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featuring- DOGFIGHT,
modern air war





INTERNATIONAL WARGAMER



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International Wargamer



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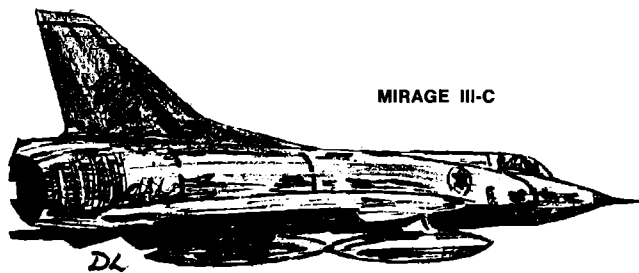


DESIGN FORUM by Larry Albert

DOGFIGHT...MODERN AIR WAR

This month's column will be slightly different than usual. Instead of describing various theories, I will present them as a game which I am currently working on: DOGFIGHT!! MODERN AIR COMBAT. (I wish to acknowledge, at this time, Mr. Mike Carr's FIGHT IN THE SKIES, from which many of the original ideas come.)

Modern air Combat (approx. 1964 to the present) presents a very difficult problem to the gamer. Speeds and distances covered are large, planes are numerous (few single plane actions anymore) and planes characteristics generally become identical to each other in game form. Thus the first problem is one of scale, the second, one of sufficient simplification to allow many aircraft on the board, and third, generally accepting the fact that either all of your planes are going to be similar, or some characteristics will have to be exaggerated. The next step is research. I am still lacking much data on aircraft performance, climb rates in particular, etc., so there is plenty of room for expansion and correction. However, several interesting facts have turned up in my research. The first is that dogfights generally take place SUBSONICALLY. Try the game to find out why. The second is that unless a fullscale nuclear war breaks out, weapons will be conventional. This decreases the effectiveness of missiles, against which there are many countermeasures anyway. Third is the surprising effectiveness of cannon. I suggest as a variant you might 'rearm' the aircraft with (a 'la Isreal) with an extra cannon factor (and no missiles). These facts have all been built into the game.



MIRAGE III-C

My method of resolving 'combat' warrants a short explanation. According to my research accuracy in shooting in aerial warfare is determined primarily by the relative maneuverability of the aircraft (assuming equal pilots) the more maneuverable the attacker is relative to his target, the better his chances of hitting (compare this to trying to hit a grazing C.O.W. as compared to a paniced jackrabbit.... you can't keep the rabbit in your sights very easily.)

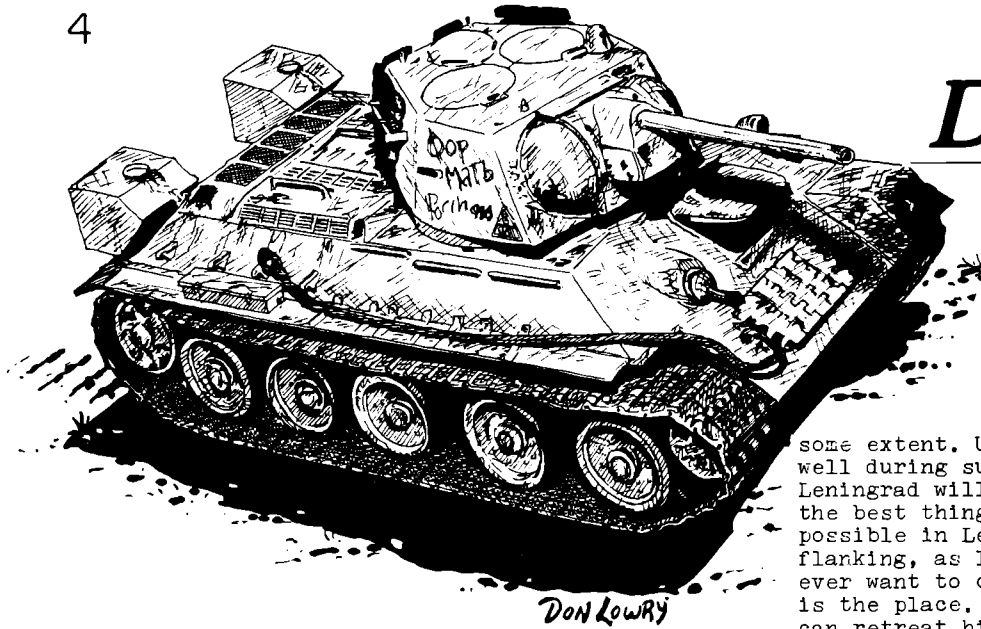
And so, I present to you DOGFIGHT!! MODERN AIR COMBAT if anyone comes up with additional data or interesting additions, modifications, etc., please let me know, and I'll include them in a future column (send them to me at Box 536 Donner Hall, 5115 Margaret Morrison, Pittsburgh Penn. 15213)

DOGFIGHT!! MODERN AIR COMBAT....by Lawrence J. Albert

- I. Scale each square = 2 km. = 100 km/hr.
 each turn = 1.2 minutes
 max subsonic speed = 10 sqs./turn

II. Movement

- A. Movement is done by turns using one of the following methods:
1. Each unit (or squadron) is moved according to a random order
 2. Each player rolls one die. Low die roll moves one unit (or squadron), then high roll and so on in alternation.
 3. All #1 planes move first, then #2 planes, etc.
- * In cases of large actions move by squadron instead of individual planes.
- B. Planes must fly in 2 km altitudes. Each 2 km altitude is called a level, level 0 = ground level, level 1 = 2 km, etc. Planes crash when forced below level 0.
- C. At higher levels performance diminishes. Therefore;
- | LEVEL | DEDUCT FROM MOVEMENT |
|-------------|----------------------|
| 0-3 | 0 |
| 4-7 | 1 |
| 8-11 | 2 |
| 12-up | 3 |
- D. Planes may only increase or decrease speed by that plane's maneuverability factor (MvF).
- E. Planes moving supersonically have a MvF of 6.
- F. (OPTIONAL) Planes moving supersonically move only half their move during their turn, and the other half after all subsonic movement has taken place.
- G. Planes moving supersonically must move 2 squares straight to turn 45°.
- H. Planes must move forward at least one square before executing any maneuver (except bank).



Rear Defensive Lines

In part I of this study, I discussed the use of the Russian units. Part II dealt with the defense of the forward defense lines. It is on the forward defense lines, that the German should be defeated. However, he will not be stopped. He will push on towards your replacement cities. If you have done a good job early in the game, he will be weak and in fact defeated. On the other hand, you may have done a poor initial job or may be playing some variation. In this case, he may be strong and this means he will drive all the harder against your cities. Therefore in this, Part III, I discuss the defense of the rear defensive lines. These lines vary in their usefulness. Some are strong like the Luga River and others are terribly weak like the "City" line. At any rate, I go over almost all of them. I have left out such things as the defense of the Kama River. Generally you will find a description of the defense of all lines which normally can come into play. The proper defense of the Forward Defensive Lines should defeat the German and the proper defense of the Rear Defensive Lines should stop him.

==+ LUGA RIVER ==+

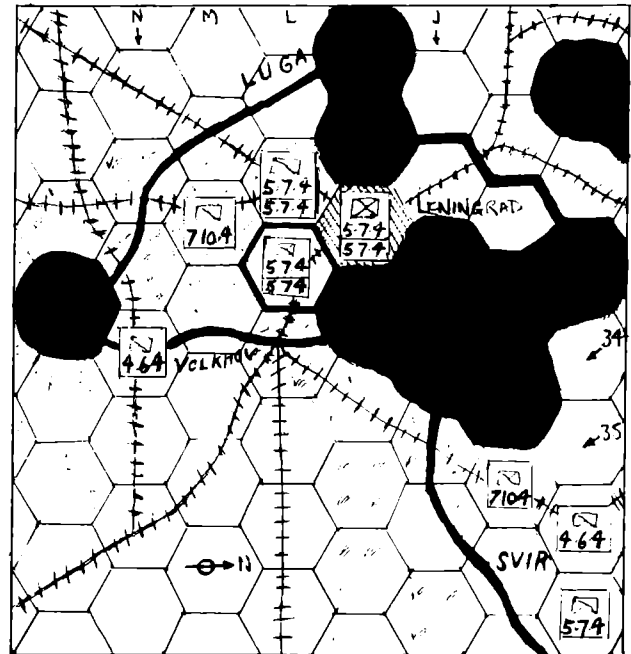
The Luga River is an extremely good defense line. Of course, it is only useful part of the year but when it is useful you can make it very strong. In fact, you can hold the Luga 3-1 proof with the same forces that hold the Divina weakly. All you need is 2 5-7-4's on L-30, a 7-10-4 on M-30, and a 4-6-4 on N-31. You must form up this force, as soon as possible, and if you do not have the correct force, you must have the 2 5-7-4's on L-30. Penetration here, as good as takes Leningrad and Leningrad does have the ability to defend itself. Always keep in mind the force you need especially if you are retreating toward the Luga during the winter. Make absolutely sure that you can raise the force either from the retreating units or from replacements and do not risk the units in open terrain if you can not replace them.

==+ LENINGRAD ==+

As I said, Leningrad can protect itself, to

Defense in STALIN

some extent. Unfortunately, this can only be done well during summer. During summer, 2 5-7-4's on Leningrad will protect it. During snow months, the best thing to do is place the largest units possible in Leningrad and try to delay the outflanking, as long as possible. In addition, if you ever want to counter-attack during the game, this is the place. It is especially effective if you can retreat him onto lakes which will thaw on the next turn. Remember that after a thaw Leningrad becomes very powerful and therefore if you have



Units in Leningrad are a last ditch stand.

Units in heavy sided box are used for the protection of Volkhov with 4-6-4 removed.

to risk drowned troops to save it, it will be worth it.

==+ VOLKHOV RIVER ==+

There are several situations which can bring about the defense of the Volkhov River. If you are defending the east bank and hold Leningrad, then you need only a 5-7-4 on M-32 and a 4-6-4 on O-31. If on the other hand, you do not hold Leningrad, you must use either a 7-10-4 defense or a 6-9-6 defense. Defense on the west bank, when you are defending the Luga, is never secure as M-30

GRAD 3

Mark Irwin

can be surrounded and attacked from four squares. the best you can do is place a 6-9-6 or 7-10-4 on M-30 and stacks of 2 5-7-4's on L-30 and L-31. This means he must use considerable force and if he wishes to surround M-30 he must make two soak-offs of five factors at 1-6. If you are defending the west bank but are not threatened at the Luga, you should have a 5-7-4 on N-30, 3-1 proofed by a 4-6-4 on M-30. 2 5-7-4's should be on L-31. This is a little over-protected but you can not risk any penetration.

==+ ILMEN MOUNTAINS ==+

This area, too, is quite variable. As already noted, when defending the Divina and wishing to join it to the upper Volga, a 5-7-4 is placed on Q-30 and 3-1 proofed by a 4-6-4 on Q-29. Upon the breaking of the Divina, Q-30 should be reinforced with another 5-7-4. You should hold Q-30 until there is a threat of the German entering P-30. He can not do this without entering P-29, except in winter. Q-30 should be held to reduce the front of the upper Volga. It means that no unit on the upper Volga must defend three squares, and while Q-30 is itself attackable from three squares, it will not be penetrated as we have two units there and we can drop back without giving up the Volga line. When we give up Q-30, either because of a threat or an attack, a 5-7-4 should be on P-31. A 4-6-4 can 3-1 proof this from O-31 if it is needed. It may not be needed if it is summer when the German must advertise an attack. Most other situations which call for the defense of this area, will have to be planned on their own merits. The main thing to be concerned about in their defense is not to allow penetration as you can not hope to counter-attack effectively in this area.

==+ SVIR RIVER ==+

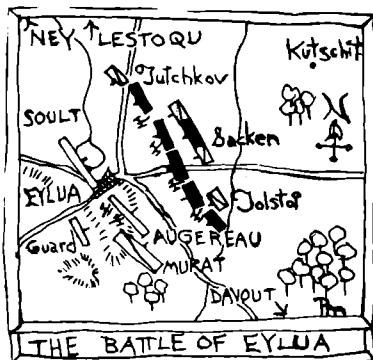
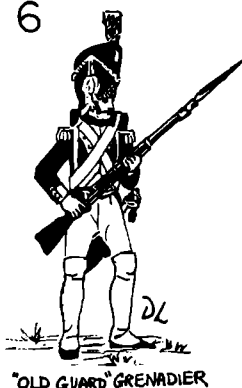
The defense of this river can take three variations. When defending the north bank, you need a 7-10-4 on I-35 and a 5-7-4 on H-37. These are both 3-1 proofed by a 4-6-4 on H-36. Usually, you will not immediately need all these troops as the German must advertise his attacks as he moves into the swamps. Defending the south bank, you need a 7-10-4 on J-36 and a 5-7-4 on K-34. Both



of these are 3-1 proofed by a 4-6-4 on K-35. When defending the south bank but only wishing to delay, it is best just to place a 4-6-4 on each of K-33 and I-38. These squares are easily reached and retreated from. The Svir River is seldom very important but it should be defended in order that the German be slowed up. It is more important if you are defending the north bank and should be 3-1 proof if at all possible.

==+ "CITY" DEFENSE LINE ==+

I have already mentioned this line and the fact that it is very weak. Its weakness lies in the fact that every city of this line can be surrounded. This includes Dnepro-Petrovsk, Kharkov, and Kursk. It is therefore impossible to make the line 3-1 proof. However, it should delay the German or even stop him if he is low enough on units in this area. The gap between Dnepro-Petrovsk and Kharkov is closed by the zoo's of the respective cities, and the defense of Dnepro-Petrovsk has already been discussed. There is nothing you can do to delay the vulnerability of Dnepro-Petrovsk to being surrounded. The gap between Kharkov and Kursk is not closed by these cities alone, and this is a blessing in disguise. The size of the gap allows for delaying action which keeps the cities safe for a while. A delaying unit on DD-27 will mean they can only be attacked from two squares and 2 5-7-4's should be in Kharkov while a 7-10-4 occupies Kursk. The 7-10-4 should be used, if at all possible. It can be lacking this turn but should be available for the next. On the next turn you can delay with a unit on DD-29 which means the two cities can be attacked from three squares. You can not delay on DD-28. If you keep the 2-5-7-4's on Kharkov and 3-1 proof the 7-10-4 on Kursk with a 4-6-4 on AA-30 you will have the best defense for that turn. The difference in the defense of these two cities is dictated by the terrain behind them. There is nothing



NAPOLEONIC GRAND TACTICS ch. 7 Pat Mayernik

In November 1806 Napoleon issued a decree bringing into being the Continental System, an attempt to ruin English sea trade by the closure of French (and allies) ports to England. The desired affect wasn't achieved for between the British blockade and the smugglers, in the end France would crack under the strain.

Napoleon felt that Russia, because she would not abide to the Continental System posed, a threat to France, and would have to be 'dealt' with accordingly. Furthermore, Napoleon hoped that, by defeating the Russians in Poland he could secure that country as an ally. (and eventually, 30,000 Poles did enlist in the Grande Armée.)

On November 11 4 army corps (80,000 men) advanced into Poland, behind Murat's cavalry screen, and had entered and secured, by the 28th, the vital capital of Warsaw.

General Benningsen's 55,000 Russians were in the vicinity, but pulled back to Pultusk to rendezvous with Buxhowden's approaching army.

A short strategical pause ensued, for Bonaparte, with a foothold of 80,000 men in Poland, waited for the remaining 3 corps (80,000 more men) to materialize. (The Polish roads were also in appalling condition, for they were mere rut paths and quagmires when wet.)

We have already reviewed the organization of the French army (Chpt. I) but not of their Russian adversaries: Benningsen's and Buxhowden's armies each contained 4 divisions, each division theoretically 6 regiments strong, 3 battalions per regiment.

A division also contained 80 guns, 1 light (10 squadrons) cavalry regiment and 1 heavy (same) cavalry regiment.

General Benningsen's command consisted of 45,000 infantry, 5,000 cavalry and some 270 odd guns. General Buxhowden's: 38,000 infantry 7,000 cavalry and 216 guns.

There also existed a division of Russian Imperial Guards, remaining at St. Petersburg.

Though the Russian soldiers were a match for, and the Cossacks possibly better than, the French opponents, the staff and supply systems

were poorly organized and the army lacked good generals.

Nevertheless, the first major battle would almost prove to be Napoleon's last.

On December 15 Napoleon put into affect a plan to envelop the Russians, using the river Narew as a strategic barrier, which terminated in an indecisive action at Pultusk on the 26th.

The Russians retired toward Ostrolenka with the French in pursuit, but the weather and terrible condition of the roads slowed Napoleon's blitzkrieg warfare to a standstill, as both sides settled down to winter quarters.

On January 14 the Russian army, 75,000 strong and commanded by Benningsen, was on the move westward toward Bergfriede.

Napoleon devised a plan by which Bernadotte's corp was left isolated at Osterode (in affect, bait) as the bulk of the Grande Armée concentrated at Allenstein to take the Russian via flank and rear.

Benningsen, distracted by Bernadotte, was almost taken into the trap, but on February 3 a short battle took place at Isonakova and, just in time, he withdrew his army that night. With the rivers frozen (also easily passable, and the Russians accustomed to the frigid weather Benningsen had reached Landsberg by the 5th. On the next day his army took up a position right beyond Eylua, ready for battle.

Napoleon's pursuit of the Russians was extremely haphazard, with the corps strung out and beyond supporting distance of each other.

Therefore, on the eve of the 7th Napoleon had only 2 infantry corps (Lannes and Augereau) Murat's cavalry and the Guard positioned on the Eylua ridge, ready for the struggle, or 45,000 men and 200 guns against 67,000 Russian and 450 guns. Napoleon hoped that on the morrow Ney and Davout would appear, respectively, from the north and south, enveloping both Russian flanks.

THE BATTLE OF EYLUA (see map)

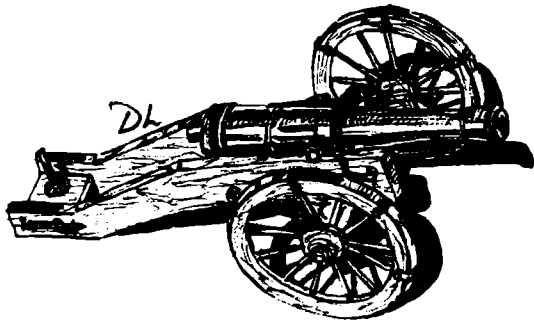
Snow was falling when both armies woke on that freezing morning of February 8th, as a deafening bombardment was commenced upon both sides.

To gain time for Ney and Davout to reach the field Napoleon launched Soult's corp against Tutchkov's line. Slowly but steadily the attack was driven back by the relentless Russian infantry.

Leading elements of Davout's corp were approaching, and Augereau, with part of Soult's division, rolled forward against the Russian left to create a diversion. But in the blinding snowstorm, he moved into the Russian center and a massed 70 gun battery. Augereau's entire corp was scattered in red ruin, as the Russian reserves advanced. One enemy column entered the town of Eylua itself, and almost captured Napoleon before part of the Guard drove them back.

With virtually no center remaining, at 11:30 Napoleon ordered Murat's 10,700 troopers





Poland had been built up to an impressive 226,000 men, while Benningsen commanded little more than 100,000.

The Russian general advanced to occupy Heilsberg on June 5th, but fell back before the powerful French army.

On June 10 Napoleon assaulted the Russian in a heavily entrenched position behind the River Alle (???) A day of combat cost the French over 10,000 casualties, Benningsen less than 8,000. The latter then withdrew up the River Alle the next evening.

Napoleon dispatched Murat and 2 corps to take Konisberg, sent Lannes to Friedland and advanced the rest of the army after the retreating Russians. On the eve of the 13th he learned that Benningsen's army was before Lannes's lone corp at Friedland.

By 9 AM Benningsen had 45,000 men across the River Alle, facing Lannes 17,000. However, Benningsen had committed a grave tactical error in positioning his army with a river to their back. Behind their center stood the town of Friedland and only 3 narrow bridges. A stream also flowed north of the town (the Millstream) dividing Benningsen's right (4 divisions) from his left (2 divisions.)

French re-inforcements were rapidly converging upon the field and there were 40,000 men present at 10:AM. By 4 pm Napoleon and 80,000 men were ready to defeat the Russians.

At 5:30 Bonaparte launched his right wing forward. The Russian left, although it counter-attacked and fought with great bravado, was steadily forced back to Friedland. The Russian ranks were packed so dense that they could not be maneuvered and thousands drowned in the River Alle.

The Russian right attempted to relieve the incredible pressure by assaulting the French line north of the Millstream, but the attack was contained by Lannes and Mortier.

As the French reached the outskirts of town, Benningsen attempted to stave off defeat by advancing the Russian Imperial Guard, but to charge the Russian line. In 2 great columns they smashed through Sacken's line, bringing the Russian attack to a halt. Thus, Benningsen was deceived of the dangerous weakness of Napoleon's center.

At 1:00 Davout's 3 divisions attacked the extreme Russian left, driving it back to Kutshin and bending Benningsen's line to resemble a horseshoe. By 3:30 it was at the point of breaking when Lestock's fresh 9,000 men came up, re-inforced Tolstoi and forced Davout back.

Ney did not make his appearance until 7PM and engaged the Russian right until 10PM when darkness ended the battle.

That night Benningsen withdrew his army though the battle had actually been stalemated.

Each side suffered about 20,000 casualties and the battered Grande Armée fell back and returned to winter quarters. Augereau's corp, shattered from the engagement, was disbanded and a new corp of 27,000 men was formed under Lefebvre, consisting almost entirely of Poles



Badens and Saxons, to undertake the siege of the important city of Danzig (which would fall come May 27.)

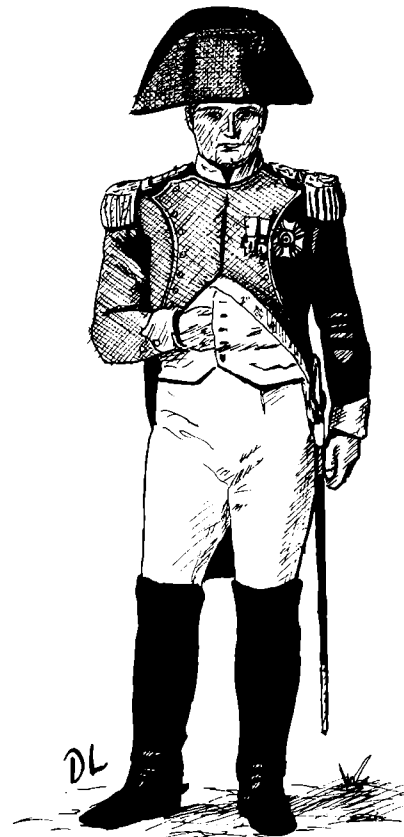
During this period of recuperation a Corp of Observation (60,000 men) was stationed in Germany to 'keep an eye' on Napoleon's enemy Austria. (rather, his former enemy)

By the end of spring, the Grande Armée in they were slaughtered by Ney's grapeshot and bayonets. The burning town of Friedland was entered at 8:30 and Benningsen, practically surrounded, luckily found a ford north of the town and extracted the remains of his army.

For the loss of 8,000 men Napoleon had inflicted 25,000 casualties and taken 80 guns.

The Tzar asked for an armistice and met Napoleon on June 25. By the Treaty of Tilsit he agreed to become France's ally and join the Continental System. The unfortunate Prussia lost her part of Poland, which Napoleon formed into the Grand Duchy of Warsaw.

Apparently, England stood alone against Napoleon



Knights Valiant

GAME III

The general structure is as set forth in the first and second games. Only those sections specifically modified herein are changed from the earlier treatments.

A. Required Equipment

Three chess sets -- identical if possible otherwise as in game II.

B. Pieces and Moves

The types of pieces and their moves are not in any way changed.

Let each player draw as the nucleus of his force the pieces provided in game I.

Let the additional pieces available from the two additional chess sets -- except for the additional Dukes which should not be used -- be mercenaries which may be hired for the game at the following wages;

Vassal	costs	12	"Golden Eagles"	per game.
Knight	"	6	"	"
Gesith	"	4	"	"
Fyrd	"	2	"	"

Let each player have a treasury or war-chest of 36 "Golden Eagles" to spend in hiring his mercenaries. Mercenaries are hired before the start of play, not later. They should be hired before the screen is erected across the board and each player should have the opportunity to inspect his opponent's force before the pieces are deployed.

A note on the following page will be of some assistance in case some confusion exists regarding the possible alternative mercenary forces which may be hired.

C. Dispositions

As in game II.

D. Turns and Movement

As in game II.

E. Combat

As in game I.

F. Victory

As in game I.

G. Combat Table

As in game I.



Note

Should a player be uncertain what possible combinations of mercenary pieces may be hired in the budget provided, the following examples should be of assistance.

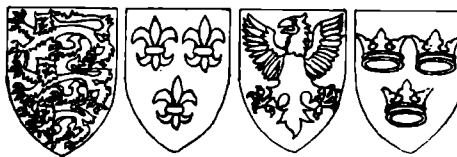
Set #	V	K	G	F
a	3	0	0	0
b	2	2	0	0
c	1	4	0	0
d	1	2	2	2
e	0	0	4	10

III At the outset I defined a twofold set of design objectives: a recognizable representation of the battlefield, a treatment nearly as abstract as that in chess. These goals give rise to questions which warrant discussion. Is chess not itself, after all, a game of battle when analyzed carefully? Is there not a fundamental divergence between abstraction and representation? Is an abstract yet representational game not a contradiction in terms?

It is necessary at the beginning to separate the concept of abstract from the concept of nonrepresentational. These two have tended to become confused with one another in recent times, chiefly as a result of Twentieth Century painting. During the early decades of this century, the Cubist and Futurist and related movements were truly art abstractions in the sense that their object was an expression of an inner meaning or form of some thing. Since the Second World War, however, the dominant trend -- and the New York School of Abstract Expressionist painting in particular -- has been quite frankly nonrepresentational. That the whole body of such painting is collectively and generically known as abstract art is unfortunate and sloppy language. An abstraction is an attempt to express an inner form or architectural integrity present in some thing or class of things. To call a painting abstract is to invite the question -- of what thing is the work an abstraction? -- and if the artist does not intend any object to be represented in any form in his work he has only himself to blame for the awkward question when he describes it as a piece of abstract art. It is necessary to keep this sort of distinction clear when applied to games.

If the frequency of occurrence is any criterion, chess historians appear to feel a great need to constantly re-affirm that the game was created as a representation of battle. Yet how often a look of incomprehension and disbelief is seen on the face of an otherwise knowledgeable chess player when he is told that his dignified avocation is a game of war. I suspect that the frequency of the re-affirmation among historians is directly proportionate to the disinclination of players to believe that it is so.

An inspection of chess, as we play it today, immediately reveals the cause of this disinclination. The pieces are universally medieval in identity, yet neither are their



The five sets of mercenary forces shown above each exactly exhaust the budget of 36 "G.E.s". These are not the only possible combinations, they may not even be very wise selections. They are intended only to provide some feeling for the scope of variation possible in hiring the mercenary component of the army.

game 3 - Léon Tucker

movements images of battlefield mobility and agility, nor are their strengths fashioned after their military value. No wonder, then, that Edward Lasker, in his well-known little book on chess strategy, cautions against any attempt to transpose battlefield precepts to the chess board. *

The nonrepresentational state of the modern game may be blamed upon the gradual evolution of chess through its history. We are told that, our king and queen alone being excepted, the pieces were originally named for the four main elements of the Indian army: the pawns being infantry, our castles being chariots, our knights being horsemen, and our bishops being elephants. It has been said that Europe received a game based upon warfare as it was practiced in the Middle East and transformed it into a game of statecraft as that art was practiced by feudal society. This theory appears to explain very well how our game came

* Edward Lasker, Chess Strategy, N.Y., Dover, reprinted 1959, p. 17

to be peopled by players of major political significance and only incidental military power. The castle thus stands for the dominating influence of such fortifications in diplomatic affairs, not their fixity to one spot of land. The knight stands for the nobility, not for the armored warrior as such. The bishop stands for the meddlesome role of the Church in dynastic calculations. The queen, finally, stands for the power of the court; and that the piece is called queen rather than chamberlain or even seneschal appears to be an accident of language. Apart from the processes which transformed a chariot into a castle, an elephant into a churchman, and a councillor into a queen; other forces were changing victory conditions, pawn promotions, leaping privileges, and moves. The thrust of these modifications has naturally tended to enhance the intellectual depth and balance of the game, not its representational aspects.

Admitting that the modern game is not truly a representation of battle, however abstract, it is then logical to ask whether the same was also true of its more ancient forms. As already noted, the nomenclature of the pieces and testimony of the scholars appears to make early chess a true wargame. Murray, in his monumental history of the game, theorizes that the unknown creator of the first true ancestor of our chess attempted to devise pieces whose powers corresponded roughly to the traditional military worth of their name-sakes. * Thus, according to Murray, each horseman was considered worth three footsoldiers, each elephant was considered worth five horsemen, etc. Superficially, the theory appears plausible.

* H.J.R. Murray, A History of Chess, Oxford, Oxford University Press, 1913, pp. 44 & 46



Further inspection of Murray's theory, however, causes me to discard it as unsound. My rejection is based upon the two following considerations. The elephant-bishop presents a source of purely internal difficulty. This piece appears to have had a move consisting of a diagonal leap of one square. It did not control the diagonal squares adjacent to itself, just as the knight does not control any adjacent squares. Nor did it control squares more distant than the second diagonal square. Thus, at any one instant it controlled only four squares as compared to the knight's eight and the chariot's fourteen. Moreover, the elephant-bishop could never stand upon any but sixteen squares, only half of the squares of its own color (though squares appear not to have been colored, the expression is clear). This piece was very clearly markedly inferior to the knight, certainly not worth five knights as the theory would require. The chariot-castle presents a different problem. This was, in the ancient game, by far the most important piece. Was the chariot actually the most useful branch of the army? That is hardly possible. Most experts date the origin of chess somewhere between the sixth and eighth centuries of our calendar. Yet, by that time the chariot was long past its military heyday. Only if we move back the date of the introduction of chess to a very ancient time could Murray's theory accord with the state of the military art. To suppose that the chariot could be accorded so prominent a place in military worth nearly a millennium after its decisive treatment at Alexander's hands strikes me as quite absurd. I believe that the moves of the chess pieces were devised as a purely creative act of intellectual pattern-making, and given military names by superficial and accidental resemblances.

It is a commonplace that all games are, and of necessity must be, abstractions. Yet, just as there are different kinds and degrees of abstraction, there are different attitudes which may be taken towards the need for abstraction. The conventional contemporary class of wargames has long accepted with relatively good grace but little relish the necessity for a high degree of abstraction. I am increasingly distressed to observe an emerging tendency among new wargames to strive ever against the bounds of abstraction in the search for an ever more detailed battlefield replication. To me, this trend appears counterproductive, at least in the long-run. Beyond some point, each incremental detail treated must ultimately diminish a game's ability to appeal to peoples whose cultural or historical backgrounds differ from those of the game's creators. The attitude I have attempted to embody in the game(s) presented here is that abstraction is more than a mere necessity, it is a virtue to be exploited. A carefully maintained level of abstraction may give rise to universality in which many peoples with widely divergent traditions see a reflection of their very different worlds.

The specification of a tactically rich representation of a recognizable battlefield imposed a number of requirements. I saw an irreducible need for four classes of military

INVASION: SOUTH OF FRANCE T. BOMBA



Dallaway

For many wargamers today, D-Day is a dead game. Why? Simply because over the years since the game's issuance, the vital strategic point for both sides has been reduced to the single question of will the Allied player get on the beach? This situation developed as deadlier and deadlier German set-ups were devised until recently deployments which practically make invincible all of the coastal squares from Holland to Sapin, have made their appearances. One example of such a set-up that comes quickly to mind, and was designed by me, (I never claimed modesty as a virtue!) appeared in the May-June, 1970 issue of The General. It is reprinted below with slight modification:

NORTH SEA: 1 1-2-2 D-10, 1 HQ H12, 1 HQ H-14, 1 5-3 F-13, 1 5-5-4 G-14, 2 1-2-2 H-15, 1 4-4-3 H-15, 2 3-4-3 I-16, 1 1-2-2 I-16, 1 4-4-3 J-17, 1 3-4-3 J-17, 1 1-2-2 J-17.

PAS DE CALAISE: 1 1-2-2 L-20, 1 4-4-3 L-20, 1 1-2-2 L-21, 1 3-4-3 L-21, 1 1-1-3 N-21, 1 1-2-2 in each fortress, 1 HQ O-24, 1 1-2-2 O-24, 1 1-2-2 O-25, 1 4-4-3 O-25, 1 4-4-4 Q-25, 1 1-2-2 P-26, 2 1-2-2 Q-27, 1 4-4-3 P-26.

LECHARGE: 1 4-4-4 S-28, 1 HQ S-29, 2 1-2-2 R-29, 1 3-4-3 R-29, 1 1-2-2 R-30.

NORMANDY: 1 4-4-4 U-32, 1 HQ V-34, 1 3-4-3 S-32, 1 3-3-3 S-33, 1 7-7-4 S-34.

BRITANNY: 1 4-4-3 V-36, 1 HQ X-38, 1 1-2-2 V-38, 3 1-2-2 V-39, 2 1-2-2 V-40, 1 5-5-4 V-40, 1 1-2-2 U-42, 1 7-7-4 U-42, 1 1-2-2 V-43, 1 HQ W-43, 1 1-2-2 X-42, 1 HQ Y-41.

BISCAY: 1 1-2-2 AA-41, 1 4-4-4 BB-40, 1 1-2-2 EE-42, 1 6-6-4 EE-42, 2 1-2-2 FF-41, 1 1-2-2 II-42, 1 6-6-4 II-42, 2 1-2-2 LL-44.

You will note, as stated before, that it is impossible for the Allied player to get odds greater than a 1-1 on a coastal square from the dyke to Bordeaux. This situation presents that player with a grave choice; he must either select one of the beach areas on the north coast on the continent, make as many low odds attacks as possible, and trust his fate to the magic cube, or invade in what is considered a "worthless" area, the South of France. It is the purpose of this article then, to examine the South of France alternative and hopefully prove that it is not so worthless after all.

THE PURPOSE: Obviously the game is not to be won in a quick coup, rather this first invasion in the South of France will serve as a prepotent move for the decisive second invasion. It is hoped that the first landing, coupled with the planned and concentrated use of the Allied Strategic Air Arm will find the German player in a unten-

able position come second invasion time.

THE LANDING: On turn one, land all eight units available to you on as broad a front as possible, securing all supply squares in the area as quickly as possible. (One point here, you will sometime probably set-ups which have a garrison in Sete, if this occurs attack it at whatever odds you can get.)

If your opponent has been careless enough to stack his reserves together-SAC them. (In my set-up above, please consider the reserves to be spread out, one to a star, in northern and southern Germany.) Also if you spot any stacks with at least twelve defense factors in them, they too will make good targets.

German reaction at this point will probably be nothing more than to immediately unstack all of his units, and begin to leapfrog his reserve units down the coast.

PRIOR TO SECOND INVASION: Send ten to twelve combat units to their 17 square supply limit up the Rhone Valley. Send another force of equal strength on an expedition to Bordeaux.

Do not under any circumstances, land more than two thirds of your combat units in the South of France, the others must be saved for the second invasion. Also, during this period don't use up more than two SAC attacks as you must preserve that weapon for later.

During this period, the German will probably continue to reshuffle his units, creating a stronger mobil reserve behind his lines, with its concentration point being in the area between Argentan, Rennes, Tours and La Rochelle. He will no doubt also abandon the port of Bordeaux proper to you, falling back to HH-42. In that position, he can maintain a zone of control on the port square of II-42, thus denying you use of Bordeaux, without risking the isolation and destruction of any of his units.

SAC BOMBING PRIOR TO SECOND INVASION: Beginning on turn eight, and thereafter the German in anticipation of the new invasion, will be forced to at least partially restack his units along the coastal squares. Do not launch that invasion immediately, instead give his troops on the beaches a merciless pounding from the air. When you begin to attack the restacked German forces with your SAC, don't pick out one stack at point A, bomb it, and then proceed to bomb another way off at point Z; rather select one area and do as much damage there as possible. Your goal being to rid that particular area of as much German strength as possible.

Counting on average luck for the SAC attacks, the German will, during this relatively brief per-

iod, be trying to fill up the holes the Allied bombers are knocking in his defenses. To what extent the German succeeds is dependent on how well fate smiled on the endeavors of the Allied air arm and on his skill in shuttleing troops along the coast.

THE SECOND INVASION: The second invasion may take one of two forms, it may be either a direct assist operation or a pincer operation. Where you land decides what it will be.

You need not necessarily land in the in area in which you concentrated your bombing. If by reinforcing the bombed area, the German has desisively weakened another tract of beach, then by all means land there. But at any rate hit an area where you have an excellent chance of getting on shore and staying there, for if you land at a heavily defended zone and again leave the outcome to pure chance you might as well have done it in the first place and saved yourself the trouble of the lengthy preparation.

If you choose to land at Biscay, you have chosen the direct assist option, so called because this invasion has the advantage of an almost immediate with the Bordeaux form the South of France. It has the decided disadvantage though of being located as far from Germany as possible and having a slow build up rate.

A second invasion in Biscay must have as its immediate goals the link up with the forces already present from the South of France, the opening of Bordeaux, and the establishment of a bridgehead on the north bank of the Loire River.

If you choose to land at any other area, you

are committed to a pincer operation, so called because if successful the forces from that landing moving south from the channel coast and linking up with units from the South of France will undoubtedly produce some sort of pocket of German units. When such a pocket forms, it is best to concentrate on destroying the enemy units within it, before beginning the major drive east. Do not pass up the chance to send a few units East immediately to establish bridgeheads and harass German withdrawal efforts though.

In any case the primary goal of the second invasion in such a game is to extend supply to the waiting forces from the South of France as quickly as possible, so that they may resume the advance once more. To do this the second invasion must be run with almost complete disregard for casualties.

German reaction here will be swift and powerful as he can make it, remember henow has the entire Wehrmacht to throw at you.

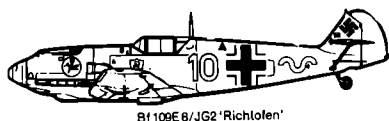
If you land at Biscay he will probably counterattack immediately with the forces he has in that sector, while with the rest of his army he will try and form a Loire Réver, Chaumont, Epinal, Clommar line. If he succeeds in forming that line you will probably lose the game.

If you try a pincer operation, the German will shift everything he has, except the forces in the Biscay area, against the new beachhead in the hopes of preventing its expansion and ultimate breakthrough.

It is plain to see that no matter what option an Allied player chooses, his key to final victory lies in the blitzkrieg like expansion of his second invasion beachhead, the South of France first invasion forces being no more than a lever which hopefully pushed the German into a favorable position for the administering of the Allied final stroke.

I fully realise that this discussion has not examined all of this strategy's possibilities, but I do think I've given the old gaurd D-Day players something to think about, and hopefully enough to make them bring the game down off the shelf and have at it once more. At any rate, good hunting.





BATTLE OF BRITAIN PBM KIT REVISED AGAIN ? LOU ZOCCHI

Well, fans, Strategy & Tactics has graciously returned to my control the BB PBM kit. And guess what? That's right, not being content to leave well enough alone, I've made the new edition even better than the old revised rules. Thanks to the many letters and helpful suggestions of the fans, I've revised the original revision rules and come up with a few new ideas and AN ENTIRELY NEW GAME!

The second edition of the PBM kit rules will now contain the Fast Game, Basic Game, Advanced Game, Optional Rules and something new called the Ultimate game.

Many fans felt that the Battle of Britain game was not realistic because the RAF could not intercept raids in southern England and survive. The reason they couldn't do this in the game is that in real life, the Germans were not able to direct their fighters to needed points on an instant's notice as they can in the game. After giving this point a lot of serious thought, I came up with the answer. It is called the Intercept Rule. Although RAF fighters were directed to certain locations to intercept incoming forces, they did not always make contact. This was due to the fact that occasionally the hunters were several thousand feet higher or lower than their quarry and clouds prevented visual contact.

This situation is now part of the new Ultimate Game along with a host of other goodies. Did you know that the JU 87 Stuka dive bombers could carry 2200 lbs. of bombs if they flew without their tail gunners? Did you know that Do 17's could not fly more than 200 miles when carrying a 2200 lb. bomb load? Furthermore, when carrying such a heavy load, their speed falls off to around 180 mph which means they would only move 3 squares per turn. These and many other innovations will be found in the SECOND EDITION of the revised rules.

Those of you who have the 1st edition of revised BB rules can send in your old S&T booklet along with \$1.00 to get the new books, or send in \$2.00 and your old book for a new book and 40 PBM sheets.

Those of you who are ordering for the first time should send in \$3.00 for the new rules and 20 PBM sheets or send in \$6.00 for the new rules and 100 extra mapsheets.

Naturally, I want to be able to continue giving discounts for turning in old rule booklets so please don't put off sending yours in. Orders which are postmarked after Jan. 1, 1972 will not receive the discounts I'm offering now.

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Broadsides.4

George Lord

Damage:

Here we come to a topic on which I find there is quite some controversy. It seems that all it boils down to two points of view, there are some that insist that damage is statistical in nature-Pratt's rules for example, saying in effect that after a given number of hits that a ship will have such and such turrets out of action, speed reduced by such and such knots etc.

I do not subscribe to this school of thought hell, how do you know which turrets would be out anyway? and maybe the ones he is using at the moment. You mean that because you aim a gun for 20,000 yards and hit the radio shack because you intended to- the heck you did. (Remember the HOOD-statistics didn't work there).

The other point of view is that damage from hits is utterly random. I don't agree with that either. Well where do I stand- why in the middle ground. I concede the fact that damage is usually statistical- a certain amount of damage is done after X hits- but I do not believe that specific damage can be assured after X hits.

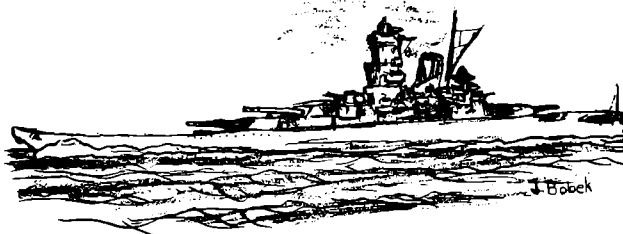
As a result I have developed the following approach to the subject- this was before I saw Pratt's rules- there were no others then.

I established as well as I was able to assign the weight of a shell for a given calibre of gun. I assumed that each pound of shell would cause 1 ton of damage. Hence if a 100 pound shell hits, you deduct 100 tons from that ship's displacement, (this is similar to Pratt). There is still, however the matter of where the shell hit and what special damage it might have caused. I made up a wheel with 72 different specific harms, and after each hit the attacking player rolls two dice, and moves the window of the cover on the wheel forward that many places, and if it applies, subtract it from the ship in question.

If you hate making wheels- then merely write out the special damage in column form on a card and move the heavy marker over it. When you get to the end, just start over again. I have found that players get very excited over this, they know they can expect a certain number of hits but they really get concerned whether the damage hit a vital spot, so everyone crowds around the wheel.

For torpedoes- we didn't have specific damage- we have a second window on the wheel and it shows the damage the torp inflicted- this runs from a few tons- up to 40,000 tons and scattered about in between. This also adds some excitement to the game.

There is still one point on this subject to clear up. This refers to hits on armor. I found after experimenting that I came to the simple



solution for whether or not a shell pierces armor- that is use Pratt's chart. You may come up with a more complicated system but I seriously doubt you can come up with a better one.

Next article will deal with torpedoes.

JUTLAND ADDITIONS

Part 7 by Bob Mijanovich

GUNNERY DAMAGE

Instead of checking off hits in the forward hit boxes first, or using the tournament option of a die roll of 1, 2, or 3 for forward boxes, and 4, 5, and 6 for aft boxes, do it this way: for a roll of one or two check off hits in the forward boxes, for 3 or 4 hits are in flotation and do not reduce gunnery boxes, and for 5 or 6 check off hits in the aft boxes.

When SEYDLITZ came limping home with 20+ hits in her, she still had six out of ten guns capable of firing.

BONUSES AND PENALTIES ON GUNNERY ACCURACY

If you notice, the lower the number rolled on the die, the more favorable the result on the chart for the firing ship. Therefore subtraction results in increased accuracy while addition results in poorer accuracy.

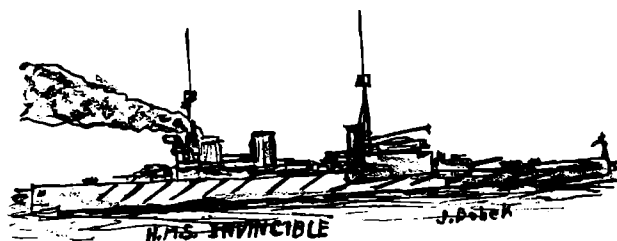
The Germans had a rangefinder which enabled them to hit with uncanny accuracy at the start of a battle, yet as the battle wore on their accuracy fell off markedly. That was due to the fact that the man using the rangefinder had to have exactly equal vision in both eyes and exercise a high degree of skill besides. As the British shells landed around him, he lost those abilities very quickly.

To add the effects of the German rangefinder to the game try the following rules:

If a German ship fires at a British ship and is not itself under fire, subtract two from the die roll.

When a German ship fires at a British ship and is itself under fire, subtract one from the die roll the first battle turn. On the second battle turn the German accuracy is the same as the British, and on the third battle turn, and thereafter, the Germans must add one to the die roll. (German accuracy does NOT get worse than +1.) It takes a full hour of not being fired at for the German crewmen to recover one morale step.

The British receive a bonus of -1 from the die roll when they fire and are not in turn fired upon.



If you have your opponent's "T" crossed you have the ability to "walk" your shells up and down the length of his ship. True, the target is not as wide, but then, most misses were either too long or too short rather than off to one side. Therefore, when you fire at a ship whose "T" you have crossed, subtract one from the die roll (British or German).

Ships of this era aimed their guns by looking for the shell splashes of the last salvo and then adjusting the range accordingly. A favorite tactic to hurt your opponent's gunnery was, therefore, to head for his last set of splashes (however unnerving this might seem) in hopes of making him overcorrect on his next salvo. When ships lost speed, or went dead in the water they lost the ability to dodge and thus, they became better targets. To simulate that effect, try this: If your opponent's ship moved four maneuver factors or less subtract one from the die roll on your fire. If he is dead in the water, subtract two.

REVISED TORPEDO HIT CHART

Factors	1	2	3	4	5	6	7	8	9	10
Die Roll										
1	1	1	1	1	2	2	3	3	3	3
2	0	1	1	1	1	1	2	2	2	2
3	0	0	1	1	1	1	1	2	2	2
4	0	0	0	1	1	1	1	1	1	2
5	0	0	0	0	0	1	1	1	1	1
6	0	0	0	0	0	0	0	0	1	1

For each torpedo hit roll for special damage. If the special damage roll is a 1, then special damage has occurred and you then roll on the flotation hit special damage chart in the battle manual. Due to the greater damage usually caused on WWI ships by torpedoes, for each hit by a torpedo (the numbers on the above chart represent individual torpedo hits) roll the die twice. The sum of the two die rolls is the number of flotation hits scored by the torpedo. (My earlier torpedo ruling is now obsolete.)

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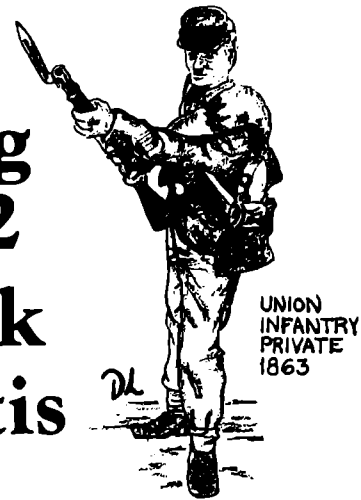
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ROAD to Gettysburg

ch. 2

Frank Curtis



The victory of the Union at Gettysburg was not really appreciated by most observers in the North until after the war. The successful retreat of Lee's army back into Virginia placed a damper on the elation of those in the North.

Perhaps the real question in 1863 was the North's will to fight. Should the Northern people support Lincoln in his determination to defeat the Confederacy, victory was a forgone conclusion, largely because the North was able to organize its sprawling economy efficiently enough to maintain the material well being of its citizens, while pursuing the war on a ever vaster scale.

In contrast to this, the Confederate economy, undermined by external and internal forces, had begun a rapid decline in many areas from scarcity to real want. The blockade runners of the time could satisfy only the more pressing needs of the military.

As Northern armies edged further into the South, the old plantation economy began to crumble. Negroes in increasing numbers flocked to the Northern camps or followed in the wake of the advancing armies. Ironically, if Meade had destroyed Lee's army at Gettysburg, thus bringing the war to a successful end, the movement for the abolition of slavery would very likely have come to a rather abrupt halt.

As Lee brought his forces safely back to Virginia in July of 1863, a sense of failure began to creep over the Northerners.

They learned of Grant's victory at Vicksburg, destroying or capturing a Confederate army of 30,000 men. By comparison, Meade's victory at Gettysburg seemed like unfinished business.

The Confederate losses at Vicksburg and Gettysburg signaled the beginning of the end for the South. The Confederacy was never really able to go on the offensive after July of 1863.

After Fredricksburg in December of 1862, Major General Joe Hooker replaced Ambrose E. Burnside as the commander of the Army of the Potomac. Hooker seemed to possess the same genius for organization as General McClellan had before him.

It was Hooker who first thought to assign, in March of 1863, special insignia to each corp in an effort to cut down on stragglers along the route of march. He hoped this would develop in each soldier a sense of pride and interest in a unit larger than his own regiment.

In each corp, the badge of the first division was the corp's insignia in red. The second division's was in white, and the third in blue. It was to be worn on the soldier's fatigue cap.

To his credit, Hooker reduced desertions to a trickle and induced many men AWOL to return to their posts (often with little or no punishment). The method was to grant leaves to officers and furloughs to privates. They were put on an orderly basis so that everyone knew what to expect, and when.

A close examination of Hooker's generalship at Chancellorsville, however, will show that he lost his nerve when he met stiff enemy resistance for the first time on May 1st, 1863.

Hooker managed to convince himself, if no one else, that the battle at Chancellorsville was actually a Northern victory. Later he claimed that "no general battle was fought at Chancellorsville, I was unwilling to give battle with such great odds against me... We lost no honor at Chancellorsville."* So it seems there was no battle, and therefore, no defeat! After the battle, confidence in General Hooker evaporated rapidly.

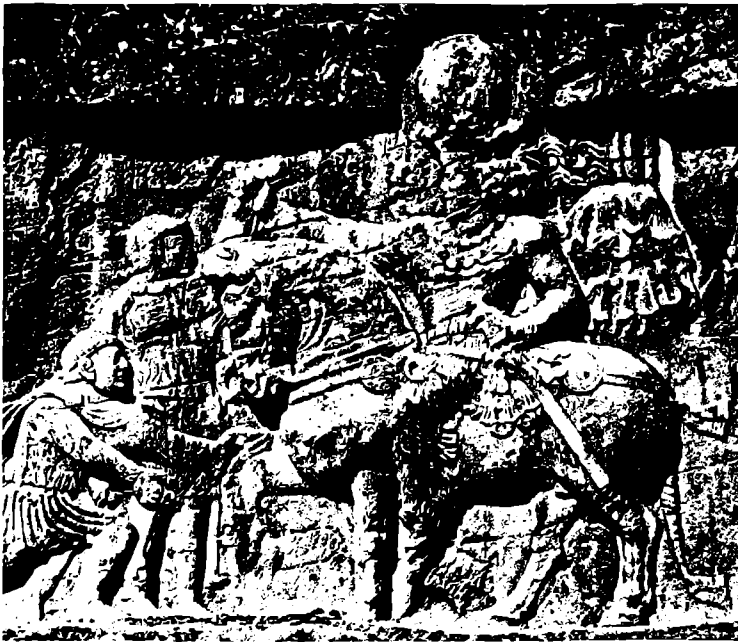
During the period from the beginning to the middle of 1863 the enlistments of many who had signed up for either nine months or two years in the army began to run out. Between the end of April and the middle of June about 23,000 men left the army and few, if any, re-enlisted.

Put in other terms: the numerical strength of the army fell about 20% in May and June as terms of enlistments expired. This loss, in addition to the casualties suffered at Chancellorsville (where Union cavalry alone suffered a loss of nearly 60%), produced more serious consequences than the mere reduction of numbers. Many who left were veterans of two years of service. Many were leaving just as they were becoming experienced and useful.

The greatest deficiency in the Army of the Potomac at this time was the lack of confidence, not so much in itself, but in its commanders. In May of 1863, except for the artillery, this army was bettered prepared for a new campaign than it had been immediately after Chancellorsville.

+NOTES+

*Hooker to Colonel Samuel Ross, February 28, 1864. Quoted in Battles and Leaders of the Civil War by Robert U. Johnson and Clarence C. Buel. Vol. 3, p. 223



All of the varied elements of the Inca military combined to form a remarkably efficacious fighting machine. The general Inca strategic policy envisioned a double role for its armed forces, that is to extend and maintain the empire. Concerning Inca offensive strategy a few general trends can be noted. The Inca military leaders had little recourse but to direct their offensive campaigns at the enemy's settlements, usually culminating in a battle in a place of the enemy's choosing, most often with the enemy behind his own fortifications (Garcilaso de la Vega, 1966, I:344.) Thus the Inca army had to become adept at siege work, particularly the costly storm of a well-defended pucara, which was not simple considering the experiences already cited in the Caranqui War. Without the efficient train, the Inca army would not have the ability to undertake sieges at all, as the Aztecs could not. Also aiding the Inca offensive strategy was their network of frontier posts and pucarás. These places allowed an effective staging area for the advance, a protection to the line of communication and a haven in the event of reverses and retreat. (Cieza de Leon, 1959:48-49, 98.)

Inca defensive strategy utilized the network of frontier pucarás to handle disturbances of a minor nature, and to gain time in the event of a major attack. The elaborate road system allowed a fairly rapid mobilization of troops from widely scattered areas into a relief force. In the event of failure, most of the large urban centers had their own pucarás into which the soldiers and many civilians could find refuge until after the invaders dispersed themselves to loot and ravage the land. Fortunately after the reign of Pachacuti, the empire had little to fear from foreign invaders except of course, the Spaniards.

Comparatively, Inca military strategy was fairly advanced. By the time of the great civil war between Huascar and Topa Atahualpa, the Incas were fielding several army corps under independent commanders and integrating the separately operating army corps into the overall strategic planning. In several actions fought within a few days, Huascar's strategy was successful in thwarting the advance of Atahualpa's generals. Only a failure on Huascar's part to resolutely attack resulted in the fatal battle of Cotapama. (Brundage, 1963:280-90; Cieza de Leon, 1959:81-87.)

REEL 10 OF 10

REALM OF THE INCAS climax-

John Lundstrom

bait to draw an enemy force into a cleverly concealed ambush. (Bram, 1941:55-56; Rowe, 1946:288; Brundage, 1963:110.)

As the main bodies of both sides engaged, whether on the battleline or in ambush, the struggle entered a second phase. The projectile barrage, if anything, increased in intensity as more warriors moved into firing range. Then the battlelines collided those men with hand combat weapons began to use them with terrifying effect. Lacking the shock power of cavalry, the massive Indian formations were probably impossible to break through except through a constant, fearful attrition process.

Unlike the Aztecs, the Incas do not seem to have maintained the tight battle formation. Instead they utilized looser formations with a great deal more of individual mobility. Pedro Pizarro (1921, II:303-4) remarks that "...it was certainly true that an Indian could fight better than a Spanish foot-soldier because the Indians were very free (in their movements) and they shoot at the Spaniards from a distance, and before the Spaniards can come up with them, they have dashed off to some other place than that from which they fired the first shot and so they (the Indians) wear them out, and the Indians being so many that they would kill them (the Spaniards) by means of cudgel." Thus it would seem that those warriors with projectile weapons (perhaps the majority) did not close with their opponents while the more armored warriors carrying such weapons as the star-headed mace and macana made individual and group sorties into the ranks of their opponents. Other armored warriors with hand combat weapons seem to have waited behind the lines of slingers and bowmen to deal with the charging enemy swordsmen (Pizarro, 1921, II:304.) The very presence of slingers in large numbers (apparently every Inca warrior carried a sling in addition to his hand combat weapon, while most of the other tribes carried but one weapon—Brundage, 1967:229; Rowe, 1946:278) would force the adoption of extremely loose formations to have the necessary room to use the weapon properly.

In such a manner the battle took its course. Charges and counter-charges, ruses, the jabbing, poking and smashing all took a fearsome toll of life. Unlike the Aztecs, the Inca warriors were not concerned whether an opponent was captured alive, and generally preferred the opposite condition. Groups of nobles probably engaged their opposite enemy numbers in single combat to increase their own prestige.

Data on the tactics practiced by the Incas is relatively meager. They never met the Spaniards in their old style of pitched battles, largely because of Spanish technology and their reluctance to fight large numbers of Indians except from behind fortifications. However, there is enough information to make a few general comments. The elaborate hierarchy of the Inca military organization probably allowed a good measure of tactical control up to the point at which a unit became involved in combat. There

are several instances in which tactical ruses were accomplished in the battle with tactical maneuver (Cieza de Leon, 1959:47-48,) and flanking movements were probably common. However, once engaged in combat, a unit was probably useless for further maneuver. Discipline seems to have broken down and tactical control, at least by vocal orders, was made impossible due to the thousands of screaming voices. (Rowe, 1946:278.)

Approaching an enemy force, the Inca generals often took elaborate measures to gain intelligence information on their opponent's order of battle and positions. Patrols of Orejones were sent out in particularly hazardous circumstances to learn what they could. Often some of the most renowned officers in the army were earmarked for such a purpose (Bram, 1941:58-59.)

Once the battle was joined, those with missile weapons initiated a furious barrage of stones, darts, and arrows. It is possible that certain units were dispatched as skirmishers to harass the enemy while the main body deployed without molestation. Such a skirmish force, if made purposefully weak, could be used as

As casualties began to increase on both sides, the need for such a reserve force as the Hahua Inca brigade becomes obvious. In many battles the commitment of the vaunted Orejones in a glorious assault on the eroded enemy ranks produced decisive results and another Inca victory.

Attacks on enemy pucaras were similar except that the enemy was safely behind his walls, taking much fewer casualties from the projectile barrage. In such assaults, the Hahua Inca brigade often took the lead, attacking on narrow fronts with well-armed warriors. In addition, the leading ranks often utilized a sheet of tough cloth carried extended in front of them to fend off the large amount of enemy projectiles. The storm parties had to face such perils as boulders rolled into their midst and unexpected sallies by enemy troops striking their flanks. Once the walls were breached, the fighting probably reached an awesome intensity, as the Incas brandished their terrible clubs and halberds in the restricted confines of the pucara. The Inca Orejones gloried in the attack upon their enemy's pucaras and looked upon such combat as their specialty. (Brundage, 1967:110; Rowe, 1946:278.)

Whatever its limitations, within its own environment the Inca military establishment proved superior to anything that it faced, and was certainly more advanced (except for the use of writing) than its Mexican counterparts. That it failed to oust a few upstart Spaniards perhaps lies in the fact that the foreign manace was not recognized, that the measure of incisive leadership used to create the system was not present during its most crucial time. Had the entire Inca state, untorn by the recent internecine strife, been commanded by an emperor with the stature of Pachacuti or Topa Inca, the Spaniards would indeed have had a difficult time in clearing the Indians out of their mountain strongholds. The very real achievements of the Inca fighting men transcended their defeat at the hands of a technologically superior (and probably more ruthless) culture and remains impressive even to the present day.



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Fun with Armor Miniatures*Len Lakofka

The play of armor miniatures, although enjoyable and exciting, does need a unique shot in the arm, from time to time, to add some fun and chaos to the drudgery of proper armor-infantry procedures. This particular shot in the arm will cause your players to hate your for years to come -- but it will be a battle they will long remember, and thank you for -- after their anger wears off!

The situation is this:

As German commander you have made a mythical advance into the Ural mountain region of Russia in late 1945. You are driving deep into Russia to encircle and trap a Russian division from escaping through an adjacent mountain pass. If you succeed then his chance of breakthru is very small. Your charts of the area are sketchy and very poor.



Forces Available: 6 MIVh, 5 lBSGIII, 5 MV, 3 MVI, 2 MVIb, 2 AC234(2), 1 AC234 (1), 8 251 N tracks, 60men (rifle +/o SMG), 1 command $\frac{1}{2}$ tr. 10 command unit figures including 1 MMG, 4 IMG 2 81 mm mortars, 1 Panzerfaust.

"We proceeded into the lowland mountain region as ordered. Our maps were all but useless but the designated pass, shaped differently and not as shown, was before us. We spread our column out in advance and sent a five vehicle recon unit ahead to scout the pass. The remaining vehicles trained their guns on various places that could hold enemy vehicles--just in case."

"Captain Sneider was reporting all clear as he moved forward and disappeared from our sight behind the first hill. 'I believe I saw something Lieutenant, there to the right' crackled over the radio as they advanced. 'Fire an HE shell near the crest of that hill'."

"Suddenly, just after the shell was fired a deafening roar came from the mountains and an ear piercing shriek came over the radio! 'By God, what is it?! FIRE, FIRE, it's on top of us, it's....' the radio broke off into dull static."

"Advance the column, full speed--came the order. Another terrifying roar that caused the very hills to quake! Just as we neared the pass we saw it and our horror froze us as dead men. It was 70 feet high, it lumbered on two legs the girth of a huge elephant, from its gleaming mouth a vapor of incendiary gases escaped--it was GODZILLA!!"

"It descended upon us and scattered our forces like chaf. The lead panther never knew what hit it as the 10,000 Ton monster drove it into the ground with one giant stride. It picked up a helpless M IV and threw it about 500 feet into an escaping infantry company!!

It suddenly wielded about, we thought to retreat, but its deadliest weapon is what it revealed, its gigantic tail! Like a gigantic baseball bat it sent 2 halftracks flying into the air! Finally our will returned! We loaded shot and prepared for battle....."

This the initial account of the debacle visited upon the unsuspecting German commander. Upon sighting the monster he was told that he could aim for the body or head, at his choice--he did not know what he could do, if anything.

Here is the player data for the monster. Each operation performed by GODZILLA takes 3 seconds of a 15 second move.

GODZILLA is capable of these actions in 3 seconds:

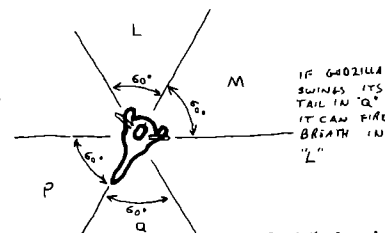
1. It can RUN one step of 6" length
2. It can walk one step of 3" length
AND fire breath an object
OR throw an object it is already holding
3. It can, if motionless;
 - A. Turn in place up to 180 degrees
AND fire breath an object
OR throw an object it is already holding
 - B. Swing its tail up to 60 degrees right or left of its current forward facing, and return its tail to center. arc is 6" long.
AND fire breath an object, with restrictions
OR throw an object, with restrictions
 - C. Pick up an object up to 4" away from its center and up to 60 degrees right or left of its forward facing with one hand or 30 degrees right or left with both hands
AND fire breath an object with restrictions.
 - D. Fire breath an object up to 12" away and in a 60 degree arc right or left of its current forward facing. This is done by calling an arc from 3 to 11 inches away from the monster's center. that 60 degree arc is subtended and covers an arc 1" on either side of that laid out arc.

--Note: if the monster turns to pick up an object or to swing its tail it can fire breath;

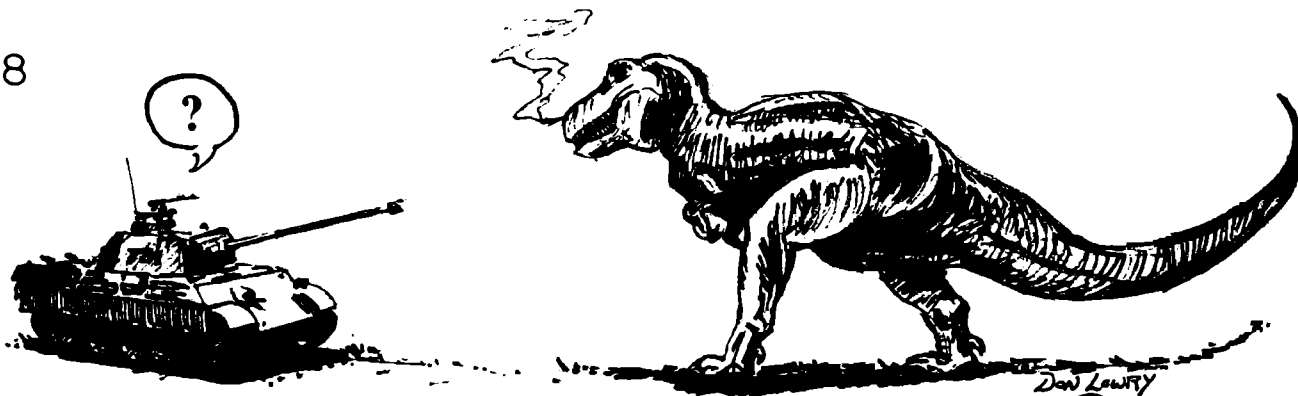
- a) only the 60 degree arc in the direction it is turned to pick up the object OR
- b) only the 60 degree arc in the same direction from which it swung its tail.

e.g.

IF GODZILLA PICKS UP AN OBJECT IN "L" IT CAN FIRE BREATH IN "L"



- E. It can throw an object from 3-15 inches up to 60 degrees right or left, if held in one hand (it can pick up 15 T with one hand, 45 T with both hands) or 30 degrees right or left if held in both hands.
note: When throwing it cannot fire



breath or swing its tail
It cannot pick up an object and
swing its tail.

SPECIAL: If GODZILLA takes three running steps in one direction, it may "monster leap" an additional 12" on the next step landing feet together. It must take one more running step after it leaps.

EFFECTS OF GODZILLA.....

1. Fire Breath--destruction of any soft vehicle.destruction of all light or medium tanks, 50% chance of heavy tank destruction.
2. Tail Swing--destruction of any soft vehicle.destruction of any tank hit by the first 3" of tail closest to the body. ...from 3-5" from body 80% chance of destruction on light and medium, 50% on heavy vehicles.last 1" of tail, 50% on light or medium tanks, 20% on heavy tanks.
3. Stepping on something...kills it.
4. Biting...150mm armor penetration
5. Throwing an object....kills anything.
6. Kicking an object (any object in path of its foot when moving) if walking...kill light or medium 80%, heavy 50%....if running kill heavy 20%, light or medium always.as for infantry...he picks their heads and arms from between his toes!

For the Judge;

1. armor thickness, basis;
Skull 120mm, eyes 50 mm, mouth (open) 80mm
body 160mm, arms 120 mm, legs 200mm, tail 200 mm.
2. Calculation of a hit;
* If head is aimed at, treat as a tank, moving or stationary. note; if GODZILLA stops to pick up an object the head has moved. When fire breathing, in place, the head is not considered 'moved'.
* If body is aimed at, add 10 in TRACKTICS, 50% to "chance to hit" in all other rule sets. Disregard 'moving', relative to body fire.



3. LOCATION OF A HIT

	FRONT FACING	FRONT SIDE	SIDE	REAR SIDE	REAR	
AIM	1-14	1-14	1-14	1-13	1-12	HEAD
AT	15	15	15	--	--	EYE
HEAD	16-17	16	--	--	--	MOUTH
	18-20	17-19	16-18	14-18	13-19	BODY
	--	20	19-20	19-20	20	ARM
	--	--	--	--	--	TAIL
	--	--	--	--	--	LEG
AIM						
AT	1-2	1-2	1-2	1-2	1-2	HEAD
BODY	3-16	3-15	3-13	3-14	3-12	BODY
	17-18	16-17	14-15	15	13	ARM
	--	18	16-17	16-18	14-18	TAIL
	19-20	19-20	18-20	19-20	19-20	LEG

notes on hits: (for TRACKTICS)

if closer than 20", move over three columns for body or arm hits, over 5 columns for head hits.

if closer than 35", move over 3 columns for head hits. For other rule sets.... count gun elevation 25 degrees for all hits, 10 degrees for body hits.

4. Effects of hits with penetration.

- A. Special...Eye, blind in one eye. effect; monster rage! Allow GODZILLA seven moves/turn for the next two turns. If blinded totally, animal goes wild in place, madly swinging and stomping and fire breathing in all directions.. sort of like most wargamers when they lose...
- B. Arm...if 5 arm penetrations GODZILLA loses use of that arm.
- C. Each head penetration..stun for three seconds.
- D. Mouth ...if 3 mouth hits fire breath extinguished.
- E. General:
per body hit.....8 points
per head hit.....12 points
per arm hit.....3 points
per leg hit.....2 points
per tail hit.....1 point

@ 120 points of damage lose 3 seconds of movement for the rest of conflict.
@ 180 points of damage lose 9 seconds of movement (total).
@ 240 points of damage, GODZILLA dies

GODZILLA is available from AURORA Plastics for \$2.00. You can use the extra head, included with each kit, in a naval game!

"The seas were wild and wind swept, when..."

Comments to Lenard Lakofka, 1806 N. Richmond St. Chicago 60647

STAL. from p. 5

ing behind Kursk except the distant Don River and therefore it must be held as long as possible. At Kharkov our main concern is in not allowing a penetration so that we can fall back one square to a position behind the Donets River. This part of the Donets River is considered part of the "City" defense line and on the next turn your delaying actions cease as a 4-6-4 takes its position on DD-30 behind the Donets. At this time, both cities can be surrounded and the only adjustment is to drop one 5-7-4 back from Kharkov to FF-28.

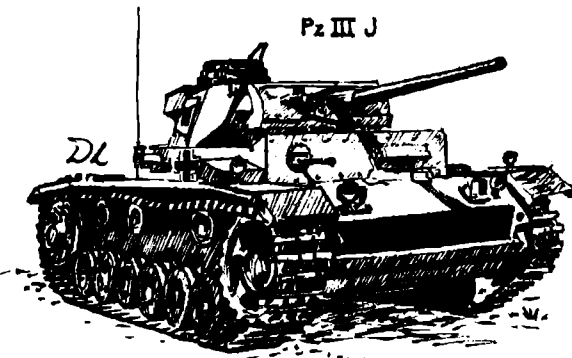
I also consider Stalino as part of this line and it's defense comes about with the breaking of Dnepro-Petrovsk or Kharkov. It protects three squares and should be given whatever strength you can afford. A strong force should be put on KK-27 to prevent out-flanking. If Dnepro-Petrovsk was broken, then troops on Kharkov should withdraw to FF-28. Do not drop behind the Oskol River until you need to. This is to stop German lateral movement which is very difficult and needed at this time. This method of defense will give you the best out of this poor line. Keep an eye on German strength and keep the needed troops coming. Since the Kerch Straits are at this level and since they are usually threatened right after the fall of Dnepro-Petrovsk, I would like to mention them now. On the fall of Knepro-Petrovsk, you should pull all units defending the Dnepr back towards Stalino. Do not try to fight in the Crimea as it is a waste of units. Remember that AH has ruled that there is no supply across the straits and have it timed out so that you place a unit on OO-25 just before he is able to move from PP-23. In this way, he may waste more force than you.

==+ UPPER OKA RIVER ==+

This is the continuation of the city defense line and runs from Kursk over to the forks with the Ugra River. This line is as important as Kursk and must be held as long as Kursk. Actually I have already used it when I 3-1 proofed the 7-10-4 in Kursk. That same 4-6-4 on AA-30 should 3-1 proof a 7-10-4 on Z-30 (I am assuming the German is campaigning in this area and does not have enough force to seriously threaten you elsewhere). the rest of this line should be held by a 5-7-4 on each of Y-31 and W-32. And these are both 3-1 proofed by a 4-6-4 on X-32. Parts of this line can be held after Kursk falls and should be in order that the Don River is not out-flanked.

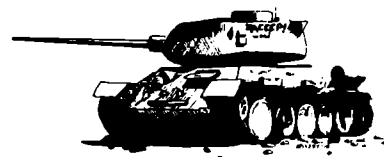
==+ UGRA RIVER ==+

In this discussion, I use Ugra River to describe the river line from the tip of the Dnepr to the forks of the Moskva and Aka rivers. This line usually will not hold long due to the Rzhev gap between it and the upper Volga. But if you hold



him off in the open terrain this line is very sound. It can not be easily made 3-1 proof but it can be very strong. Place a 5-7-4's on T-31 and a 7-10-4 on each of U-31 and U-33, and you will have a strong line. If you still hold the upper Oka or are not yet attackable east of the upper Oka,

place the largest unit possible on U-31 and force a good size soak-off with troops on U-32. If you are being attacked along the whole line and are daring, this is an excellent spot for a trap. You may want to use this trap if you have been able to conserve your strength but can't seem to stop or damage the German. Simply place a 5-7-4 or a 4-6-4 on U-32 between the two 7-10-4's. He will attack this at three to one with two soak-offs and will advance. This isn't his favorite way of breaking lines but he will take it at times. It is now time to clobber him. Bring in every unit you can spare for this surrounded attack. Only put your soak-off units next to the Ugra, and put the rest on the Moskva River. You kill one unit



with your attack and the two remaining must use some force on the units on the Moskva. Leaving little to attack one of the 7-10-4's to undouble it. If you have enough force you can destroy two units on the attack and he is helpless to save the other. Make sure you have a lot of force if you try this. You should try to pull in at least 24 factors in addition to the 14 from the 7-10-4 units and soak-offs.

==+ UPPER VOLGA ==+

I only discuss the defense of this river down to Moscow because the rest is self-evident and is not very useful, in any case. If Q-30 is held, then 2 5-7-4's on Q-32 and a 4-6-4 on Q-34 will do the job. If you don't hold it, then the 2 5-7-4's must be replaced by a 7-10-4 backed by a 4-6-4 on P-32. This line should be held with a little over-strength if possible as its fall will bring about a collapse of the Moscow defense and the Leningrad defense in time.

==+ MOSKVA RIVER-MOSCOW-OKA RIVER DEFENSE==+

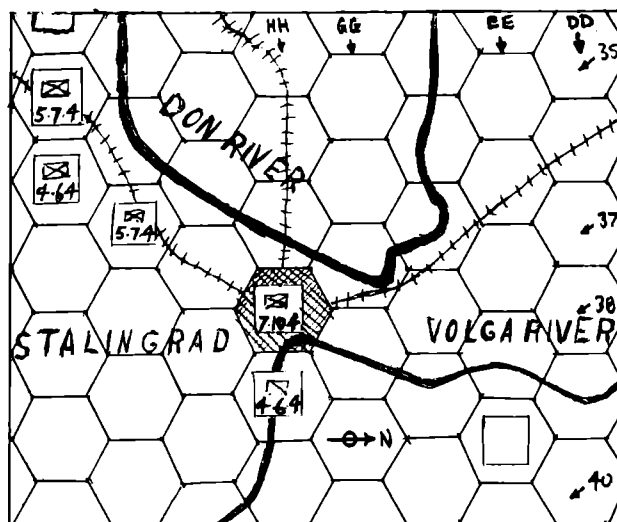
On this line depends the fate of Moscow and rest assured that even when your back to there, you can still save Moscow. Be very careful when defending or delaying along the Moskva west of Moscow. Any units here should be large, stacked, and not susceptible to attack from T-33. Moscow should never come under 3-1 attack until the upper Volga or the Moskva-Oka has been broken. By proper delaying actions, should first be vulnerable to attack from only S-33 and T-33. 2 5-7-4's can then protect it. The following turn it will be attackable from S-33, T-33, and T-34. However, a unit on S-35 should not be attackable from T-35 only T-34. This enables you to use a 7-10-4 in Moscow 3-1 proofed by a 5-7-4 on S-35. On the following turn Moscow should have 2 4-10-4's and the Oka should be defended by a 4-6-4 on S-36 and a 5-7-4 on each of T-36 and U-36. U-36 and the rest of the Oka should be defended with what you have in an attempt to force the German far to the east.

This line, in conjunction with the Don River is the last defense line before Stalingrad and must be defended well. As long as Stalino holds out the defense of the Oskol is relatively simple and straight forward. Place 2 5-7-4's on GG-29, 2 more on CC-31, and a 4-6-4 on EE-31. The German will advance down the Oskal-Don gap but you must not allow more than one square advance per turn. Adjust your river defense as he advances and worry about the south where Stalineo is likely in German hands. At this point, you should send the 6-9-6 to GG-29 to deter an attack. If you have enough units defend the Donets, if not, delay. The Donets should be defended by a 5-7-4 on each of Rostov and HH-31, and by 4-6-4's on LL-28 and GG-31. These positions should be held until German advance down the Donets-Don plain ends their usefulness. Rostov should be held, in any case, if possible.

This line is the last line on which you can stand. After it is broken, pockets rather than lines will form when the Moscow-Stalingrad Railroad is cut. At this stage in the game with German strength presumably low and your own wilting, the naming of specific size units for specific squares becomes pointless. What you will note is that for the Don north of Stalingrad there are three squares which can be attacked from three squares. They are AA-33, DD-33, and ##-34 and are all suitable for a 7-10-4, 4-6-4 defense but are not suitable for a 6-9-6 2-4-6-4's defense. The other squares protect two squares and none are suitable for a 5-7-4 4-6-4 defense. Obviously, the line is of little use against a good size German force but can stop a weak German. All I can say is throw in every unit available and then conduct an orderly retreat.

grad to Rostov. The Manych River can help if Rostov is lost but it is a poor line. 2 5-7-4's are needed (only if German strong) on KK-31 and one on JJ-34 backed by a 4-6-4 on KK-33. This forces the German to approach Stalingrad from the north and west. The proper troops in Stalingrad and a good lower Volga defense can stop him.

Here we have the last stand for Stalingrad. The most important part of this defense is to defend as much of the Volga north of Stalingrad as you are able. Make an out-flanking a long tedious affair. This defense of the Volga should start on EE-39 and go north. Back in Stalingrad, place a 7-10-4 and 3-1 proof it with a 5-7-4 on HH-37. As far as any interpretations I've seen HH-37 is doubled if attacked from GG-37 as the river does not run from one square into the other. If you interpret AH rules literally you will have to use 2 7-10-4's.



1W

ORIGINS OF WORLD WAR IIby **Len Lakofka**

Vendor: Avalon Hill Co., \$ 8.98

Physical Quality: Excellent--one four section bookcase size board, 5 sheets of die cut counters, Rules, and situation cards.

Length of Playing time: This is quite variable. You can set diplomacy deadlines of 5, 10, or 15 minutes, if you wish. You can allow diplomacy (negotiation) at specific times and for specific intervals only; thus play time for the five player game, runs between two and one half and six hours, with $3\frac{1}{2}$ to 4 hours tending to be most common. Of course if strict limits are set a game can be completed in $1\frac{1}{2}$ hours!

Rules, clarity and arrangement. The number of rules are really very few. They are presented clearly, but they are very redundant. The advantage of repeating, however, is that one can gain a good comprehension with one thorough reading.

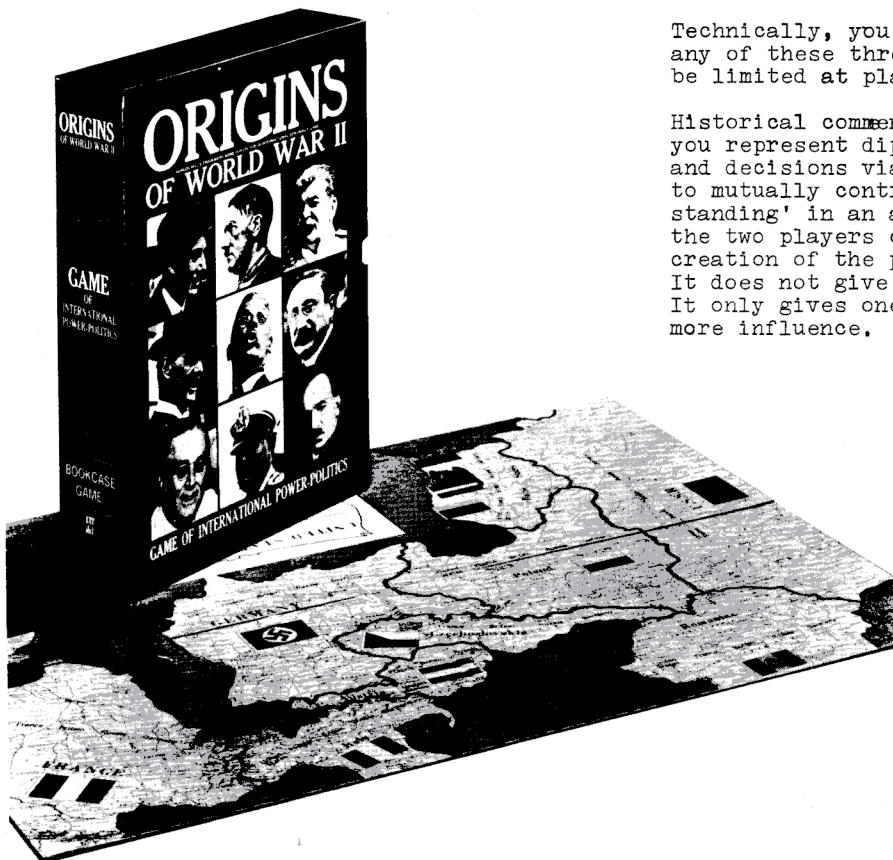
Purpose: The point of the game is to recreate the political atmosphere of the period 1933-1939. Each of five nations; the U. S., France, Germany, England, and Russia; are trying to gain specific Diplomatic objectives which involve treaties (agreements, understandings) with other nations/locations (e.g. Alsace Lorraine is a 'location', Poland a nation.). For obtaining an objective in 1939 a number of points are awarded. The object is to gain the max-

imum number of points, and of course, more pts. than any of your opponents. There are a number of areas that give different point values to different players if they have an 'understanding' or 'control' in that area in 1939.

Method of Play: 1) Each player, in turn according to his country, places his allocation of 'Diplomatic factors' on the board. (A 'DF' is an abstract conceptualization. It represents many variables, economic pressure, military strength--or displays of strength, and any factor that could force/persuade a nation to give in to your way of thinking.) 2) Diplomatic conflict may occur in any space in which two or more nations have factors. One attack per country per location is allowed in one turn. Conflicts are also taken in order. A conflict represents the decision of a nation made when the various Diplomatic pressures are applied by two nations. E.G. in step one Germany might offer \$5,000,000 to Poland while Russia offers to give 500 tanks to Poland. It would appear in the game as, say 9 factors for Germany and 4 for Russia. The decision of Poland, offered these two courses, would be determined by the die roll. In other words Poland might choose the tanks over the money or vice versa, or they could go for another year in which case both Germany and Russia could add more diplomatic pressure. Perhaps Germany would move troops to the border while Russia added 500 more tanks. These would be represented by more factors and diplomatic conflict could again occur. 3. 'Control' or 'understanding' counters are legally placed as a result of all the diplomatic conflicts.

Technically, you can negotiate before or during any of these three portions, but diplomacy can be limited at player agreement.

Historical comment/accuracy. As I have noted you represent diplomatic pressure via factors and decisions via combat (two nations can agree to mutually control or mutually have an 'understanding' in an area) -- i.e. decisions when the two players can not reach accord. As a recreation of the period, Origins is very poor. It does not give any bonus for preventing WWII! It only gives one nation a 'win' for getting more influence. But frankly, so what? In



to page 24

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from p. 3

range	RANGE -- POSITION CHART				
	head on	tail	side	top	bottom
1	0	5	4	5	3
2	1	4	3	4	2
3	0	4	2	4	2
4+	0	3	2	3	2

CONVERSION CHART

km/ hr.	100	160	320	480	640	800	960	1120	1280	1440	1600	1760	1920	2080	2240	2400
mph	60	100	200	300	400	500	600	700	800	900	1000	1100	1200	1200	1400	1500

speed
of sound

flight control board

squadron	A	B	C	D
PLANE 1				
PLANE 2				
PLANE 3				

suggested counters

altitude counter (level)

alt	alt	alt	alt	alt
1	2	3	4	5

speed last turn counter

spd	spd	spd	spd	spd	spd
2	3	4	5	6	7

missiles left counter (one
per missile aboard)

STATISTICS OF AIRCRAFT

plane	Mv	Fp	# of missiles	Vulnerability*			Turn pen	turn Radius
				wing	fuselage	tail		
F4	5	2	4	4	5	3	0	45deg.
A4	3	2	-	3	4	3	2	"
Mirage IIIC	4	2	3	3	4	3	1	"
F8U	4	2	4	3	4	3	1	"
F 105	4	2	-	3	4	3	2	"
Mig 17	3	1	-	3	3	3	2	45deg.
19	3	1	-	3	3	3	1	"
21	5	1	2	2	3	3	0	90deg.
23	6	2	2	3	4	3	0	"
Su 7	3/4**	2	2	3	4	3	2/1	45/90

** use at low altitude (3km)

* vulnerability is the measure of hits that can be taken in an area,
when the number is reached the plane is out of control/crashes.

Hits

wing	wing	wing	
1	2	3	
fus	fus	fus	fus
1	2	3	4
tail	tail	tail	
1	2	3	

You need only make up that
number of counters you need.


from p. 8

formation; heavy and light infantry, and heavy and light cavalry. Beyond these four, I felt provision for two classes of missile units to be very desirable though not absolutely necessary; one a class of moderately mobile medium range weapon, the other a class of very mobile shorter range weapon. In order to adequately represent these formations, I was convinced that it was quite necessary to incorporate separate measures of mobility and of fighting power. It seemed to me that it was quite impossible to make the move of the piece successfully reflect both mobility and power, as attempts to see chess as a truly representational wargame require.

After a considerable amount of experimentation, I finally decided that it was best to let the matter of detail rest at the level set forth above. Attempts to establish models for different characteristic national or tribal battle arrays immediately required fine distinctions among many classes of troops. Once that

to next page

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Minimum movement per turn is 2 squares.

III. Firing; Cannon

- A. Planes moving supersonically may neither fire nor be fired at by cannon.
- B. Cannon range is one square, and cannon may fire only directly forward.
- C. To fire:
 1. Subtract the target's MvF from the attacker's, then roll on the Burst Chart under that column.
 2. If a hit is rolled, roll on the damage chart under the appropriate firepower (Fp) column (attacker's Fp). This tells you the magnitude of the damage.
 3. Roll on the placement chart to place the damage (according to the position of the firer vs the target).
 4. If the damage exceeds the vulnerability rating of the plane for that area, it is shot down. Otherwise, it must be recorder. All damage is cumulative.

IV. Firing; Missiles

- A. Planes may only fire one missile per turn, and only up to the number of missiles carried.
- B. Range is 3 squares, as shown:

X	X	X	X	X
	X	X	X	
		X		
		A		

- C. To determine hits:

1. Consult the Range-Position chart for the MvF of the Missile.
2. Using the MvF above, follow the same procedure as for cannon. Fp for all missiles is 4.

V. Tailing (OPTIONAL)

- A. When a plane is tailed, the target and the tailing plane each roll 1 die. The tailing plane adds as follows:

range --	1	2	3	4+
add to die --	1	2	1	N/A

If the tailing plane is higher, both planes may be moved as one unit (at the tailing plane's option) by the tailed plane.

VI. Maneuvers -- Subsonic Only

MANEUVER	DESCRIPTION	PENALTY
BANK	45° movement, no change of direction	none
TURN	change of direction (must move 1 square forward first)	see turn penalty
CIRCLE	360 degree turn	see turn penalty
STALL	sudden loss of speed; move 1 hex forward	count as 3 to 5 sqs.
LOOP	into square directly behind; same direction	count as 2 sqs.
WINGOVER	tight turn onto square facting 235° from original direction (i.e. lower corner sq. and direction)	5 squares
TAILSPIN	rapid dive -- move 1 sq. forward	no gain
SPLIT S	dive straight down, pull out any direction	-----
BARREL ROLL	roll equal to chess knight move	2 sqs/ roll
TAIL STAND	as loop, but with 180° direction change	2 sqs, better pilots only.

CHARTS

BURST CHART

die	-3	-2	-1	0	+1	+2	+3
roll	*****	*****	*****	*****	*****	*****	*****
1	1/2	X	X	X	X	X	X
2			X	X	X	X	X
3				X	X	X	X
4					X	X	X
5						X	X
6							X

damage chart

die	1	2	3	4
roll	1	2	3	4
1	2	1	2	4
2	1	2	3	5
3	1	2	3	4
4	1	2	3	4
5	1	1	2	3
6	0	1	1	2

PLACEMENT CHART

die	side	rear	front	top/bottom
roll				
1	----	F	-----	T
2	----	F	-----	T
3	----	F	-----	T
4	----	W	-----	W
5	----	W*	-----	W*
6	----	T	-----	F

F = Fuselage
W = Wing
T = Control Surface

* (optional) On a roll of 1,2,3 a MiG 21 blows up

road is taken, it is too late to draw back and maintain any semblance of abstraction or universality.

Choice of historical setting presents a different type of problem. Ultimately, the adoption of any historical setting and nomenclature is probably enigmatic to the universality towards which I have striven. Yet, use of totally neutral nomenclature and other measures to deny historical setting appear to destroy an important element of color and drama. I accordingly chose to adopt a setting which might be consistent with a fairly broad base of popular appeal. Though the novice may never have heard the terms *Gesith* or *Fyrd*, I hope that they do not pose any material obstacle to anyone. The flavor of the whole is unmistakably medieval, and the more widely read will be able to deduce that the era is more nearly early middle ages than late.



*Lost
Again?*

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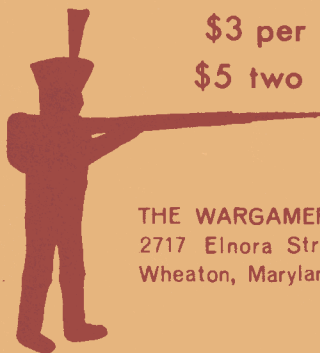
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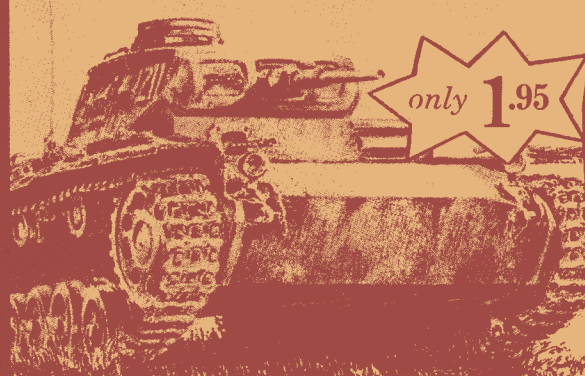
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Recommendation: An excellent compromise between **DIPLOMACY** and some of the basic AH games such as **AK** or **BULGE**. The PBM game is very good, as many PBM diplomats of **DIPLOMACY** can testify to. I recommend it highly to you as a new experience and an excellent test of your skill in negotiation.



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