvement of the software upon which wargames are based. However it is perplexing the fact, that such an advanced stage of development has been reached at a point when most of the really interesting episodes of war have been already simulated, and the market is beginning to be saturated by too many new titles, which often put a mask upon games little differing from each other.

I think that the moment has come to introduce some new and rather radical improvement in the field of boardgames, to keep alive the interest of the newcomers, as well as of the more seasoned players. It is obvious that only game companies of the size of SPI or AH may be able to develop properly new improvements which, supposedly, are apt to be introduced in this field.

As a matter of fact anyone may be persuaded to possess bright and innovative ideas to improve the playing mechanics, etc, however few of these ideas survive the test of a systematical playtesting, which is mainly out of reach of the private inventors.

It is therefore more practical that the wargamers' community make the game firms feel the changing attitudes of their market, pointing out whenever possible those major and/or minor aspects of boardgames they think worth to be improved.

In my opinion there is one major point that absolutely needs a radical reflection by part of the bright boys of the publishing firms. This aspect is the 'strategical' one, i.e.: the secrecy of initial deployments, movements and strengths. Although the situation has somewhat improved in the games which incorporate the rules about the use of dummy counters and/or simultaneous movement. (SiMov), I think that everyone will concede that these systems are still not entirely satisfying, to realistically simulate a campaign or a naval operation. I am persuaded that this problem will not be solved until the game components will be confined to the traditional ones, i.e.: set of rules, unit counters, tables and mapboard. In my opinion there is the need to think upon some improvement in the 'hardware' of boardgames too. Without some new and effective device it is probably impossible to simulate properly the strategical aspects of a campaign. However it is not impossible to devise some electrical gadget or some less costly substitute of the well tried 'matchboxes' of the miniature wargamers, to make things work better.

Only publishing firms are able to evaluate, test and economically produce such devices. This one is surely a major point, as it depends strongly on a commercial appraisal of the cost problem.

However there are some other minor points, which I think worth to be improved. In strategical games I always disliked the lack of 'secrecy' which is related to the perfect knowledge by part of each player of the effective strength of their own and of the opposing units. This fact, which strongly shows the chess heritage of board wargames, is utterly unrealistic as long as war simulation is taken into account.

 As a matter of fact it is well known that no commander really knows how his troops are going to behave, nor the enemy ones, at least until the battle is on.

On a tactical level, the military history confirms that one battalion may be worth one brigade, sometimes, or to be less useful than a platoon.

In the naval war, nobody, before May 24, 1941 could reasonably assume that 'Hood' and 'Prince of Wales' were an inferior force if confronted by 'Bismarck' and 'Prinz Eugen'.

As a whole, I think that one of the main aspects of CoSims, compared with other types of game, consists in the fact that there are fewer absolutely sure and predictable events. However I don't particularly like some of the recent 'panic' and 'idiotic command' rules, which often lead to a perfectly erratic behaviour by part of the units.

One minor improvement which could be easily added consists in the introduction of three or more CRTs, some of them favourable to the attacker, some to the defender, one neutral. None of the players would be allowed to know what particular CRT he is going to use, until the action is on. This system would simulate the effect of some unsuspected flaw in the technical or tactical preparation to war of a whole army (or naval force), while the behaviour of one particular unit would remain perfectly predictable ('panic' apart) once it has been discovered the CRT choice.

Another minor point, which is not particularly realistic in present 'tactical' boardgames up to the brigade-battalion level, is related to the fact that during a real battle there always is a gradual loss of order and cohesion by part of the troops, which becomes worse, when they are kept on the frontline for long time, and which is at least as troublesome as the actual losses suffered by the unit. As troops become 'battleweary', their offensive spirit lessens, even if they are still apt to fight bravely on the defensive. Obviously there are other factors affecting the behaviour of the troops; however, by and large, it could be said that 'fresh' troops have an attack effectiveness which largely surpasses that of 'battleweary' troops, while in the more passive role of defence this difference is less important.

This fact could be easily simulated, if a 'tiredness' effect is introduced much earlier than the actual step reduction of the unit or its elimination. By this an attacking unit would suffer a reduction of its 'attack' strength, after having suffered a minor reverse as an 'Attacker Retreats', or similar. The unit counter could be printed on either side, while in the meantime, providing for a separate combat factor in attack or defense. As soon as the 'tiredness' effect makes itself being felt, the unit could be turned upside down, showing the reduced attack factor, and any other alteration to its original factors which the game designer thinks to be correct. As a matter of fact it is quite absurd that one unit, which has been fortunate enough not to suffer a really unfavourable CRT result, remains, through the whole battle, as fresh and aggressive as in its first encounter. This system would, in my advice, lead to a comparatively greater importance of 'fresh' troops. As it has often been said that the real task of a commander, as soon as the battle is on, consists in a proper handling of his reserves, I think that this system is worth to get tried.

((wlh: A part of these problems seems to be at least partly solved, e.g. by "Hidden PanzerBlitz" and by some Gamma Two games; incidentally: Nicky couldn't you re-write the Hidden-PzBl-article which I lost unpardonably?)).

WHY COSIM?

wlh. In the very first issue of E, in special issue 0, page 2, I wrote: Spreading-out policy in Europe: I think it won't be possible overhere to call our games 'wargames', so maybe we should call them CS-games (Conflict-Simulation-games) - which makes one point less, where our hobby can be attacked by super-pacifists...

Later, Leo Niehorster remarked that CS could be misunderstood by Americans as chicken-shit, and so I changed the abbreviation into CoSim.

For me - and probably most of the continental Europeans (in the UK it will be different) it will be clear that the word 'war', so correct it would be, would give a negative image to our hobby. But there are opposite opinions:

LEO NIEHORSTER (Germany/Dutch): "What's wrong with WARGAMERS? war, war, war, war, there! I got it off my chest. Let's face it. That's what we are basically playing, and calling it something else is just lying to ourselves. As Shakespeare said, 'A rose is a rose, is a rose, and by any other name is still a rose' - or something like that. I have heard several negative comments about 'CoSim' (ugh!)."

((wlh: I am not playing WARGames, but warGAMES - maybe that's a difference too...)).

GEORGE PHILLIES (USA): "Incidentally, your term 'CoSim' for 'conflict simulation' rings more than a bit odd, at least to my ears. I believe that this is in large part caused by the near-absence of people who refer to the games we play as Conflict Simulations. SPI does that in their magazine, but it ^{has} never really caught on. If you do not like 'wargaming' and if 'gaming' is too likely to be interpreted as a type of gambling, as on horse races, you might consider 'strategic games' as was done many years ago when the MIT War Games Society became the MIT Strategic Games Society."

S.K. HOWARD (USA): "...and ConSim is preferable to 'CoSim' because 'CoSim' splits a syllable."

None of these reasons could convince me and make me change the chosen abbreviation - up to now. Or do you insist?

And - you may be interested to read the following:

MICHEL LIESNARD (Belgium): "A disappointing reply from our own Education Department who consider that a WARGames Con is 'anti-cultural' for 'obvious' reasons in 'these times of struggle against the American and Capitalist aggression towards the socialist experiences in the Third World' - I wonder why NATO and SHAPE are still on this soil..."

((I asked Michel whether the Education Department of Brussels is communistic; he answered: "Our Education Department is not communist - the Minister and his staff belong to the Liberal Party - it is only a fashion to be 'anti-american' etc. In fact, somebody who would publically say that he does not dislike the Americans would only have few chances to be accepted in something else than our War Department."))

As you see, Europe seems to have rather different opinions about a lot of things. Or so.

And: we can't be careful enough to avoid any unnecessary difficulties, e.g. in using the dirty word 'war' if 'conflict' sounds so much less captious...

THOUED AND THEED

wlh. Actually, not a big problem, and maybe some of you will consider it as a waste of space, if I quote some comments I got after having mentioned this (typical continental European) problem. But this little problem (which - for some people - really is a big and important one) may show a very small part of the upcoming problems when CoSim-gaming (and Diplomacy) now is leaving the English speaking home...

FRED DAVIS (USA): "My wife was greatly amused by your article on people in the English-speaking world going on a first-name basis immediately. She says it's still true in Germany that men will work together for 20 years and still be on a 'Herr' basis. Her parents in Stuttgart would be very upset if I referred to them as 'Lina and Karl' in the annual Christmas letter I mimeograph and send to all my friends."

GARY GYGAX (USA): "So good old American camaraderie and informality tends to offend the (stiff) formality of the typical (German, naturally, I'll wager) European, does it! How's about a salutation of 'Hi-yah, Walt!' or better still, 'How's tricks, Walley-Baby?!' Blow your mind, huh? So different strokes and all that. I suppose that our attitude is a direct result of the nature of our country. There wasn't much room for any waste of anything like time or words on the frontier, and it has remained - too bad there isn't any frontier for us anymore... I am sorry if anything I have written in the past is what you would be considering as more 'theed' and 'thoued' (haven't heard or read those words since the last historical novel - or movie - of the settling of the Colonies) presumptions, but it sure make me chuckle to think about anyone being taken aback by an informal and friendly greeting to some CORRESPONDENT in a hobby!"

GEORGE PHILLIES (USA): "There are a few points were actually the multiple languages show through, such as your comment on Europeans being "Thee'd and thou'd", a distinction which is very hard to get across in English. (At least, I assume the reference is to "Sie" and "du", assuming I remember my German after 10 years)."

wlh: To be honest, I must admit, that sometimes, in German, I am quite glad that I may make this distinction in using "Sie" and "Herr" or "du" and the Christian name; there are persons against (sic!) I prefer to use the detached "Herr"... And ^{what} would you say if I would tell you that I know some (French!) families in which the children use the "vous" (instead of the "tu") in addressing themselves to their parents - and that in one family the parents themselves use this formality in speaking with each other? And so on...

But, to repeat it, we really should keep the "old American camaraderie and informality" in our hobby, even if now the not-English-speaking countries are coming (and there aren't the Krauts only who will have some problems with this - ...).

RADIO ERIWAN: There wasn't a lot of comments about our 'humour' pages in last issue; but I got the following contributions:

Q: Is it true that Moshe Dayan playtested "Sinai"?

A: In principle yes, but he never played the Israeli napping scenario.

Q: Is it true that President Sadat playtested "Sinai" too?

A: In principle no, but he did play the Israeli napping scenario.

SPI: QUO VADIS?

wlh. Cf E 4/5,69-74, cf also in this issue, parts of the articles of Tom Oleson (DNO, 1776...) and Jack Greene (View from Isla Vista).

Actually, at least among our readers, there seem to be no members of the "SPI-Hating-Club" - and I am glad that it is so, because it would help nobody, neither us and the hobby nor SPI, if we would hate them.

But a lot of our readers are concerned about what SPI did, is doing, and will do. And this, I think, is the correct manner - more: it is absolutely necessary and most important.

SPI not only makes us feel that they are (still?) the leading game-publisher, probably they are: certainly they produce more games each year than all other companies together, and certainly their zines have more readers than all other zines (and maybe more even than all other zines together also). Considering quantity only they certainly are the most important 'power' in our hobby; whether they are leading in terms of quality also - that's another question.

Whatsoever: they are not only influencing our hobby, they - for a big and important part - really are our hobby. Therefore, whatever they do (and more perhaps: whatever they don't do) will either develop or hurt (or even kill) our hobby - or at least change it into somewhat we may like or not.

Caveant consules... it's up to us (customers, readers, letter-writers, contributors, zines...) to watch that the hobby goes the way we shall like to see it going.

And, of course, we should discuss (and watch) other games publishers' politics and attitudes also...

GEORGE PHILLIES (USA): "Your concern with SPI as the center of the hobby I think reflects the comparatively greater influence of SPI in Europe, due to their distribution in Europe being much better than that of AH or the other game companies. While SPI's total sales last year may have exceeded those of AH, their influence on the hobby is not in all ways as proportionate. Part of this comes from the larger number of titles they produce; part of it comes from the observation that AH has been selling a lot of wargames every year for the past 19 years. As far as I know, the total number of any one AH title which has been sold far exceeds the totals for any corresponding SPI title. This means that if you go to a convention, or end up with a new group of people, it is relatively likely that you will turn to AH titles (although less so than a few years ago) if for no other reason than it is reasonably possible for two people to know a large number of SPI games, but not to have any which they both know how to play."

GARY GYGAX (USA): "The various comments regarding SPI are of great interest to me. Hobbyists must give credit where it is due, and SPI has been the prime mover in the tremendous expansion of wargaming. I am of the school which believes that a few good games are worth more than thousands of unplayable (or uninteresting) ones, but that isn't an argument against SPI, it is an opinion. It is a fact that thousands of fellow gamers enthusiastically welcome every new game offering. SPI must be doing something right as far as these people are concerned. Those who do not find their joy in a plethora of games cannot fault those who do. In this same vein, expansion of the hobby is not harmful. Perhaps some hobbyists would like to keep it to themselves and never allow it to mature, but it was never within their hands to prevent growth of the hobby in the first place, and there is no use in wishing it would go back to infancy - it won't.

Commercialism, evidently, is a less than complimentary term when applied by detractors of the growth of our hobby, but it is time to take a realistic view of things. The commercial enterprises have grown, and caused our hobby to expand, because the majority of wargamers wanted the products these commercial firms offered, and these offerings appealed to others outside gaming too. AH got it all started, and SPI caused a huge expansion with their active (and undoubtedly very costly) advertising campaign. Now these two (relative) giants are competing for our dollars as well as working to bring new interest in the hobby. We do not lose because of this. Selective buying is becoming an absolute must for all but the wealthy, so the overall quality of game offerings will have to increase in order to maintain interested buyers. Note that the core of active gamers has not actually grown much - far less than the overall hobby following. It is still very possible to maintain friendly relationships with any number of fellow gamers. Perhaps there is no longer a feeling that we are lone individuals in a sea of the unenlightened (or whatever), but that shouldn't mean anything to those who are true gamers rather than individualists looking for another way to be different.

Professionalism as a derogatory term is something else I must take exception to. Are professional educators less valuable than they would be were they amateurs? Have professional sportsmen lowered the quality of sports? Have the professionals at AH turned out bad rather than good games by-and-large? or do detractors find that some half-baked amateur effort is preferable?

I have boardgamed since about the time AH began ^{even} selling "Tactics", and I have played various forms of miniatures before that. I have been responsible for a few amateur games (no comments regarding current offerings will be acknowledged), and, fellows, I have nothing but respect for the professionals amongst our ranks! As far as I know, anyway, these individuals are the ones who are really in love with the hobby. I hope to be able to spend more time with it in the future too, as a professional, but that will not make me any less a wargamer, for instead of spending my days working on various jobs and my free time working at writing and design, I know that I'll actually have a little time to PLAY games once again!

Frankly, there aren't all that many dollars to be had out of wargaming, and most of the professionals who derive their incomes from it could probably make more dollars being commercial elsewhere.

In like manner, these professionals wouldn't be able to make that money they do if they were incompetents. It requires a good bit of initiative, ability, and desire to be a professional. Rather than muttering sour-grapes or making snide remarks I intend to become one myself - or at least try.

The backbone of our expanded hobby are these commercial enterprises and their various professional people, and we can expect no changes in the future, for the hobby isn't about to shrink to a few thousand, and not many have any desire to have to once again spend huge amounts of their hobby time devising their own games or figures when commercial firms make better products for costs which are, overall, probably not much more than what went into the home-grown efforts of yesteryear." (Cf also: p 78, 71)

MICHEL LIESNARD (Belgium): "I do not subscribe to "S&T" (nor to "The General" or "Moves", as strange as it can seem...) and limit myself to one or two games per year. Anyway, I do not understand those who write that the hobby could suffer from a plentiness of games because it could bring a crowd feeble players in the busi-

 ness. The fact is that a wargame is not so easy to play (or to handle, damn counters!) as a Sunday horse-race forecast. There will never be a crowd to play them but I guess the fear of an unlikely sudden growth looks like an uncalled-for 'class'-consciousness."

SANDY EISEN (UK): "The note on page 97 (E 4/5) about the future of games in "S&T" should have been pointed out more - with big arrows all over the page.- More also should have been some comment explaining how when this happens "S&T" will fold completely (they already are having trouble maintaining subscriptions constant) which is exactly what SPI want as then they will no longer have to put games (albeit the worst ones) in "S&T" but will be bale to sell them for lots and lots of dollars.- SPI must have been thinking of a way to chuck "S&T" for ages. Now they're found it.- I only hope "Conflict" survives long enough to take over."

BOB LATTER (UK): "It has become popular, quite rightly, recently to criticise SPI increasingly. I say "rightly" because the paying customer must regularly evaluate what he is getting for his money, and demand increasingly high standards from the professionals. Genuinely constructive or well meant criticism and advice can help the game designers.

Although we, the buyers, see the problem too much from our own viewpoint and can ignore the major perspectives of the manufacturer, who has costings, ease of production, budgeting, deadlines and saleability etc to determine a long way before he bothers about soak-off or fort rules.

Nonetheless, he needs to be reminded of OUR wishes and tastes, or we will get nothing but "Campaign". However, I doubt if "Anzio" will ever get the mass advertising and sales of "Campaign" because it simply can never appeal to a wide audience. It all comes back to the playability/realism argument, and now we have that with bells on.

The simulation designers have recently expanded the range available to us, to such a degree, that there are now many variations on the old tune. Originally, there were a few games of from simple to moderate strength, with 'home-made' variants for the 'complex-realistic' fan and that was the main grumble: NOT ENOUGH. Now, we complain: too much, not good enough. Is that really fair?

Take "Sniper", "Richthofen's War" and "DNO" as just three examples. Five years ago, they would have been consumed with wild relish - today we gulp them down and demand more and better before they reach our stomach!

We now have playable, moderately realistic air and sea games as well as land ones. A vastly increased game scale from man to man up to intercontinental or even interstellar. We may soon have muscle to muscle or microbe to microbe (how about the body fighting off germ invasions as a solo game, Jim?). We have complex, playable industrial, political, technological systems and wide range of future possible 'Armageddons' as well as many obscure wars which we would never have heard of otherwise. Great design breakthroughs such as SiMov (no matter what one thinks of it applied to each particular game: it IS an enormous advance technically), 3-D movement à la "Sniper", and the new game systems for strategic problems originally set out in "WW2" have put more new goodies in our eager little hands.

AH brought out the 'same' game with different maps and units several times, but few complained because there was so little to compare with, and we expected less.

SPI brought out a few new game systems and several games of each and were accused of 'flooding the market' and 'exhausting all pos-

 sibilities'. They have answered their critics by bringing in an uncreasing number of game systems and people say that there are too many different games and they can't be bothered to read all the rules - especially if they are full of errors. Well I feel that AH and SPI etc are getting slightly better at their rules, although that is one area that we SHOULD keep their noses to the grindstone.

"Fall of Rome" was a shameful waste of subscribers money - errata notwithstanding - and would certainly have been liable to prosecution under any 'fair trade' laws. I imagine that the game got garbled on its way to the printers, but what we got was unplayable and damn near unintelligible. That deserves fierce kicks, but I feel that to criticise 'abstraction' alone is a little unfair.

"ACW" may be abstract, but it is a very absorbing game - and I imagine that grand strategy should be abstract. When National Leaders get involved in the identity of individual units, chaos can follow. By being more abstract, "ACW" is a better 'game' and a less 'historical' simulation. Since SPI caters for a wide range that would seem acceptable.

The point that I'm trying to make is that we are in the grips of the civilised disease of affluence. We've just got out of our bearskins and are complaining that the silks and nylons are the wrong colours. All I ask is that we keep our main attacks for the cases where the suit falls to pieces - not just when we don't like the style. "Fall of Rome" didn't nearly cover the shoulder, so every "S&T" subscriber should have kicked hard. But one hears only general complaints about SPI 'policy' and not specific detailed criticism where it would help them, and more to the point, where they might use it.

We are all human (even me, honest) so enjoy a good grumble, but don't believe that that grumble is doing any good (apart from letting off steam) unless it is specific and constructive. AND directed to the right place.

With the very complex to simple range we have so much to choose from. Especially as we are, and can only ever be, a very minority hobby. Waddington's will never publish "Borodino" ever, and quite rightly. They make money by publishing family games and do so successfully. When you make a good living selling beads to the natives, why interest a lot of money in selling them diamonds? I know MANY people who find "Colditz" and "Campaign" unplayable difficult. Imagine their reaction if they'd bought "Strategy I"... Waddington's would have their ears burned off!

So instead of grumbling, as yourself this: what is the definition of the 'perfect' simulation? Complex/simple, historical/imaginary, what scale, Simov or not? Answer that - and SPI, AH, etc will eventually design it for you.

And no-one else will like it."

wlh: I agree (cf also E 4/5,72) that we owe a lot to SPI (but, on the other side, if they wouldn't have done something special - who would have bought their games - and especially such a lot of games from their huge range, as most of us did?). But: are former merits a reason not to criticize today's mistakes? And: our hobby is more than 12 years old now: certain developments therefore are more than quite natural (and: not all have been invented by SPI's staff, but also by other game-publishers and last not least by a lot of ordinary hobbyists). And also: what would have been marvellous some years ago must not be more (or even: less) than acceptable today.

A big quantity of games available would be fascinating - if all, or at least most, of these games would be really good games.

To be a 'good' game it is not so important whether it is complex/simple, historical/imaginary, etc etc (as long as we have good games in each category). A good game must be well tested (before it gets sold), have unambiguous rules, an at least acceptable physical quality, and last, but certainly not least, it must be of a high playability-standard.

What is the use of a wide range of games (and I am not only speaking of SPI now), what is the use of a lot of innovations, if buying a lot (or even most?) of these games was/is/would be a vaste of money? I own - like several of you - more than 150 CoSim-games now (and this means games for more than \$1000!): how many of them have turned out to be more than collector's items?

Charles S Roberts designed "Tactics" in 1953 (cf S&T 33,11) - more than 200, maybe even 300 CoSim-games got published (and sold...) in these 22 years: it should be enough experience around now to be able to produce only good games.

For a professional game-publisher there is no excuse anymore to sell bad (or even: average only) games: this would be and is just an offense of the customers - i.e. of those people also who made it possible that they exist (since not only they, SPI and AH, gave something to us - we also gave something to them: our money, our time, our enthusiasm).

QUOTATIONS: SPI

wlh. "Panzerfaust" 66 has two articles concerning SPI: One is a review "Sinai: a Critique" by Norris L Darrall (p 39-40): in S&T 48 "Sinai" is rated 1st in 'Contemporary & Future Period' and 4th over-all (rating 7.13).

Norris L Darrall lists "a number of glaring errors", he also writes: "SPI has done again something they do more and more as time goes by. They have put something on the board that we are supposed to accept as true" (one-way track). About playability he says: "there is no such thing in this game", and he summarizes: "All in all one of the worst designs from SPI in some time, I question it from both an historical and a playable standpoint", and finally he comments: "SPI receives 75% of the credit for the growth of our hobby in the last five years. For this I am grateful.- It is time we cease facing east when discussing SPI and begin to demand a little more from the recognized voice of our hobby. 'Sinai' is an example (and I grant you, it is the worst) of the tendency of SPI to publish games of little quality and realism just to get them on the market. When the hobby was growing from infancy to adulthood quantity was needed to maintain the interest of beginners. With an estimated 200,000 gamers, we should not continue in the quantity-only production. Quality should be demanded." (He then also questions the playtesting facilities at SPI).

The same issue of "Panzerfaust" (66,42.46) also publishes an article "What I dislike about Critics of SPI" by Bob Davis (cf "What I don't like about SPI" by Tom Oleson in "Panzerfaust" 61,32).

He writes that the SPI-games are **by** far the most popular at the North Georgia Military College and that the cadets there "cannot understand why SPI has been under such strong criticisms in the past months".

After having explained that AH-games also need a lot of erratas and clarifications he writes about the realism in SPI games: "The typical SPI game requires 3 to 4 playings to get the hang of it (...) The more you play a particular SPI game (...) the more the usually inventive game system makes sense and the more realistic the game becomes" and: "most of these critics simply have not played the games enough to see the realism."

 And after having said "if the quality of each game has suffered from the quantity, I don't think we miss the difference but would miss the advantages", he finally writes: SPI "broke up the monopoly of one game company putting out one usually poor quality game a year and have forced all serious game companies then and now to strive for SPI's high standards of game playability and reality. We all have benefitted from this and continue to with each new SPI game and game system developed by James Dunnigan and his staff. So who's complaining?"

SPI-UK

wlh. (Cf E 4/5, 71-72, also E 2 and E 3). Yes, finally I got "Frigate", you'll not believe it: I ordered (and payed) it in August 74 (3rd of August to be exact), I wrote several (unanswered) letters later, finally I asked Malcolm Watson to return me the money and to cancel my order - he didn't do so, but March 27 he rushed/mailed "Frigate" and I got it April 3rd; so it took him only a little bit more than 33 weeks to fulfill this order.

Is he selling the games at least cheaper than anybody else? Don Turnbull writes in "Albion" 50,54: "It won't take you long, however, to find out that if you want value for money you must go to Malcolm Watson at the UK Simulations Agency, since his prices are far more attractive than the other's".

I don't have the newest price-lists of all the people selling SPI- and AH-games in the UK (Michael's Models, AH-Games Finchley, Just Games, Hamley's, etc) - maybe one of our English readers can get them for me? The last comparison I made showed that all have more or less the same prices, once the one being a little bit cheaper than the other, and v.v. - but the differences mostly weren't bigger than some pennies.

This is rather astonishing, actually, since of course you know that all these people selling these games get them for a reduced price (50-65% of the original price) - and the costs for shipping, customs, etc can't be THAT high... less than \$1 per game, I would say.

I don't know how good or bad the service of other game-sellers is; but let me know: I herewith open a column "good/bad service": if you send me the dates of order/payment and of delivery, I'll publish them in this column: I think this might help us to find out where to buy something. (Just in the moment I am waiting for some games I ordered from "Just Games" in January 29... I wrote them again in March 15 and April 15 - and wait for any sign of life...).

SPI/AH-GAMES ON THE CONTINENT

SPI-GAMES are available now by Jorn Schroder Eriksen, Kjaerslund 2, DK-8260 Viby J, Denmark: 60 danish crowns for the usual (\$8) SPI-game.

AH-GAMES are available from Acument, Sveavägen 112, S-113 50 Stockholm, Sverige; a \$10-game costs 50 Swedish Kronars.

I can't say much more about these two addresses; I didn't get an answer from Acument yet (their price is cheaper than probably the UK one: UK £5.60 = SFr 35.30 for a \$10 AH-game; SKr 50.- = SFr 33.-)

Jorn Schroder Eriksen wrote me that his price includes postage, if you order more than one game, otherwise you have to pay DKr 5.- extra. (8\$ SPI: UK: £3.99 = SFr 25.15; 60 DKr = SFr 28.65, 65 DKr = 31.05).

Please, check my calculations, my math is bad - and tell me more about these two addresses.

TAURUS IN EUROPE

wlh. Several Swedish readers reported that "Taurus, Ltd" advertised in Sweden.

Three weeks ago I wrote them a letter, asking for some information (catalogue, delivery-time, postage-costs, details about their own games) and also mentioning: "Up to now I have heard very different judgements about your company (...); I certainly will have to mention those comments in issue 6 of 'Europa'. On the other side, I would like to get your explications for those comments also, and I shall publish them" too.

I didn't get their reply up to now; so I only quote some of the comments I have seen in other magazines:

"The American Wargamer" II,4:12 (Nov 74): "An ad for Taurus, Ltd, appeared in the "American Wargamer" II,1. Taurus, Ltd, has since twice been billed for the ad, but no payment has been received.- We urge caution in any dealing with Taurus, Lrd, as a result".

"The American Wargamer" II,5: 2 (Dec 74): "Taurus, Ltd, has paid for its ad in the AW. It appears that they received the third notification sent them but that the other two were not delivered."

"Signal" 74,1 (Feb 75): "Taurus sent a 4 page letter around, explaining the state of their participation in the hobby (...) They defend themselves against their critics that had wondered what had happened to them and had accused them of practically everything under the sun.

Needless to say, they have all that straightened out and have released two games that are mentioned under our 'New Games' section." ((Raiders of the North; Battle of the Atlantic)).

"Signal" 75,2 (Mar 75): "Taurus: Our catalog should be out of the printers and in the mail by the time you get this.- We are on the ball now and have full stocks of all the items (...) We will promote as many good designs as possible to the Game Public and welcome new and progressive entries to the field. We feel that what benefits one benefits all."

"The K(ommandeur)" IX,3:2 (Fall 74): Taurus "advertise that they will sell their own plus other companies' games. The cost is \$2 to see what they've got to offer. What they've got is one of the worst copy writers since Peter Wimsey joined Pym's. The catalogue is about 20 pages of incredibly acrane jibberish, written as if it were translated, literally, from a foreign language. Most of their 'private' line is 'not yet available' (Shades of Liberator!) ((wlh: cf S&T 44,43)) (...) It must be seen to be believed and at \$2 is one of the better humor items of this, or any other, year. The company is aptly named. Oh, yes, Taurus has no legal right to sell SPI's products by mail, so the direct mail portion of their operation is a bit sub rosa. For a further explanation, see the new "S&T" - "A Message from Our Consigliere". ((wlh: S&T 47,44)).

"The K(ommandeur)" X,1:2 (Spring 75): "Taurus Game Company has been creating quite a stir lately, not because of anything they have done - which, gamewise, is nothing - but rather for the incredible level of corporate parancia they exude when prodded about advertising products, and even catalogues, that were not in existence at the time of the ad! Anyone privileged enough to ever receive any correspondence from Taurus knows full well the delight in deciphering a compositional style that would embarrass an eggplant. (...) Unfortunately, they seem to have hit on the same selling scheme that Liberator had: Sell Now, Design Later! There are

 rumours to the fact that they do have some sort of Atlantic convoy game floating around somewhere, but no one has seen it yet, so hold on to your money. Marc Miller, of GDW, had quite an adventure visiting their, uh, maildrop, in Chicago; it would probably make a good Danny Kaye movie. In any case, they've notified AH that they will be present at the convention ((Origins II)) and have donated quite a few trophies to the event. So, perhaps we will be able to get the bull from The Bull. That alone might be worth the trip."

That's it - for the moment. If you would like to see one of their ads: you'll find them in "Panzerfaust", starting in issue 63 (always the same ad); issue 63 appeared in August or September 74....

If you had some (good or bad) experience with Taurus, please report; and, probably, you should be at least careful with your first order(s).

Incidentally, I wonder why, as far as I see, "Panzerfaust" never mentioned anything like the above: this might be either a proof that the above mentioned rumours and opinions are totally wrong - or the proof of an irresponsible editorial policy - or do you see another possibility?

HISTORICAL SIMULATIONS LTD (by Tom Eller, USA)

I will try to say something about HSL in a reasonably few words here. First of all, HSL is a small operation, primarily concerned with the American Civil War, and presently devoted to producing quality simulations from that period.

It is quite the opposite approach taken by larger game manufacturers. There will be no flood of titles from HSL, in fact, they will probably be few and far between. The emphasis is on quality not quantity. This requires considerably more effort per game, and each game published by HSL will feature the maximum in historical accuracy and playability and play-balance.

Depending on the success of "Manassas", HSL will probably publish "Shenandoah", a strategic simulation of Jackson's Valley Campaign.

((Cf also Jack Greene in his column "The View From Isla Vista" in this issue; Historical Simulations, Tom Eller, 85½ High St, Charlestown, Mass 02129, USA.- Manassas: \$6 + postage)).

((I got the copy of "Manassas" which I ordered Feb 24 on April 8, i.e. within 5 weeks: good service. Counters and map, also the rules booklet, are of good quality, no big difference to SPI-games. Of course - typing stencils all these days - I had no time to play the game yet: but it looks interesting. Richard Berg wrote in "The K" X,1:3 that it is "a pleasant surprise" and considers it "to be the finest 'amateur' game of the year". I think you should try this game, if you are interested in a very tactical game with a lot of innovations.))

AVALON HILL (AH) (by Lew Pulsipher, USA)

AH is primarily two men working on games. Randy Reed designs 'em from scratch. Don Greenwood developed "Third Reich", which was an outside design. They have a secretary or two, and a couple of people higher up (one of them, Tom Shaw, used to do all the games with a little outside help). They have playtest meetings at which local gamers try out designs. I imagine they have a few people working in customer service, and perhaps for "The General's" production; then again, they may go outside for typesetting. AH is owned by a company which has printing facilities, I think. I imagine they leave the "European market" to SPI because it's too small to bother with. These people are in business to make money, and they have to operate on a shoestring...

AVALON HILL

Thomas N Shaw wrote a long letter and let me know why some things are like they are. I hope Tom doesn't mind if I quote some of his sentences, because I think they may interest all of you also:

"We are making plans to require all foreign purchases to order directly from our exclusive agents in the respect foreign countries. However, at the present time we have not as yet established a complete network (...). But because we are embroiled in so many other situations here in the United States, I am afraid that at the present time our foreign situation does not receive the top priority it now deserves. But rest assured, Walter, sometime in 1975 we will make strides in attempting to set up a better foreign distribution."

"There is much about the operation of Avalon Hill that top management requires that we keep confidential. Therefore, we cannot make you privy to all that goes on in the design and publication of AH games. (...) Therefore, we cannot answer your inquiry regarding the number of people who work here, the number of rooms, offices, etc. We do appreciate the personal interest you are taking with us however."

"It is not possible for us to supply you with addresses of European wargamers, other than those that appear in "The General" magazine. What has happened is those to whom we have previously provided such names and addresses have abused the privilege. Therefore, we have maintained a Company policy of not doing it any more."

I am grateful that Tom answered my questions, though I disagree with all his above mentioned opinions. But, I fear, we just have to accept them nevertheless.

JAGDPANTHER PUBLICATIONS (by Steve Cole, USA)

JP Pubs has had its fingers into just about every pot in the business, but the greatest success has been in the field of variants/revisions/expansions/scenarios. The main magazine (JagdPanther: 4/\$7½ US) is 24 pages (reduced) mostly containing new things for old games. In this way, you can dust off an old game you haven't played in years and try something new. For the \$2 (\$3 for back issues, plus post which is about \$1 surface and \$3 airmail) you get at least about two dozen articles (in issue 7: 51!) which include things like: Scenarios for Midway, Jutland, PzBl, Soldiers; PzBl-counters for 14 countries; 4 player Diplomacy; PzBl-variants (Tac Air, Airborne, Vietnam, Pacific, Desert, close to 200 optional rules for PzBl so far, etc); revised rules for WW2; Interplanetary Invasions with Strategy 1; Command Control in Diplomacy; etc etc.

JagdPanther also has printed games: Poland 1939, Rigelian Wars, Spanish Civil War, Korea (expansion map for East is Red), Cairo and Beirut (expansions for Sinai), Nowsville 1980, Teheran, Paris Commune, France 40 extension map, Battle of the Reich's Fortress, MP 44, Cowpens, ACAV, MGB, Swordfish, Sidi Rezegh, Graf Spee, Halocaust, Zeppelin, RN, Damascus, WW3 (5 maps & 600 counters), Gorlice Tarnow, PQ 17, Siege of Barad Dur, Götterdämmerung, and the Special Historic PanzerBlitz boards Omaha, Tarawa, Stalingrad, Prochorovka... ((w/h: some of these titles are expansion-maps only, but most are games with maps and counters; some are available as back-issues of JP for \$3, maps cost 50¢, the PzBl-maps \$1 each; I hope to give a more detailed list later - and also to get some reviews of these games from those of you who know them)).

We also publish "Bushwacker" ((NOT the Dippy-zine with the same na-

E 6-8, page 111

Steve Cole: Jagdpanther Publications

me)) - review and news magazine, usually 12 8½x5½ pages plus a map. Includes either a game or variant in each issue (usually alternates). Began in Oct 74 as a free one page insert to JP with six reviews. Became such an overnight success that "Turns" ((another JP Pubs zine - one issue prepared, but never published)) was dropped and "ICWNL" (ICW Newsletter) suspended to combine into this one. 8/\$2.50; as each issue weights only 1 oz, this would be relatively inexpensive for Europeans.

The ICW (International Confederation of Wargamers) is at the same time the biggest and most indolent club in wargaming. The club roles, last time I looked, showed 910 members. But then, there are no dues charged, and there have been a lot of people who join and are never heard from again. The club can be described as one that was all fired up but didn't have anything to do. Activities started and died because no one was interested. About the only thing left is what it started for, answering questions about games, people, products, and History. It is, by the records, the biggest club. Its accomplishments include, however, only two really substantial things: Getting SPI in trouble with the postal inspector by mass processing complaints, and getting SPI pissed as hell. *((Can this be a worthy aim??))*

Our people here are very dedicated. Also they are out and out game nuts. For those who may be interested, I have included capsule biographies of our staff:

Steve Cole (Me) is the president/publisher. I am a design nut, but a rotten player. Somewhere along the line I ran out of time to just enjoy and play the games, but with Dave and Allen taking on more burden, I have recently been able to enjoy things. I will shortly graduate with a degree as a Civil Engineer, and will be commissioned into the US Army sometime early 1976. Hobbies are military History, game design, and mountain climbing.

David Hoover is the executive vice president. That means that he answers the mail and tries to balance the check book. Like everyone else, he designs games and variants, but is primarily involved in playtesting.

Allen Eldridge was recently made Editor of JagdPanther, the fourth to hold that post. He shocked the staff on one occasion by telling Steve that the policies needed drastic revision. Turned out he was right. Most of the recent drastic changes in JP have been dumping of the Pro-German attitudes of the earlier issues (and of one of the earlier vice-presidents).

James McNease, third to hold the title of 'Order of the Iron Wazoo', game designer, variant writer.

Recently joined: James Brown (designing War of the Ring game), Garry Seebo (designing Battle Cruiser game), David Gordon (designing Conan game).

Also staff members are: Tony Watson, Mike Moscoe, Mike Bahn, David Staples, Vance van Borries, A V Trevelian, Rich Utzig, Andy Webber, Don Garlit - and out of town staff, which contribute many articles, include the following persons: Clifford L Sayre, John Berry, David Porter, Lloyd Cotsen, Scott Rusch, Mark Harris, John Armstrong, Howard Anderson, and Gerd Gyppo Stefanowicz von Kolinski und Danzig - the last is, as any fool can tell, a pseudonym for Steve Cole.

((JagdPanther Publications, PO Box 3565 - was misprinted in last E-Amarillo, Tx 79106, USA.- Cf zine reviews in this issue; review of Rigelian Wars in E 4/5, of Siege of Barad Dur in this issue, Fantasy part.- Just an hour ago I got JP II/7 which Cliff sent me - it looks interesting, and those interested in variants should certainly get a subscription)). (Cf p 112, 113, 25)

DATABUS (SPI) (by Torbjörn Alm, Sweden)

The SPI "Databus" is a 4 pages zine aimed at people with interest in both computers and CoSim. The number of subscribers at publication of issue 2 was 120; the goal was to reach at least 100. The price is \$5 for one year (6 issues). SPI has not promised to run it for more than one year, but if it works, they might continue to publish it.

The zine deals mostly with the use of a computer in CoSim, using the computer as book-keeper only or as an opponent.

The first issue was rather general and contained, for example, a discussion on range calculation on hex sheet.

The second issue first makes a summary of people's equipment and their profile. It seems that most of the subscribers have the possibility to use rather large systems, some of them, some of them even have access to virtual cores. It also contains a detailed program specification of a computerized game, called "SciFi!". The specification gives most of the information needed to write a computer program, which acts as a book-keeper, randomizer, etc in a multi-player game.

The third issue almost completely deals with the range problem in numbered hex coordinates. A number of solutions and algoritms, mainly in FORTRAN, are given.

Issue 4 should be out in the mean time.

The aim of SPI "DataBus" is to act as a sort of SIG (Special Interest Group) for computer/game freaks. They plan to present program specifications for other games too, and have discussed for example "Fall of Rome". The rules of that game looked more like a rough program specification than game rules to me, when I saw them for the first time.

The "DataBus" is a very special zine and is of interest only for gaming programmers. To get it, send \$5 to SPI (44 East 23rd St, New York, NY 10010, USA). They will send you all up to now published issues of it.

MAGAZINES REVIEWS (by Tom Oleson, USA)

"Armed Forces Journal International": This attractive monthly of about 40 pages is available for \$1/copy, or \$12/year, from 1710 Connecticut Ave. NW, Washington, DC 20009, USA.

Though not of direct interest to the wargamer, many in the hobby are also interested in weapons systems. I would NOT subscribe, personally, although I always find something of interest in the copies I borrow.

Of far more interest is "Jagdpanther", a quarterly available from Box 3565, Amarillo, TX 79106, USA. Samples \$2, subscriptions \$7½/y, \$14/2y.

The January 1975 issue is very well done, all the more so if I am correct in classifying this magazine as at most a semi-professional effort. There used to be more magazines like this (only not as good) in our hobby; the products of the zeal and enthusiasm of some individual, or club. I think, for example, of "D-Elim", of St John's University wargaming club and magazine (long since defunct). This is how "Panzerfaust" got started, as well as "S&T". In fact, the only wargaming magazine I can think of that didn't start out with a few rough edges is "Conflict", and maybe it should have! ((NB: Jack Greene just wrote: "Conflict 8 should be out in May" - and "Cromwell looks good" - wh.))

There is too much in this January issue of "Jagdpanther" to summa-

 rize: 51 items, many quite brief, but also including two games! One deals with WW2 Arctic convoys, the other is science fantasy. (("PQ17" and the "Siege of Barad Dur", I think; wlh)). Don't expect S&T-quality, but do expect a very fine value for your \$2, plus whatever extra postage might be required to a non-USA destination. If you are keen enough to be reading this, you should enjoy "Jagdpanther".

Are you such a keen wargamer that you'd like to find a career in the hobby? Don Greenwood, now one of AHs top men, did just that. How? By putting out interesting issues of "Panzerfaust" with clock-work regularity. A few years ago Don Lowry took over the magazine. I've heard some complaints about poor service from Lowry's hobby shop, but he has surely done a fine job with the magazine. ((wlh: cf Pzfst 63 and 65: 'slow' Lowrys hobbies is now sold to Pete Rice and renamed "The Toy Soldier"; Pzfst moved - and the recent issues are really worth to be seen.)) Issue 66 of "Panzerfaust", just now out, is top-notch. I particularly enjoyed an article on the 1973 Mid-East war, which seems to me one of the most professional articles ever to appear to a wargaming magazine ((by Kent H Clotfelter)). A scathing review of SPI's popular "Sinai" game is sure to generate controversy ((cf quotations in the end of the SPI-quo-radis-discussion in this issue)), and there is much more. It's a \$1½/copy, \$6/year, from PO Box 896, Fallbrook, Ca 92028, USA. ((Pzfst: cf p 109, 115))

JAGDPANTHER 8 (by Clifford Sayre, USA)

((Cf also the article "Jagdpanther Pubs" in this issue, the above article of Tom Oleson, and the review of "The Siege of Barad-Dur" in this issue's Fantasy/SF-part)).

This zine has matured into an interesting format from an initial style devoted primarily to PzBlitz articles and variants. It now includes articles on variants and play for a variety of games from various manufacturers.

The present issue has about 20 such articles covering "Korea" (using "East is Red"), "CA" (WW2 and WW1), "Midway" as well as some general rule modules which can fit a variety of games. The lead article is PQ: Arctic Convoy which is accompanied by a game "PQ17". The game has a search phase and a tactical combat phase when groups meet. The tactical phase is about midway in abstraction between SPIs "Wolfpack" (very abstract) and "Albion" 50's "Wolf Pack" (tactical). The game has some innovative features and includes provision for attacks by aircraft as well as surface ships and submarines. The map is printed on an 11"x17" sheet, rules on another sheet of the same size. The counters are not mounted, but the graphics are neatly done.

A second game, "The Siege of Barad-Dur", a fantasy game, is also included. The second game has a map sheet of size 11"x17" unmounted counters, and the rules are bound at pages 11-13 of the zine, but since they are at the center, they can easily be removed without destroying the zine. (Cf p 25)

The zine is offset printed and has been changed in size to an 8½"x11 format, 24 pages this issue. Those who have been turned off by earlier issues should take another look.

((wlh: By the way, Cliff has two articles in JP 8 also, but he assured me: "I would have made the same remarks about the other material whether they liked my stuff or not". He also sent me JP 7 - including the game "Gorlice-Tarnow, 1915", 24 big-sized pages of mostly variants - looks very good, though I can't say more now: it arrived yesterday. But: thank you, Cliff!)). (Cf p 110, 113)

CONFLICT (PO Box 19096, San Diego, Cal 92119, USA) should be out in May; game included "Cromwell"; issue 8.

Jack Greene in "Signal" 77,2: "For the last few months the basic income of SDC/Conflict has been going for paying off of old debts. We have reduced the debt to a manageable size. "The Russian Campaign" and "The African Campaign" have been selling well as have the back issues. Issue 6 is just about sold out." And, "Number 9, our first quarterly and already looking like a superb issue, should follow fairly quickly." ((By the way, Jack, could you send me these info also - you have forgotten it this time...)).

The last available subs-fees for "Conflict" (in C 7) have been \$10/year (but for 6 issues), plus an unknown postage fee to European countries. Back-issues are \$3 (including games).

WARGAMER'S INFORMATION (Flying Buffalo Inc, PO Box 1467, Scottsdale, Arizona 85552, USA)(mimeo, 21x35cm-sized paper, first issue 6 pages; editor: Rick Loomis)(\$2/12, \$4/25, & postage to Europe?). Monthly - though I only got issue 1 (February) up to now, with a guaranteed circulation of at least 200. The first issue carries some news, some mini-reviews. (Chaco, Combat Calculator, Baseball Strategy, Helm's Deep), an article of Lou Zocchi about several items, some plugs (Dipl World, IDA, AWA, and a kind of 'Help column' with paid little ads.

THE FYLING BUFFALO'S FAVORITE MAGAZINE (address above)(offset, reduced, 18 pages, A4-format)(\$4/y: 6 issues). Last issue I got was 22 (Jan/Feb), though Mar/Apr should be out also ((Rick??)). Mostly about Computer moderated games (Nuclear Destruction and Battle Plan ratings; started games; analysis, etc); a review of "Stellar Conquest" (plus ad).

PURSUE AND DESTROY (Larry L Bost, First Echelon Publications, PO Box 6113, Ft Bliss, Texas 79906, USA): The first issue of this new zine should get mailed in April (as its editor, Larry L Bost, let me know in the end of March): ly/\$7½ (6 issues), sample:\$1.75; European postage-fee unknown.

In an ad he described his program: some points out of it: devoted to the Wargame/History field... forum for information and discussion... all facets of combat... all of the aspects available... historical and game related articles... space and fantasy games... organization and history... gaming world info... philosophy... feedback questions... letters... ads... Could nearly be an advertisement for "Europa" also; now, we'll see.

THE KOMMANDEUR (AHIKS-USA zine)(Richard Berg, 305 E86St 9PW, NYC, NY 10028, USA): X,1 is a Civil War Issue, of which (as usual) I quoted a lot in this issue also what may prove how highly I estimate and like it. (War! Union Troops Flee: a game report, Tom Eller/Richard Berg playing "Manassas"; very informative Editorial; lots of reviews; Tom Oleson's rules clarifications, News)(8 pp, offset, reduced).

SIGNAL (John Mansfield, PO Box 830, CFPD 5056, D-757 Baden-Baden 1, BRD)(mimeo, ca 6 pp, bi-weekly)(8/DM5, £1; US 6/\$1, air: 6/\$1½). Issues 72-77, as usual, contained lots of news (CoSim and miniatures), Cons info, some info about books, movies, TV. Recommended if you look for very fast info (he's mostly one of the first who gets to know about new games, zines, etc); even if sometimes some of the given data, addresses etc are not totally reliable, I nevertheless like it.

→ DID YOU RENEW YOUR SUBSCRIPTION YET? PLEASE DO!!!

BATTLEGROUND (Nicky Palmer, Lehwaldsvej 3, 8g, DK-2800 Lyngby, Denmark)(subs to: Tony Ball, 10 Arborath Rd, Luton, Beds LU3 3LA, UK; only for NGC-members)(NGC: £1 first year, 60p thereafter; BG is 66p/y; games: 10p & 50p deposit to play)(mimeo, foolscap, 2-4 pages, mostly 4): cf also the article "Other European Zines" in this issue. Nicky describes it as follows: "BG is a zine catering for players who want reliable pbm opponents. The zine itself is very small, but we are in principle willing to run ANY wargame that can be played by post... All players must belong to the National Games Club (NGC, England)... There is no restriction on age or nationality or anything else."

Recommended if you want to play PBM-games; the drawback that you have to be a NGC-member first before you can subscribe is perhaps not so important: the NGC-fee isn't so high, I think.

SPARTAN really defunct; for the two remaining issues of my subscription I got some money back: SFr 1.55 (\$ -.62)...

THE GUIDE TO WARGAMING PERIODICAL LITERATURE (George Phillies, 897 Main St, Cambridge, Mass 02139, USA)(offset, reduced, 4-6 pp, quarterly)(1/75¢; y/\$3): Vol III, no 4 is the last issue, covering another 162 articles from 56 issues of 25 different zines. Indispensable if you have any bibliographical interests in our hobby.

THE AMERICAN WARGAMER (Kevin Slimak, same address as George Phillies, cf above)(offset, reduced, 8-12 pp, monthly)(AWA's club zine)(y/\$4; postage to Europe unknown) II,8 (March) contains: Review of PanzerLeader; Two new scenarios for "Triplanetary"; D&D-review; zine-reviews, news, club-news. Interesting especially because of the opinions and reviews by George Phillies.

BUSHWACKER (Jagdpanther Pubs, cf JP-reviews)(mimeo, some pages)(y/\$2½, 8 issues) 4 (March): Ads for JP, mini-reviews for WgDig and DW; Stellar Conquest review; some game ideas; PzBl scenario 106, inclusive some counters given on the bottom of a page. (Other issues included game-rules and paper-maps also: I got issue 2 by Cliff Sayre; it included "The Paris Commune" game).

PANZERFAUST (PO Box 896, Fallbrook, CA 92028)(ca 50 pp, offset, 1A4)(1/\$1½, y/\$6; 1st-class y/\$8; Europe: unknown - they're too busy to answer my letters); cf review.- 66 (Feb): The Yom Kippur War (K Clotfelter); 6 from AH (reviews, Lowry).- East is Red (Strategies and tactics); The Siego of Condor (rules for fantasy game); Sinai: a critique (Norris L Darrall); What I dislike about Critics of SPI (Bob Davis); short reviews, ads, letters, etc. (Cf also several quotations in this issue of E).

WORLD WAR ENTHUSIAST 1939-1945 (Ray Merriam, Graphics House Ltd, 218 Beech, Bennington, VT 05201, USA)(offset, reduced, 36pp, 1A4)(bi-monthly; 1/\$1; y/\$5; US/Can: &\$1 1st class; Europe: &\$6 air). II,1 (Jan/Feb): lots of interesting photos; Russian Battle Techniques; US-naval Vessel Nomenclature; British 82 Gammon Grenade; I Fought at Prokhorovka; Aircraft Gunsights; Nazi Atrocities come to light; Nazi Military Relics - Reproduction?; Airfields of the 8th Air Force; Ka-Mi: Type 2 Amph Tank; Focke Wulf FW 190; etc etc incl ^{short} CoSim/miniature/book/zine reviews, ads... I think the contents speak for themselves. A must for military history fans.

EUROPA - oh, that's just this monster in which you are reading now. A waste of paper, time, and money, but there are still some people subscribing for it (and some read it even). By the way: did YOU renew your subscription??

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Zine Contents

THE GENERAL (Don J Greenwood, Avalon Hill, 4517 Harford Rd, Baltimore, Maryland 21214, USA) (32 pp, pro-printed, bi-monthly) (NEW: back issues and 1/\$1½, y/\$7½, after May 1st) XI.5: Waterloo - The 1704 Version; A Decade With 'Das Afrika Korps' (Omar DeWitt); Richthofen's War Analysis; Force or Finesse (German tactical alternatives in "Bulge"); The Hidden Side to the Combat Matrix; Saratoga - a British Success ("1776"); The France '40 That Might Have Been; Series Replay: Stalingrad (Greenwood/Reed; analysis: Swanson/Phil-lies); D-Day Airborne Operations; Experimental Panzerblitz; (US-army and Blitzkrieg); and reg features.

XI.6 (Mar/Apr) should be out, but didn't arrive yet (April 21st).

STRATEGY & TACTICS (James F Dunnigan, Simulations Publications Inc 44 East 23rd St, New York, NY 10010, USA) (48pp total, including 8 pages of game-rules, pro-printed; bi-monthly) (y/\$12)

48 (Jan/Feb): Game included "Sixth Fleet" (cf review-part); Six Fleet: US/Soviet Naval Operations in the 1970's (Isby/Dunnigan); Global War: The War against Germany and Japan, 1939-45 (Martin Champion); 1974 SPI Annual Report; Briefings; Outgoing Mail; Feed-back.- The first of the reduced issues.

MOVES (Howard Barasch; SPI, address above) (1/\$2, y/\$7) (32 pp, pro-printed, bi-monthly).

18 (Dec/Jan): Sniper Game Profile (Martin Campion); El Alamein: The Complete Slugfest (Mark Saha); American Revolution: In Lieu of 'Perfect' Plans (Omar DeWitt); Combined Arms: Additional Scenarios and Units (Kip Allen); Designer Notes, Footnotes, Forward Observer (Richard Berg), Index Moves 1-18, Playback, Feedback.

19 (Feb/Mar): Should be out; not yet received (April 21st); recent US-zines report that it is released.

SWORD & LANCE (Alan S Watson, 38 Coniscliffe Rd, Darlington, Co Durham, UK) (38 pp, pro-printed, bi-monthly) (1/25p; y/£1.85; USA: 6/\$5.40 sea, \$10 air; Continent = UK ??)

6: The Red Army Man of 1941; The Battle of Shizu-Ga-Take 1583; The Charmer (Converters Corner); Prussian Infantry in the Waterloo Campaign; Helmets & Headdresses: The Days of Chivalry; Elizabethan Sea Dogs II; The Model Engineering Exhibition 1975; The Der-vish Army at Omdurman 1898; Ladies from Hell; Multibarrel Fire-arms; miniatures reviews, club news, letters, book reviews, zine reviews; lots of drawings and photos.

WARGAMER'S NEWSLETTER (Don Featherstone, editor; subs: Tradition, 188 Piccadilly, London W1V 9DA, UK; PO Box 4QA) (1/30p + 6p postage/UK; y/£4.32; Overseas: y/£4.50, \$13) (44pp, offset)

157 (April): Firepower and the Napoleonic Battle; The Battle of San Turko (Battle Report); Talking Wargaming: British Army on the March 1898; 3 mini-CoSim reviews (John Mansfield); Rules of Ages; letters, must list, book reviews, zine reviews, notice board.

BATTLEFLEET (B L T Edwards, 60 Jewel Rd, London, E17 4QX) (mimeo, 16 pages, every 4-6 weeks) (12/£1.75 UK and Europe; \$6 US sea, \$7½ air)

8 The Battle of The Celebes (Nattle Report; Mansfield); Questions/Answers; Command Decision: New WW2 Rules; book reviews; Scratch Building in 1:1200 Scale; 3 news.

SOLDAT & TEKNIK (Tidningshuet, S-443 01 Lerum 1, Sweden) (48pp, pro-printed, monthly?) (SKr 4.75)

5 (April): lots of WW2 and modern photos; articles - ? All in Swe-dish, inclusive Torbjörn Alm's SPI-reviews.

DIPPY-ZINES: Cf Dippy-part.

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Zine Contents; ISE

DAS 3. REICH; II. WELTKRIEG (John Jahr Verlag KG, Burchardstr 14, D-2000 Hamburg 1, BRD) (32 pp, pro-printed, bi-weekly) (1/DM 3.-; 26 issues form a volume, 4 volumes are planned)
In German; includes a coupon in every issue for which you get a record, totally 6, about the war; lots of WW2 photos and material.

ALBION (Don Turnbull) Issue 50 was the last one, as you will know: Luck in Wargames; Superiority Combat Results Tables; Supply in Wargames; Hare & Tortoise, Election X (reviews); Confrontation (review); Diplomacy Press Releases; The Peninsular War (rev); Gamma 2 Games; Computer-moderated Wargames; Eagle Day; Hotel; Epping (Con-report); Kingmaker; Miscellany; New Games (AH, SPI, Rand, Gamut, Scarne); Help Column; Win Place & Show; a total of 70 pages, plus 3 games (Wolf Pack by Tony Jones, Burma 1944 by Bob Fowler, Landwehr by Fred C Davis).

We certainly will miss it - and wait for his "Phoenix", which will contain brief news on new games, magazines, etc (10p per issue & postage, 4-10 pages, issue 1 around 1st May): it certainly will be worth your money; write to: Don Turnbull, 21 Whitwell Way, Cotton, Cambridgeshire CB3 7PW, UK.

INTERNATIONAL SUBSCRIPTION EXCHANGE (ISE)

(Cf E 4/5,77)

In the end of March I finally got an answer by Edi Birsan - he had not got my November-letter and was very astonished. In the mean-time the communication worked much better.

Dave Johnson answered my letter (14 January) on April 12, since "it has just been a question of priorities. Your requests did not frankly mean as much to me as my family, my business, and my IDA commitments which had deadlines to meet" and "also, I wasn't too excited about hurrying for someone who writes that he doesn't have any idea who I am and seems to be worried that I might be trying to steal the money of his subscribers."

I understand Dave's priorities - and I am sorry that I did not know him up to now (how could I?) - but I'd like to point it out, that I didn't think he would steal my subscribers' money, but I felt that he could get too busy in dealing with all the thousands of my subscribers after having not reacted very promptly on a former letter.

Anyway, I publically retreat all written and un-written suspicions: the ISE works.

All Americans can send their subscription money for E either as said in the imprint (page 1) (cash, giro-account), or to: Edi Birsan, Apt 302, 35-35 75th St, Jackson Hgts, NY 11372, USA. (In the same time they should let me know that they did do it, since it might take some time until I get the relevant note from Edi).

All British subscribers have several possibilities: they can send cash, they can use the giro-account-system (which is, as Dave Johnson explained to me, very complicated, expensive and therefore probably useless), they can perhaps still use the NGC/Battleground system (cf BG), they can send the money to Dave Watts, 32 Eastleigh Drive, Milford Haven, Pems SA73 2LY (who acts as my UK-agent), or to Dave Johnson, Gorelands Lane, Chalfont St Giles, Bucks HP8 4HQ (and Dave and I shall have to figure out how this money will get transferred to me or Edi or used in the UK). In using the ISE-system you also have to send a note to me that you did so.

SHORT NEWS

AH: "All the bookcase games were raised to \$10 and all the flat box games raised to \$8 with the exception of 'Tactics II' which remains at \$5".

ALNAVCO: Correct address is: Box 9, Belle Haven, Virginia 23306, US

TWOG: (314 Marshall Avenue, Laurel, Maryland 20810, USA; ad "dept 15" to show that you found the address in E, please): Due to raising costs, all overseas orders must include 50¢ per game service charge. For this you get "The Game Board" by air-mail.

TWOG is still the cheapest method to get most of the CoSim and several adult games: discount-prices, and no postage-fees extra, AND mostly very fast delivery.- Lifetime membership: \$5; games \$1-2 cheaper than elsewhere.- AH-new-prices: \$8-games (AK, DD, Gettysbg, Midw, Stgr, Wat, Bul) now for \$6.95, \$10-games (F40, Luftw, Origins, PzBl, Richth) for \$8½.- Diplomacy: \$8.95 (instead of \$10.95).- etc; ask for their Master Catalog.

THESIS: (Charles Pasco, 1726 99th Northeast, Bellevue, Wash 98004) "Alesia" is not released yet, but Charles writes: "The battle of 'Alesia' is in full swing. I hope for a victorious conclusion soon."

WARSAW PACT: Our reader Charles Vasey is play-testing his game "Warsaw Pact". "The system is ready, we are just looking for problems, before I hand it over to some unbiased gamers to see if they can understand it."

JP: Jagdpantner (PO Box 3565, Amarillo, Tx 79106) released "The Spanish Civil War 1936-1939": 22"x34" mapsheet in 4 sections, easy to assemble, two colours, on heavy paper; unique CRT and Supply system, uses 10 Seasonal Turns; almost 500 unit counters (printed on heavy cardstock); rules booklet.- \$4 (as by Bushwacker 4).

AWA-GDB The Am Wg Ass' Game Design Bureau playtests games and designed (or are still designing) the game "Trenchfoot". (Larry Albert, Box 105, Bedford, Mass, USA)(cf AmWg II,6:3).

LZ: (Lou Zocchi, 1513 Newton Dr, Biloxi, MS 39532, USA): "The Beginners game rules for "Battle of Britain" were designed for children. They have nothing to do with the Adult version rules you'll find in the regular rule book. I suggest you ignore the regular rule book and attempt to learn this game from the REVISED RULES book because the revised rules were written 4 years after the original ones and are much more thorough. Furthermore, they have a FAST GAME version which can be played in about 3 hours once you understand what you are doing." (BoB costs \$9½; the revised rules & PBM-kit separately - to up-date your old version: \$3½).

GDW: (Game Designers' Workshop, 203 North St, Normal, Ill 61761) plan a lot of new games: Yalu, The Crimean War, SSN, En Garde, Bifra, Kashmir, Vorbeck in Tanganyika, The Crusades, Khartoum, Rubicon, The Zulu Wars, The Thirty Years Wars, etc etc (as per "The K" X,1:2; AmWg II,7; etc).

GETTYSBURG: The new (French) zine "Gettysburg" (Joseph vanden Bore, rue du bonheur 14, B-1070, Brussels) will contain the game "Ligny" in its first issue.

TSR-RULES: (Tactical Studies Rules, 542 Sage St, Lake Geneva, WI 53147, USA) are available in Europe by "Europa" also; cf Fantasy-part of this issue. Several fantasy, miniature, one SF ("Star Probe") game.

E A part of this issue got printed by CIT 6, with an electrical machine - that's why you get it now...

AUSTRALIA: Tas Ryrie: "Gaming in Australia is very young and mainly concentrates on miniatures. A local club, of which I have just become Editor, will have about 150 members after March membership renewals, most of them young and only about 30% boardgamers. We are hard put to whip up enthusiasm for people to enter contests, but things are growing though there is virtually no PBM. We do have one Diplomacy magazine, and other clubs have more extensive newsletters. I am not that dedicated an editor." ((Can you send me the addresses of those zines and clubs? On the other side, the air-mail postage to Australia is just excessive; to air-mail this issue will cost more than \$5 postage-fees only...)). ((I am in contact also with Brad Golding of 'Jedko Games' and hope to get soon more news by him.))

AFRICA: Two of our readers are in Africa now, Tony Jones (in S-Africa), and Garry Austin in Kenya. Since I have several South African addresses in my file, I have sent them to Tony and hope he soon may report about his contacts.

SPAIN: Ralph Vickers got my Spanish-addresses and will try to contact those players; they (as well as the African players) did not react on my former mailings: it obviously is not so easy to get money out of Spain to pay for subscriptions, as I have heard.

POLAND: We have now direct contact with some Polish players; Martin Janta visited me some days ago, he is now in Poland, and he will try to find some E- or B-subscribers for me there. Some Polish players will also be at the Con in Brussels.

HAWAII: In the most exotic part of the USA is a game club also. Stephen Tymeson reports that Micro Armour 1/285, Third Reich and Dungeon and Dragons are the most popular games. Wayne Rutledge "has a WW1 Air Combat game that has specs and rules for every airplane built, for EVERY country. Last I heard, there were about 80 pages of charts. Again playability is kept high. They fight campaign games that have been going on for a couple of years." They also will start to publish a zine soon (cf D&D in this issue).

SWEDEN: Two shops now seem to sell CoSim-games there: AH-games by Acument, Sveavägen 112, S-113 50 Stockholm; SPI: Spelförlag Mini-Max, Box 44025, S-400 76 Göteborg. Can I get their price-lists? And your comments?

CoSim-Sweden is well and alive. Torbjörn Alm has reviewed several games (up to now only SPI-games: WW2, OpOly, Patrol, Sinai, PAA) in "Soldat & Teknik", a very good looking and interesting zine (but - in Swedish...); they found several people interested in CoSim, and I have now ca 50 addresses of Swedish wargamers: one of the biggest groups in Europe. Contact Torbjörn Alm, Tranholmsvägen 3, S-170 10 Ekerö, Sverige. (PS: He also translated some SPI-rules into Swedish).

BELGIUM: Joseph vanden Borre (rue du Bonheur 14, B-1070 Brussels) has founded a club "Gettyburg" (meets fridays 19h and Saturdays 14h: 64 rue du Doyenné, Uccle, Brussels) with a game-library; he will start a French written CoSim-zine (name: "Gettysburg" also); he (and his club) will be closely related to the SF-club "Aleph" and its zine "Ides et... autres"; cf also "Help column".

Michel Liesnard, organizer of the Con, started to publish a bibliographical zine, cf Diplomacy-part.

GERMANY: An US/Canadian base-club is formed; ask John Mansfield, PO Box 830, CFPO 5056, D-757 Baden-Baden 1, BRD, for details.-

SWITZERLAND: Nicky Palmer (Danmark), Steve Ehlers (USA), Martin Janta-P. (Belgium) were here; hope to see more of them - and you.

THIRD REICH (AH): RULES CLARIFICATIONS (by Mark Saha)

((wlh: Mark sent me several pages with rules clarifications for the new AH-games; he added: "The enclosed notes are NOT official in that they have not yet been published in AH's "The General". But they are the replies I've received from them so far and may interest you." They certainly interest me - and I am rather sure they also will interest most of you.))

Note: 3R has been rather thoroughly playtested at least in terms of first order strategies, and contains scarcely any errors or misprints. However, during the course of this Donald Greenwood uncovered and plugged many 'perfect' strategies - and the designer did not explain this rationale in his designer's notes - so these plugs often give the game board an irrational appearance that is in fact quite sound.

Hopefully, what follows will clarify and increase player enjoyment.

(1) Misprint: The Italian 1939 card shows the 1939 scenario and Campaign to begin in Spring, 1942. This is obviously in error; the correct date is on any other major country's card (except United States).

(2) Omission: There is a special rule regarding 'ISLANDS IN THE MEDITERRANEAN'.

If the island is FRIENDLY to you (i.e., one of your possessions at start of game) you may deploy an airbase there at start of game (and may deploy land units there too). Moreover, during your Strategic Redeployment phase, you may use Sea Escort to transport land unit(s) to friendly islands even though such islands do not have ports. (Ships using Sea Escort during SR always return to port of origin).

(3) If above islands are NOT FRIENDLY to you, amphibious assault (Rule 4.9173) must be used. Notice that any island that is one hex or smaller in size - so long as it has white land area - may be amphibiously assaulted. An island larger than one hex may only be assaulted on a beach hex.

(4) Naval port rules: All naval ports and rules regarding their use is correct. Nonetheless, this is where most questions arise from 'first time' players due to 'plugged' perfect strategies and the inherent design. So what follows is mostly clarification and verification of rules-as-written:

(4a) Why are so many obvious historical ports inactive in this game? The designer wished to keep this game as clean as possible, and so designated all ports a 36 naval factor capacity (except Malta); i.e., each port may accommodate four 9 factor naval units. If they had included all active ports at 36 factors, any one coast would have far exceeded its total port capacity. And resorting to variable port capacity would have in turn broken down the basic 9 factor fleet simplification. So ports were selected to give a reasonable spread along any one coast.

(4b) Helsinki is not a port: its port was designated inactive for game purpose to plug an easy German win. Playtest showed a strong German 'rampage' out of Finland in cooperation with the main German invasion gave Russia little chance of survival. Notice that the German can deploy up to 20 combat factors in Finland at start of game, although to place them all there would give Russia a great deal of freedom in eastern Europe prior to outbreak of a Russo-German war (cf 3.582). Notice, also, that the German can fly air units to Helsinki, and may also deploy an air base there. This air support alone would give the Russians a hard time if they tried to take Finland.

(4c) Oslo is not a port because again it was found that a 'perfect' strategy would result. Britain was able to take Norway on the first turn or so of the game; and with Oslo a port, Germany was now faced with amphibious invasion of northern Germany. The German could protect against this, but the units tied down on defense for that purpose would pretty much spell the end to German expansion.

Clarification: That red front boundary dividing the two hexes directly below Oslo may seem ambiguous at first glance, but is perfectly clear according to the rules. Notice it has a coastline and therefore land units cannot cross this hexside. Also notice it contains no blue sea and therefore naval units cannot enter either.

(4d) Suez Canal may not be entered by naval units unless both land sides are friendly to that navy. 'Friendly' does not mean occupied, but merely that your land units were the last to pass through those hexes. Notice also that at start of game all these land hexes are automatically friendly to Britain.

(5) Clarification: Strategic Warfare Rules 9.1: When a player's Base BRP for the following year is reduced due to Strategic Warfare losses, this is a permanent reduction of his base BRP - i.e., it is his new BRP base - upon which all further growth, etc, must be figured for remainder of the game.

(6) Maginot Line & Fortress hexes: Unlike "France '40" rules, Allied units defending behind the Maginot line are still quadrupled even if attacked from the rear.

Enemy ZOCs do not extend into Maginot or fortress hexes as stated in rules; but ZOCs of units within such hexes do extend out.

(7) ZOC rules clarifications: ZOCs extend across rivers, but NOT across crossing arrows or the Suez.

(8) Interceptions: Naval interceptions can be counter-intercepted (4.916), Air interceptions can not be counter-intercepted (4.9254). Counterair Missions may choose to lose nothing (4.9251).

(9) Special Case: Luxembourg has no army nor capital on gameboard. You need only 10 BRP declaration of war and invade to gain possession.

(10) Allied players may invade any neutral country in this game although it's not usually in their interest to do so.

(11) Total Allied convoy allotment to Murmansk is 40 BRP as stated. British and United States players, in multi-player game, may NOT send 40 BRP each per turn (rule 5.8).

(12) Invasion of Poland: If for some reason the German does not capture Warsaw, the Russian player may do so as quickly as possible including the first game turn. However, as soon as Warsaw falls the Russian must withdraw behind the Nazi-Soviet Partition line (rule 6.2).

Comments: If you plan Multi-Player games, it is helpful to xerox three additional copies of all charts on the gameboard. Cut out these copies and mount them on three separate cards. This way, players sitting on all sides of the table may have a complete set of charts before them.

It's also advised to keep the counter sheets after punching out units. There are many countries in this game, and the sheets are a convenient color code for quick identification.

((wh: I think that was not only useful to understand the rules, it also showed a lot about playtesting and designing of a game; I hope we may get more like this.))

UNOFFICIAL AH RULINGS (by Mark Saha, USA)

((wlh: Mark Saha sent several questions to Randy Reed of AH's staff, who answered with the usual AH-marginal-notes. Hopefully it might help you until the official "General"-rulings get published; I'll pass it on to you in the same manner as I got it)).

(Q: Question; A: Answer).

Third Reich

Q: Can the British deploy in France at start of Campaign Game (Sep 1939)? Rule 2.9, number 4 suggests 'no' by limiting deployment to 'areas controlled' by that nation. Britain certainly doesn't control France.

The French BRP card suggests 'yes' because it has a footnote emphasizing that Anglo-French Non-cooperation must be observed during deployment.

We suspect (and play) on assumption 'yes'.

A: No.

Q: Would this also mean British/French can freely deploy in each other's colonies? For example, in Lebanon-Syria for a first turn strike against Turkey?

A: No.

Q: Ground units attacking a defender on a beach hex (in support of an amphibious assault against that same defender) would in my opinion break the 'tripled' position. Defenders would be doubled only. Same as with rivers.

A: No - tripled.

Q: Suppose partisans capture a capital on a Winter turn? What happens? This is worth an official AH-ruling. Let's assume Paris.

Case a: German's Move first. Therefore, Paris has fallen after the German Winter move. The Germans would still have to 'immediately' attack 'in their turn' which would now be Spring of the following year. If the German attack succeeds, they would lose nothing (except the 15 BRP Offensive Option); but if it failed, in my opinion, they would lose their French BRPs for that entire new year.

Case b: German's Move second; therefore, they would counterattack in their Winter turn. In this case also, if they failed, they would lose French BRPs for entire following year.

A: (given directly after Case b): plus that year itself.

Q: Note: AH may easily rule against this. They may feel that if Germans move first, and partisans take capital in winter, the German is automatically screwed; i.e., it's good partisan tactics.

A: No.

((The strange style/turning in this gets explained by this: Tom Oleson sent some questions to Mark Saha, Mark answered him the above quoted points - and sent a copy of this letter as questions to AH - made I myself ununderstandable enough??wlh.))

((The above quoted have been commented also by Mark; only the first comment got an AH-answer, therefore I assume they agreed with the rest of the comment:))

Q: Comments: Should the Germans suffer this loss and they do not have enough BRPs to pay for it, I assume they would suffer the same penalty as the British according to 5.6 Medit Interests rule. The only other alternative would be 9.1 Strategic Warfare, but that is an Advanced Game rule.

A: Yes ((??)).

Q: (Further comment of Mark) Notice the only capital the partisans can capture on an Eastern Front is Moscow. Therefore, because of Moscow's unique nature, partisans cannot benefit from German inabi-

 lity to call Offensive Option in Winter on Eastern Front.
 Partisan capture of Moscow causes no loss of Axis BRPs, nor would
 it return 15 BRPs to Russia for possession since partisans 'can-
 not gain BRPs for their creator' (5.7).

((Concerning 3R I also got a copy of a letter which was sent to
 Mark by Don Greenwood. I hope neither Don nor Mark will mind if I
 quote this letter here, since Don's opinion is, of course, very
 interesting. Note, of course, that this is Don's opinion and no
 official AH-ruling also; okay?))

INSERTION: DON GREENWOOD ABOUT A 3R-PROBLEM

On not taking Poland:

You can not limit Germany to having to take Poland first. Given a
 full turn to beef up France, a good Allied duo can make it pretty
 much of a 2 year, 50-50 proposition of whether or not France will
 fall. This is too long, and barring mistakes Germany will lose be-
 cause of it.

I do not advocate a German advance into France on every turn but I
 don't think we can force the German not to take it. The option
 should be his. The only thing the Axis has is the initiative - on-
 ce they lose it they are in trouble. They must keep the Allied
 player on the defensive - constantly striggling to keep from get-
 ting knocked out - given time to start an offensive of their own -
 the Axis is in trouble. Thus, the game must follow the course of
 history: Britain fighting for her very life for two years, two
 years of gradual recovery, and then 2 years of crushing onslaught
 vs Germany. Take away Germany's initial advantage and this never
 gets off the ground.

Granted, a fall of France in '39 almost all but gives the games to
 the Germans but a truly competent Allied duo won't let this hap-
 pen. Against the optimum defense France can NOT fall in '39 re-
 gardless of what the Germans do. With luck and some counteroffen-
 sives or good attrition results the Allies can push them back and
 still make a game out of it in France. And without Poland, the Ger-
 mans will have 20 less BRPs to play with in 1940.

My compromise forces the Germans to attack (attrition ok) in Poland
 every turn and keep their minimum force on the front at pain of
 forfeiting the game. If they choose to drag their heels in Poland
 to speed things up in France that should be their option. And why
 shouldn't they benefit from Russian help in Poland? Hitler did -
 the Poles were digging in for what could have been a costly last
 ditch stand when the Russians hit them from the rear. The Germans
 should get the benefit of this in the game too - why should they
 do all the work? And it doesn't penalize the Russian all that much.
 He has to expend 25 BRPs anyway to take the Baltic states - so he
 can crush Poland in the same turn. It also gives the Russian a ma-
 jor decision early in the game - should he take Poland or not? You'
 d have to play it by ear I would think but I'd be inclined to leave
 it be as a buffer state rather than give the Germans 20 extra BRPs
 in the west to hasten the end of the French.

There is really only one problem with this - it reinforces what I
 think is the optimum Russian strategy - an invasion of Norway befo-
 re the German can do anything about it. Generally speaking, any
 Russian expansion which requires garrison forces is to their disad-
 vantage but in Norway they can get away with it and with considera-
 ble rewards.

Any way... that's my feelings on the matter.

((End of the insertion)).

PanzerLeader

Q: "PanzerBlitz" specifically forbids an infantry unit to CAT if it has used road bonus that turn. "PanzerLeader" has no such prohibition, so we use road bonus and CAT as per rules. Correct, or an omission?

A: Correct.

Q: Treating bridges as clear terrain has some odd but perfectly legal consequences; for example, a unit may move from one (unconnected) bridge to another - i.e., from A-X9 to A-W8, upstream. Legal?

A: No! (Rule to be rewritten etc).

Q: Also, we assume that when you cross a bridge you may exit on ANY non-river hex, and not just the one at which the bridge 'points'. Correct?

A: Yes.

Q: Of course, CATs and Overruns may be executed on bridges as per rules for any clear terrain hex. Correct?

A: Yes.

Q: This leads to some very strange overruns. For example, a German tank on bridge A-X9 could overrun an Allied unit on bridge A-W8 and use bridge A-V8 as his exit hex. Correct?

A: No. (cf one of the next question-boxes in "The General").

Q: Also, we assume a horse-and-cart is just as efficient as the heaviest vehicle in changing the facing of the heaviest of artillery units. Correct?

A: Yes.

Q: On Sit 11: BEFORE the Americans and Belgians may intermingle and cross sector boundaries: May they nonetheless FIRE outside their sector boundaries? May an American spot a German unit in the American sector so that Belgian artillery may pound it?

A: Yes.

Q: Sit 11: Also, we play it that the American sector is boards D and C combined on which he must achieve 3:1 superiority, despite the fact he deploys only on D. Correct?

A: Yes.

Chancellorsville

Q: Since stacking applies at ALL times, units obviously may not retreat onto a hex stacked to capacity. We assume also it may not even retreat through such a hex. Correct?

A: Yes.

Q: May you retreat 'through enemy lines' in this game? Example: My Union cavalry swims river and attacks Confed 1-4 on opposite bank, die roll is AR2. If there is a vacant hex on south bank of river, may I retreat south onto dry land instead of back where I came from? I always disliked this tactic - but it's not prohibited.

A: Legal tactic - especially on this scale.

Q: May an infantry unit at a ford also do this if the retreat hex is not a ford exit hex?

A: Yes - this is purposeful - as it gives a gradient to the 'tightness' of the river defense. A dangerous tactic anyway.

Q: When units attacking from assault boats and pontoon bridges receive AR2, boats and bridges retreat also. Correct?

A: Yes. (If you never saw a 'retreating bridge': a construction battalion can retreat...).

Q: Important: When infantry or artillery ford river, rules state they may only cross at ford 'exit' hex. However, suppose entering the ford puts them adjacent to an enemy unit in a fort NOT on the ford exit hex: (a) Since they must attack, may they occupy this fort even though it means leaving ford through non-exit hex? (b) If artillery fire causes enemy to vacated ford, may adjacent unit in ford occupy in violation of 'ford exit hex' rule?

A: OK - new exception - NO.

Q: Regarding Road/Stream hexes, may you retreat across a stream at a road? (TEC says 'other terrain in road hex applies during combat').

A: No.

Q: Road Bonus Movement: Rules state you do not get road bonus when moving across pontoon bridge. Does this mean (a) you get no road bonus at all for such a unit? Or (b) unit merely crosses at 1 MP instead of $\frac{1}{2}$ MP?

A: (a) is correct.

Q: Since not otherwise stated, we assume dispersed units have a normal ZOC?

A: Yes.

Q: Stoneman's Raid: wish to verify implication that the Confederate cavalry unit may also enter ANYWHERE on west edge, including north of river and behind Union lines?

A: Yes.

Errata: There is a misprint of Command Control value on some counters. Corrections are on the inside cover of the rules book - if you really care for the CC variant.

Anzio

Errata: Anzio, of all things ((cf E 4/5)), is omitted from the Basic Game victory conditions on page 10 of the rules.

I understand Tom Oleson intends to make a current errata and rules changes sheet available from him for anyone sending an SSAE at 1200 High Ridge Lane, Santa Barbara, Ca 93103, USA. *But there are none found yet!*
((O, Tom, yes, please. Thanks.))

Q: The Basic Game victory conditions cite 9 cities (C.15.A), but only 8 are listed. What is the ninth?

A: Anzio! Anzio is one of the 9 cities figuring in the victory conditions for the Basic Game, or Advanced Game I.

Alexander the Great

Q: Are hexes containing brown splashes in the center of the board considered slope hexes? How about V13?

A: No. V13 is clear terrain as are all hexes containing both light brown and green coloring. Slope hexes are W1, V2, U2, T3, S4, R4, Q5, P5, etc, and are found ONLY in front of the Macedonian baggage camp.

(Unofficial addenda by Mark: The above does not state which side of the slope is high ground; I would assume Alexander's camp is on the high ground.

Also, readers will note there is no completely yellow hex on the board; all yellow hexes contain at least SOME green or SOME brown. If part brown, I would say they are rough terrain; if some green, clear terrain. This is unofficial.))((Gary??)).

Q: Movement Rule 9 (p 3) says cavalry, chariots, and elephants may always move one extra hex when charging.

(a) Since it says 'may' I assume they do not have to accept this bonus; i.e., they have an optional movement point to play around with in attempting to achieve a charge. Correct?

A: Yes, correct.

Q: (b) Suppose a chariot expends its last NORMAL movement point to enter a slope hex - in which case it would normally have to stop - may it still move 'one extra hex' if doing so would put it adjacent to enemy unit for a charge?

A: No.

Q: (c) May cavalry, chariots, etc, that BEGIN on a slope execute a charge ALONG that slope? Along rough terrain?

A: No, cf page 6, TE, 3rd column.

Q: Exchange Option Rule 1 (p 11): Since attacker has option of eliminating any number of his own steps, may he choose to eliminate NONE?

A: No - 1 or 2.

Q: Missile Fire Phase: Please verify or correct if I'm not correct on the following:

a) RED moves his units, including automatic victory.

b) RED fires any missiles he chooses to fire.

c) Any BLUE missile units fired upon may return fire before taking losses.

d) Any other BLUE missiles that were not fired upon may fire at any RED units in range.

e) RED executes ground battles, and any BLUE missiles that have not yet fired and are not attacked may add defense factors to other friendly units as per rules.

A: OK.

Q: Rules state that any BLUE missile under direct ground assault by RED missile unit may 'return' fire; is this true even if it has already fired?

A: No.

Q: If a chariot is on a slope hex AND charging a unit on lower ground (rules only prohibit charges on rough terrain) is the chariot doubled TWICE? Is ANY unit in this game ever doubled twice?

A: No.

Q: This question concerns the hex diagram on page 6 of the rules. Now, this is perfectly clear as regards DEPENDING. But how about ATTACKING?

Suppose both these units are infantry (or any non-missile Class B combat unit). Okay? Unit 1 can obviously attack hexes A, B, and C - can unit 2 attack them also?

A: No.

Q: Or, could unit 1 attack B and unit 2 attack A or C?

A: No.

Q: Nonetheless, suppose unit 1 is in place as per diagram and an enemy unit is at B. Unit 2 is not present. Could a chariot or cavalry unit charge into this hex through E to hit enemy unit at B, displacing unit 1 to the unit 2 position?

A: Yes - for Basic Game. Tournament would depend on whether unit 2 could get out of way.

C: Automatic Elimination: Suppose you have achieved automatic elimination against a lone Class B enemy unit.

(a) Rules state you may PASS THROUGH that hex with other Class B

 units of your own. May one of your own class B units also stop in that hex (since this would not violate capacity) to attack still another enemy unit in an adjacent hex?

A: Yes.

(b) If an enemy unit adjacent to AutoElim hex is forced to retreat due to combat, may that enemy unit retreat THROUGH the AutoElim hex?

A: Yes.

Q: May it retreat INTO and STOP in AutoElim hex?

A: Yes.

C: (Assuming in both cases that it does not violate hex capacity of course!)

C: (This may seem an absurd question, but p 9, rule 5 states "After all combat has been resolved", attackers may occupy the hex of a unit eliminated by Automatic Victory in the same manner as is done by conventional attacks. THAT is what raised the issue.)

Q: Which raises still another question. When it comes time for combat, may I declare my AutoElim to be MY FIRST ATTACK and occupy the hex with the attacking unit? This is often effective in cutting off retreats - but the rule I just quoted seems to prohibit it. But, frankly, I see no reason why an AutoElim couldn't be the first combat of a sequence.

A: Right.

Q: Commanders & Retreats: This is another subtle question which I think I can sum up in a situation that occurred in a game last night. Livermore/Persia had Darius on a hex with two Class B combat units. I executed an AutoElim in an adjacent hex that allowed me to in effect attack BOTH of these Class B units (two separate attacks, of course). Result: One of these units was eliminated outright, and the other was forced to retreat:

(a) One potential retreat hex was my AutoElim hex, and Bob agreed that he could not retreat through that hex.

(b) The only OTHER potential retreat hex was in full capacity being occupied by his Persian phalanx. Therefore, his unit was unable to retreat and was eliminated.

I contend according to the rules-as-written that Darius was also eliminated (Rules, p 4, no 14; p 7, Special Units rule 7).

However, Bob argues Darius should have been allowed to retreat onto his Phalanx since commanders do not affect stacking and a DB1 was the CRT result. I must admit he has a point, but the rules favor me. WAS Darius Elim?

A: No. His unit was eliminated but Darius himself could retreat onto another hex.

Q: Missile Fire: Page 7, rule 6 states defensive missile units may fire offensively during defensive fire phase IF the enemy missile units have missile attacked.

This implies (a) no defensive fire if enemy makes no missile attacks, and (b) ALL defensive missiles may fire if offensive missiles fire at ANYTHING at all!

BUT page 23 (Questions & Answers) says defenders may fire 'at anything within range' AFTER attacker has announced combat but BEFORE combat is executed.

I assume page 23 is correct.

A: Right.

((wlh: If nothing else, these pages of Rules Clarifications show you what a lot of problems our poor game-publishers have to solve: especially, if you imagine that these are the questions of ONE player only - and there probably are hundreds if not thousands asking for clarifications...)).

HELP COLUMN

"JAGDPANTHER" and "WORLD WAR ENTHUSIAST" agreed that they will publish some Help-Column-ads of E, if they think that this ad might be more successful in the USA; I shall do the same with their ads, starting next issue, when I have more recent copies of their zines than now.

STEPHEN TYMESON (92-608 Aoloko St, Ewa Beach, Hawaii 96706, USA) teaches Chess and Game Science in his school. "If anyone has some games they are tired of or don't like and wants to donate them, we would accept. We use games from all over the world." He is also going to start a course on rail roading for his students. "If anyone has old train parts of any kind, they would be appreciated also. Especially coaches for German trains (Maerklin, Fleischmann, etc) with German or US markings".

RIAN VAN MEETEREN (Karel Doormanlaan 52, Oegstgeest, Holland): Dutch CoSim players please contact me for FTF or PBM. I own nearly complete AH line plus some SPI. Good player. (Phone: 071-56256

ANTONIO MARQUES (Rua Alm. Barroso 30-1, Lisboa 1, Portugal) would like to play "Midway" by mail in English, French, Portuguese or Spanish.

LARRY MORAN (Rue Alfred Cortot 9, CH-1260 Nyon, Switzerland) is interested in PBM-opponents; USN, WW2, WW3, NATO, but other games also, as soon as they arrived from Canada, where he left them when he came to Switzerland.

MICHEL LIESNARD: (Ave A Milcamps 221, B-1040 Bruxelles, Belgium) would like a lot of things: "Battle" 1-5 and 7; "War Monthly" 2-5, 7, 8, 10; Revell's 'Cutlass', 'Los Angeles battlecruiser', 'Corporal' & 'aerobee' rockets (unbuilt if possible); Airfix's 'Spitfire Mk 1' (1/72); ancient catalogues from Revell, Airfix, Monogram, Heller; "1914" (AH) mobilization cards; "Bull Run" (SPI) SiMov plotting charts; "World War Enthusiast" 1; "Armies & Weapons" 1-3; "Aviation & Marine" 1, 2

PBM: Bob Morstein-Marx (Lessingstr 4, D-6909 Walldorf, BRD) is interested in PBM, but no experience up to now; language: English.- Jan Skog (Sweden): cf "Capsule Biographies" in this issue.

BACK-ISSUES, VARIANTS, SET-UP FOR SOLO-PLAYERS

cf Ralph Vicker's PAA-article; PAA-back-issues^{etc} are added there.

LUDOGRAPHY

Will be continued in next issue - this issue is long enough without it, I fear.

GRID-COORDINATES (by Tom Oleson, USA)

THIRD REICH: The horizontal rows are lettered A-NN from North to South. The columns are numbered 1-66 starting in the SW corner (Morocco) and running to the NE corner (Russia). Reference points: EE-2 Marrakech; V-8 Lisbon; H-22 Dublin; Y-22 Rome; L-31 Berlin; D-41 Helsinki; H-47 Moscow; N-49 Stalingrad; D-61 Perm.-

VERDUN (CGC): A to CC from W to E; numbers 1-33 from NE clockwise to SW.- M-14 Beamt, G-21 Bras, P-24 Eix.

WINTER WAR (SPI): Letter A to UU along W edge, starting in S; numbers 1-46 running SE to NW, starting in SW.- Leningrad C-15, Kuhmo is U-22, Kandalashka JJ-34.

HAVEN, Will: 4 Victoria St, Chorley, Lancs, PR7 2TX, UK.- As per "Bellicus" 20,18 and 21,8 he is: 21, graduated from Liverpool U with a B.Sc. (Ord) in Computer Science and Maths, works for Lancashire C C Cty Surveyors Dpt, as the poor sod in the middle between the civil engineer and the computer, which is a 1904T (or S or A, they keep on upgrading it), working under George 3 Mark 8.12, with EDS 60s, 7-track tapes, and 128K of core, programming mostly in FORTRAN ((wlh: I haven't understood a word of these last lines, but it was fun to write it ...)). He is going to take some examinations this May "to attempt to join the chosen few, known only as the 'Chartered Engineers'" - whatever this is again - but my best wishes for good luck (if ever you need this)! He started playing wargames (of a sort!) when he was 12, but it was not until 1970 that he started playing postal Dippy. He was deeply involved with "Midgard", and probably responsible for over half of the original rules. He started his own zine "Bellicus" to carry Strategy-I-games in March 1972. He reads sci-fi, adores fantasy.

NARDI, Claudio: Via Pellico 46, I-00040 S. Maria delle Mole (Roma), Italy.- Italian, 1943, Engineer in a control departement; married, 2 kids.- Italian, French, English.- Games: BlKr, PzBl, KrSp; Bor, Lost; Diplomacy.- Zines: Airfix, Eserciti e Armi, Modellismo Militare, Europa.- Hobbies: Military modelling, military history.

WATSON, Alan S: 38 Hummersknott Ave, Darlington, Co Durham, UK.- British, 33, Police Inspector; married with two small sons (both have the necessary aggressive style required of boardgamers too).- Interests: Editor of "Sword & Lance" magazine. Chairman of the Darlington Military Modelling Society.- Model making - military miniatures. Corresponding with other enthusiasts and deflating the egotistic 'know alls' of the hobby ((therefore he just started to change letters with me, probably)). Sports: Squash - and smiling at the antics of Malc Watson (SPI-UK) as portrayed in your latest issue. (Just for the record - he's no relation).

QUINN, E Ted: (LT) HHD, 8th Commando Logistico, Campo Darby, I-56108 Pisa-Tirrenia, Italy (APO NY 09019, or via: US-Forces HQ, D-69 Heidelberg, BRD).- US, 24, US army officer (air defense missiles), single.- English only.- Games: All SPI and AH, and many others (including minitures).- Zines: S&T, Moves, Panzerfaust, Conflict, Jagdpanther, Europa, etc etc.- Member of SICL.

BROOKES, John: Whitegates, Moat Green, Sherbourne, Warwicks, CV35 8AJ, UK.- British, 34.- Australian, moderate French, foul German.- Games: Most AH, SPI, Conflict; Diplomacy; Libido (banned on wife's orders), Pass out (strictly for Dipsomaniacs).- Subs: S&T, Moves, Conflict, Albion, Europa.- Hobby: Fishing.

SKOG, Jan M: Spjutgatan 18, S-603 63 Norrköping, Sweden.- Swede, 1953, cadet in the ROYAL swedish infantry.- Games: AK, DD, Stgr; ArdOf, Nato.- Member of CoSim Sweden.- Hobbies: When I am not out hunting girls and/or drinking large quantities of swedish "brännvin" then my hobbies are: Hard-Rock, classical music, reading, travelling, bridge, football and Word War II.- PBM: Would like to learn PBM. Languages: Swedish, english.-

SANDELL, Roger: 133 Cherry Tree Rd, Beaconsfield, Bucks, UK.- British, 1944, Teacher.- Games: ca 30, mostly SPI.- Hobbies: Walking in the country, riding trains, sitting in pubs; SF, folklore and music, history; libertarian socialism.- Infos: Devised one Dippy-variant "Wars of the Roses"; partly responsible for an unpublished English Civil War game.

PHILLIES, George: 897 Main St 4, Cambridge, Mass 02139, USA.- US, 27, Physical Chemist (especially interested in light scattering and Raman spectroscopy); single.- Games: ca 75 in boxes, plus any that have come out with magazines (150? some such-number). Favorite games: Stalingrad; historical simulation 1914 - in general, games with a lot of pieces and relatively simple rules.- Zines: I collect wargaming magazines. My collection is now up to 14 linear feet in two filing cabinets; the last time I counted, which was 3 years ago, I had 140 different wargaming magazines represented - the number must now be closer to 170 or so. The number of different issues is much larger - thousands. I currently receive around 40 magazines, although it is sometimes hard to be sure when a magazine is alive and when it has folded.- Other interests in the hobby: President, American Wargaming Association, the AWA being a national wargaming club in the US. (He also publishes "The Guide to Wargaming Periodical Literature", and he published articles about the game "Stalingrad" etc.).- Other hobbies: SF.

JONES, A.M. (Tony): 49 Curvy Rd, Blairgowrie, Johannesburg, South Africa.- UK, 35, married with one 5 yr old daughter.- Games: More than I care to mention and really have room for.- Info: I am one of the earlier board wargamers having been involved since 1966. I was RD of AHIKS Europe for 2 yrs and a similar time as Secretary till my firm came up with a good posting to South Africa.- Designs: My two published designs were "Schweinfurt" (an air game based on the 8th Air Force raids in 1943), and "Wolf Pack" which was published in "Albion" 50 (title of the game originated before SPI came up with it).- Hobbies: My hobbies over the years included once Motor Racing - now Golf (an avid fan and player), chess, cricket; studied Battle of the Atlantic, U-Boat warfare plus submarine tactics for years.- member of AHIKS.

BOYER, John: 117 Garland Dr, Carlisle, Pa 17013, USA.- My own interests? Chess, piano, Tropical Fish, Games (wargames, Diplomacy, fun games, practically all board games which aren't silly or stupid), cards, reading books (SF and mysteries), history (ACW primarily - have a large number of books on that subject), like to write, sports (tennis, table tennis, softball, etc), bicycle riding (long distances)((wih: really, the still have bikes in the US?)), music in general, and so on. I have fairly strong interest in all things and find time my greatest enemy (how am I ever going to be a second Leonardo da Vinci?? It takes me so long just to do one brilliant thing at a time....!)- Info: One of these brilliant things is his publishing of "Impassable" - the Dippy-zine carrying the title which actually I would have liked for my Dippy-zine, damn...

WATTS, David Gwyn: 32 Eastleigh Drive, Milford Haven, Dyfed, SA73 2LY, UK.- Welsh, 1932, geography teacher; married, 3 children (5, 13, 15).- Games: Only my own; too many hobbies to play other people's.- Zines: Europa.- Hobbies: railways; model railways; sports and games; gramophone records (especially Mozart piano concerts); modern history; industrial archaeology; making model kits - planes and warships; inventing games; and publishing them; sleeping (10 hours per day if possible)((wih: I doubt that he often will find these 10 hours sleep per night)); camping; eating ((in the UK??)); not listed in order of importance...- Always glad to have visits from gamesmen; no PBM - no time.- Info: Dave published some excellent (and very cheap) railway games ("Railway Rivals"; cf E 2,7 sq; Albion 49); then "Oil Depots British Isles", and also some simple (too simple?) wargames: "The Peninsular War", "The Pennine War"; & "Marching to Richmond" (summer 75?)

→ PLEASE, RENEW SUBS IF POSSIBLE... A THIRD OF YOU SHOULD...

HASLEHURST, Peter: 8 Sharston Crescent, Knutsford, Cheshire WA16 8AF, UK.- British, 16, Student at Manchester G.S., studying for Physics, Chemistry and Biology A-levels.- English, a little French. Hobbies: CoSim, SF, inexpert in art, classical music.- Games: all S&T since EaR; Anz2, Aust, Gren, RSWS, Snip, Goeben, Trip, NAW.- Zines: S&T, Phoenix, Europa.- Info: Attempting to design game on Gallipoli - info about the Turks is welcome.- PBM: Anzio.

HOLT, Andrew D: 44 Milton Close, Rayleigh, Essex, UK.-- 26, computer programmer at the City University, London; single.- Interests: Games (especially wargames), Reading (SF & military history). Though I mainly play board-games (I have a good collection of SPI & AH games), I also play some miniatures - 1/300th modern and WW2 aerial. Play some games by mail - Diplomacy and variants (in OJ, 190laat, Comet), PanzerBlitz (hidden movement) through NGC, and Nuclear Destruction.- Clubs: NGC, Harold Wood Wargames, S-E Essex Military Soc, AHKS, and City Games Club (which I founded and run).

VAN DEN AREND, Karel: Gerard Dousingel 86, Papendrecht 3270, Holland.- Dutch, 21, municipal official, single.- Prefers to correspond in English, but Dutch, French and German letters are welcome too.- Hobbies: In the first place a collector of tin-figures, then a miniature wargamer and in the last, but not least place a CoSim-player.- ((His brother, J K van den Arend, from Vlaardingen, is a CoSim-player only)).

BERCHEM, Paul: Nassestrasse 6, D-5 Köln 41, Bundesrepublik Deutschland.-- Pharmareferent, 50, married.- German, English, French.- Games: Alex2, BlKr, PzLea, Jut2, 1776, 3R, Luftw.- Zines: General, Europa.- Other games: Colditz, Waterloo, Game of the Nations; 4000 AD; most 3-M-games; Les blindés, Wembley; etc (more than 70). Hobbies: Modelling, Reading, music.

JAWORSKI, Wolfgang: Hannenstieg 76, D-2 Hamburg 71, BRD.-- 30, works in a computer-center in Hamburg (Datenfernverarbeitung), married.- Games: Diplomacy.- Other games: More than 70, passionate player.- Other hobbies: Photo, electronic modelling.- Zines: Bumm.

RIDDER, Ernst-Jürgen: Mittelstrasse 112 / B 103, D-5205 St Augustin, BRD.-- 28, Assessor (will get judge within these days), married (will get his first child within these days)((hopefully all worked out well: congratulations - you have a lot to celebrate!)). Games: Diplomacy.- Hobbies: Play games, craftwork, reading, music. Like game with a tactical touch like Twixt; would like to get introduced to SF-games (having not known about them before having read "Bumm").- Zines: Europa, Bumm.

TYMESON, Stephen M (Dr.): 92-608 Aoloko Street, Ewa Beach, Hawaii 96706, USA.- I spent six years as an Army Intelligence Officer, two of those years in Viet-nam. I was airborne and had the E.I.B., got out in 1970 as a captain. I have been teaching school in Hawaii since. I have received a MEd from the U of Hawaii and a PhD from Walden U in Naples, Florida. All my advanced work has been in Educational Psychology. My undergrad work was history and government.- Games: All AH, S&T, Conflict, 3rd Millennia, etc and plenty of independent games.

→ CoA

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