

THE PHOENIX

A BRITISH
BOARD WARGAMERS MAGAZINE
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NATO

RALPH VICKERS



THE PHOENIX

A BRITISH BOARD WARGAMERS MAGAZINE

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The Phoenix is a bi-monthly magazine aimed at providing UK gamers with a forum in which they may express their opinions of, suggest improvements to and provide new rules/scenarios for board wargames.

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ARTICLES SUBMITTED FOR PUBLICATION: Contributors are requested whenever possible to submit their material as typewritten copy in duplicate. Manuscripts should be double line spaced with approximately one inch side margins and typed on A4 (11¼"x8½") size paper. Please remember to include your full name and address with your submission. Manuscripts cannot normally be returned once they have been submitted. Maps and illustrative material should be supplied on separate sheets and clearly drawn, though they are likely to be re-prepared for production if published. Please ensure that the relevant name and manufacturer of games discussed in your articles are included either within the article itself or separately at the beginning or end of your article. It is also helpful to us if long articles (1200+ words) are written in such a way as to include natural breaks which will enable material to be spread over successive issues if necessary.

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EDITORIAL JOHN SPENCE

INDEPENDENCE?

No, no, I am not bringing politics into the hallowed halls of wargaming, just introducing my topic - the future of the *Phoenix*!

At the moment *Phoenix* is produced under the auspices of Simpubs who hold the purse strings but who (and I emphasise this) leave me completely alone with respect to what gaming material goes into the magazine - that buck stops here! I have a number of ideas as to how *Phoenix* could be improved, hence the Feedback question in the last two issues on games replays and problems. It is my opinion that the two weakest points in *Phoenix* are the length - or the lack of it - and the printing. Sixth Fleet in issue 12 is an example of this. A further point that I have views on is the evident work that authors put into their articles in most cases; I feel that they should have some reward! Such an attitude could act as a carrot and inspire budding authors to still dizzier heights of excellence and thereby improve yet further the quality of the magazine.

However, to overcome these problems requires that of which we are shortest - cash! Simpubs has a tight budget to work to and such grandiose schemes, tempting though they may be, cannot be subsidised from their slim wallet and, as far as I can determine, that leaves but one source - you, the reader! I am serious enough to propose a scenario to you that I would like your comments on in the Feedback in this issue; please note that such comments would have a strong bearing on future policy so answer carefully. What I would like to suggest is that within the next year to eighteen months *Phoenix* cuts the financial apron strings to the Simpubs budget and becomes self supporting - thus my comment on Independence. The aim would be to produce a magazine 36 pages long with the printing quality of such as *Moves* but with our own mixture of articles, artwork and attraction. It would be hoped that authors selected to appear would have the dubious pleasure of being paid an agreed rate. Such a venture would continue to be co-ordinated through Simpubs but *Phoenix* would become independent of your *S&T* subscription and cost about 75p. to £1 per issue (the actual cost would depend upon the response to such changes and thus the length of the print run per issue). I would continue to give equal footing to both the new gamer and the more experienced person, there should be room for all.

As a step towards this aspiration we have managed to instigate a system of prizes for the best articles that appear in each issue. From the feedback results authors of the three highest rated articles in each issue will receive a small



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We will test any games here in close co-operation with the designer before sending the game to SPI for final testing and artwork.

Should you wish to design a game for us or already have one which you would like to submit, please send it or a detailed description (or both), so that we can test the market response through the Phoenix Feedback.



A CAST OF DICE

ANDREW MCGEE

For many years past virtually every commercially-produced boardgame has had a Combat Results Table based on ordinary cubic dice (Strategy One is the only exception to have come to my attention although there may well be others). The reason for this is very simple; until relatively recently these were the only kind of dice commercially available. Now a Combat Results Table is essentially a table of probabilities and when one is dealing with cubic dice there are only six possible outcomes - the die may show 1, 2, 3, 4, 5 or 6 - and each of these possibilities, is, given "honest" dice, equally likely i.e. a 1/6th or 16.66% chance. Consequently in framing a CRT every result must be a 1/6th chance or a multiple thereof; thus much is elementary mathematics - so elementary indeed that it has gone unnoticed or at least unremarked. It seems clear that there is no inherent reason why these very limited options of probability should always correspond exactly with the designer's view of the events of his game and there have been one or two brave souls who have gone so far as to use two cubic dice - the designers of Dreadnought, for example. Now using two dice gives 36 possibilities (6 x 6) which obviously increases the options at a designer's disposal, especially since not all numbers have the same chance of coming up; for example, the chance of throwing a total of two is 1/36th, since there are 36 combinations and only one of them, 1-1, gives a total of two, whereas there are six ways of throwing a total of seven. The mathematically astute reader will notice, however, that there are many degrees of probability which cannot be achieved with two cubic dice - 30% for example; 30% of 36 is 10.8 and it is quite impossible to achieve this, since all probabilities are integers when expressed as fractions of 36.

Two or three years ago Skytrex began to market in this country 20-sided or decimal dice. The numbers on the faces of these futuristic-looking objects ran from 0 to 9, each number being duplicated (the reason for not simply having 10-sided dice is that it is physically impossible to have a regular 10-sided solid shape). Somewhat surprisingly these dice received relatively little attention. This is to be regretted, for a moment's thought should show that they are really very versatile and useful; using just one of them it is possible to express all probabilities which are multiples of 10%, an impossibility with cubic dice. It is not possible, however, to express 25% with just one decimal die. With two decimal dice, however, all things are possible; there are 400 combinations of two decimal dice but since every number is duplicated on each die, 20 x 20 reduces to 10 x 10, conveniently equalling 100. With a little ingenuity it is possible to construct a regular table giving combinations of numbers whose likelihood of occurrence is any exact number of percent from 0 to 100. This is so obviously (to me at least) a major development in the resources available to game designers that I am amazed that there is as yet no game published by any of the major companies using decimal dice (according to Outgoing Mail in S & T 65 Chopper Strike is to use these dice).

There are, in fact, five regular solid shapes in geometry - they have 4, 6, 8, 12 and 20 sides. The 6- and 20-sided varieties have already been mentioned but until recently it has not, so far as I know, been possible to obtain dice of any of the other three shapes. SPUK now have available however sets of 4, 8, 12 and 20-sided dice and it is once again to be hoped that the boardgaming public will seize upon them eagerly and exploit their potential (but somehow I doubt it!). In fact, these dice can offer such as 1/8th or 12.5%. Once again, it should not be difficult for any mathematically-minded reader to work out the probabilities involved; one particularly interesting idea which I have not as yet fully exploited is that of combining dice of two different shapes, the possibilities of this are almost endless. I look forward, more in hope than in expectation to Combat Results Tables which reflect accurately the probabilities, or at least the designer's estimate thereof, of the events supposedly being simulated.

FEHRBELLIN 1675 - A New Scenario for SPI's Musket & Pike

ROB GIBSON

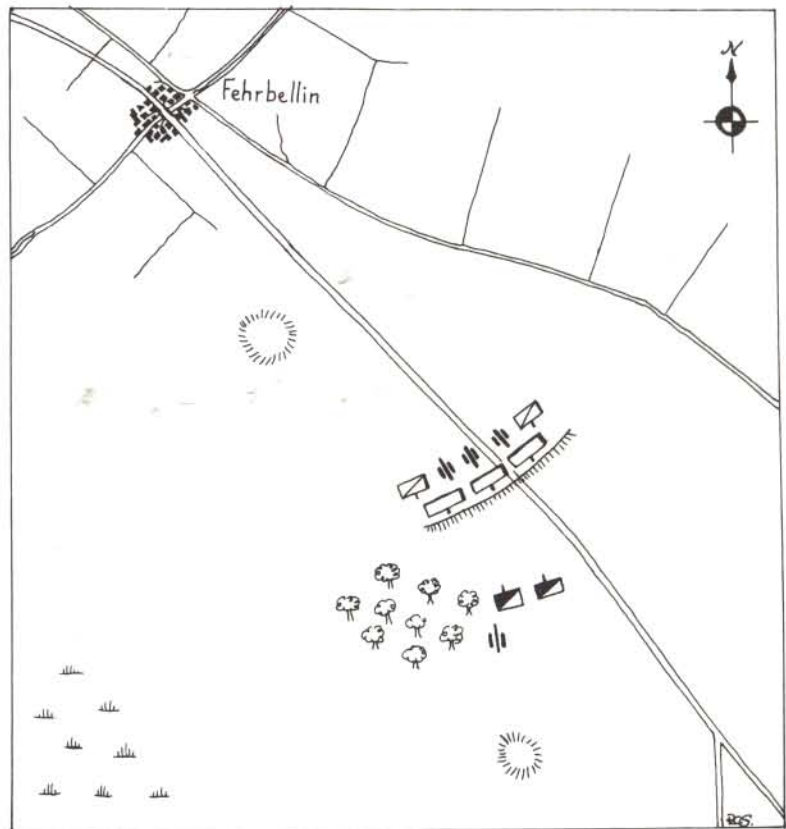
For some years now I have subscribed to the "Deutsches Soldaten Jahrbuch" [roughly] translated - German Soldier's Annual which is a fund of information for anyone with an interest in the broad spectrum of military history between 1400 and the present day and who reads German. The 1975 issue arrived almost concurrently with my acquisition of SPI's "Musket & Pike" and once the first flush of enthusiasm had worn off for the game I set to reading the book and discovered a very good article on the Battle of Fehrbellin.

Basically, the situation is this. Swedish forces under Count von Wrangel have made a foray into territory claimed by Brandenburg - Prussia, and are now withdrawing into "safe" territory. A local detachment of cavalry under Colonel Henning has cut the bridge over the river directly on the Swedish army's line of advance, to delay their withdrawal. Their immediate pursuers are a moderate force of cavalry with horse artillery under the command of Frederick William I (the Great Elector). Hurrying to his support are a large force of infantry with supporting guns and cavalry. The Swedes must hold off the Prussians until the bridge is repaired and they can retreat in safety.

In the real historical battle, the Prussians used their cavalry and artillery in a mobile role to attack the flanks of the static Swedish position. The threat to the Swedish right wing was so great that the opening of the bridge caused a precipitate and headlong retreat by the Swedish forces. Swedish losses were considerable (around 2,000 men) considering the relative strength of the forces involved:

Swedish:	7,000 infantry 9,000 cavalry 38 guns
Prussians:	6,000 cavalry 12 guns

Prussian losses appear to have been negligible. The objective was obtained, however: the Swedes retreated out of Brandenburg. Although Frederick William's gains in Swedish Pomerania were largely lost in political manoeuvrings, the die was cast. The decline of Sweden as a military power was temporarily suspended but the Fehrbellin campaign signalled the rise of Brandenburg - Prussia as a power in Europe.



Scenario:

Complexity : 7

First Player : Swedish

Units : 26PP, 30PM, 6SC, 6DR, 12LC, 9LA

Stacking : 2

Deployment : within 3 hexes East of N/S road. All infantry within 1 hex.

NOTE : N/S Road from Town 12 to river bridge is a defensive ditch, costing 3 movement points to cross (Towns 8, 11 and 12 do not exist for this scenario).

Second Player : Prussian

Units : 12 SC, 4DR, 3LA

Reinforcements : (20PM, 4DR, 6LA) *

Stacking : 3

Deployment : Anywhere within 4 hexes West of N/S road.

Game Length : 20 Game Turns

Victory : Swedish player must exit at least 10 units across the river bridge at the eastern end of the map by Game Turn 20. This bridge is considered "blown" until Game Turn 10.

* from Game Turn 10, beginning of second player turn, the Prussian player throws two dice secretly. The result is added to 10 (e.g. 4 + 3 = 7, added to 10 = 17) to give the Game Turn on which the reinforcements will arrive. Needless to say, forget anything greater than 10, but throw again next turn. Reinforcements will arrive either on the east or west edge of the map at the Prussian players discretion (if your dice result plus 10 is less than the Game Turn at which you throw, then the reinforcements arrive on that turn).

Drive on Stalingrad

GAME STRATEGY
CHRIS BRAMWELL



THE GAME

SPI's "Drive on Stalingrad" is a double-map, 600 backprinted counter, regimental/divisional level game of the Summer offensive of Army Group South and the subsequent Soviet counter-blow of the Autumn of 1942. The basic game system is almost identical to SPI's Panzergruppe Guderian; step reductions, double-impulse movement, half-combat strength overruns, divisional integrity, HQ (or leader) counters for the Russians and Axis-Allies, locking ZOC's, three unit stacking and air interdiction. In two aspects, however, Drive on Stalingrad differs radically from its illustrious predecessor - air rules and political considerations. The air rules, apart from allowing interdiction, enable the combat odds actually to be shifted for both regular combat and overruns (as many as four columns in some cases) and, perhaps more unusually, allow German (not Soviet) units to be supplied from the air, an important consideration given the vast distances involved.

The political considerations involved, however, are the cornerstone of the game. The Hitler Directive rules impose a limit on the number of mechanised divisions the German may have on the northern map (north of Rostov in effect), the number of units they may have over the River Don (between Voronezh and Stalingrad only), the number and nature of German retreats and also the optional deployment of the XI Army. The application of

the Hitler Directive rules is dependent on two things, namely luck (via dice roll) and the number of victory points that the Axis have amassed (the greater the number of victory points the less the effect). The penalties for infringement of these rules are severe (indeed they may go a long way to losing the Axis player the game); the Axis player either gives away victory points or even has mechanised divisions removed from the map, never to return (sent to Leningrad according to the rules). The Soviet player is handicapped by political considerations much less: he must maintain a line of units or ZOC's along the east bank of the Don from Voronezh to Stalingrad (infringement entails the loss of victory points) though he may retreat units through Axis ZOC's, again with the loss of victory points. A final word on victory conditions: points are awarded as above and for control of cities (the points awarded may be doubled for the Axis player if he captures it within a specified time limit). The Axis player wins by achieving a 3:1 superiority at any time during the game (virtually impossible unless the Soviet player happens to be some sort of zombie) or, failing that, it lasts the full 25 turns, at the end of which time victory point ratios are computed - between 2:1 and 3:1 and the Axis win: between 1:1 and 2:1 the Soviet wins a marginal victory or a decisive victory if the ratio is less than 1:1 in the Axis favour. The game length is 7-12 hours in all. As the game is very finely balanced (it normally depends upon the Hitler Directive rules) it seemed to me to be a good idea to **outline** a possible strategy for both sides - hence the article.



THE GERMAN (AXIS) PLAYER

You can be assured of early success virtually everywhere. This must be followed up as rapidly as possible in order to gain bonus points for the capture of cities: remember even if you lose the city you retain the bonus points. Secure your northern flank on the Don (or Voronezh River) in the vicinity of Voronezh: on no account whatsoever cross it north of Stalingrad. Your central thrust should be aimed for the town of Kalach-na-Donu on the River Don: whether you base your final line on the Chir or Don is up to you - basing it upon the Volga is not a sensationally good move and, in fact, you could hardly do worse as you risk losing units by Hitler Directive as well as over-extending your already perilously weak flanks yet further. However, it is a good idea to capture Stalingrad before turn 12/16, gain the bonus points and then retreat back to the Don. You should not however concentrate all your mechanised strength in the north: you risk losing most of it by Hitler Directive. Your southern thrust should aim to secure Rostov (remember the bonus points) and advance towards Maikop, Krasnodar and, possibly Grozny which you should be able to reach. Don't attempt to capture Astrakhan - unless you think you can end the game - because there is no way that you will be able to retain it and your final line should be Krasnodar/Grozny/Kalach-na-Donu/Voronezh.

Probably the key to your success, whether your front line is the Chir, the Don or Stalingrad, are reserves. You should maintain four mechanised divisions on the northern map if at all possible: two to the west of Voronezh and two in the Millerovo area to counter-attack Russian blows towards Rostov which, as the lifeline to your troops in the Caucasus, must be held at all costs. Moreover you should maintain two-three mechanised divisions on the south map but north of the Don which may, should the Hitler Directive be favourable or non-operative, be used once again in a counter-attacking role. There are, however, other points worthy of note not the least of which is the requirement that your front line should be achieved as soon as possible (Game Turns 10-12) so that sound defensive positions can be found from which counter-attacks may be repelled. It is the northern section of the front that is the key (Voronezh-Stalingrad). For, while a weak line in the Caucasus is permissible, a weak front along the Don bend will lead to the catastrophe which, historically, Manstein, probably the finest strategist of the Wehrmacht, could only delay (and if you're

in the Manstein class I'd like to meet you). With this in mind, Axis-Allied units should not be deployed shoulder to shoulder and, despite the constraints imposed by the leader (or HQ) rules, should be combined with German units as far as possible. Failure to take this action will, inevitably, lead to catastrophe. Finally, on no account should infantry units be deployed in the Caucasus - there's no way you will be able to retreat them through Rostov should the northern front collapse. These units, especially the German ones, are best deployed in the Don Bend or, better still, given the constraints of the Hitler Directive on mechanised divisions in the north, in reserve.

The keys, then, to success are rapid exploitation of weakness, a secure front line and powerful reserves. Remember the Axiom "Fortune favours the Brave" (but not the foolhardy) and have fun.



THE SOVIET PLAYER

Abandon any hope of resistance west of the Don/Voronezh Rivers whatsoever: you haven't a hope of holding the initial German attack. Ignore the loss of victory points and utilise the strategic withdrawal rule even if it means the loss of Voronezh and Rostov (even with bonus points). Remember above all that units are infinitely more important than victory points (until late in the game i.e. after turn 15): note, however, that you must not allow the Axis player a 3:1 victory point superiority at any time as you will lose the game instantly - it is easily avoided by holding Astrakhan, Stalingrad and north of the River Don. Every reserve you can lay your hands on should be deployed in readiness for a counter-blow in the Kalach-na-Donu and Kalach areas (note that these are two different cities a considerable distance apart - Kalach-na-Donu being west of Stalingrad while Kalach is north of the Don between Voronezh and Stalingrad). You should ignore Axis progress in the Caucasus completely: the further he advances the further he will have to retreat and the weaker his flanks.

Your strategy should be to build up a vast array with which to counter-attack, preferably as late as possible (Game Turns 17-20) when the Axis player is most vulnerable to the effects of the Hitler Directive: don't however, leave it too late or you will lose the game. Your counter-attack, when launched, should have two distinct phases. The first should be an attack in the Kalach-na-Donu area on Game Turn 17, the main purpose of which is to draw off German armoured/mechanised reserves in the Don Bend to counter it. Moreover, you should add to the deception by moving ten powerful units (guards divisions, ideally) into this area so that they are within forty rail hexes of the Kalach area, your Schwerpunkt (main concentration area). Hopefully the Axis player will assume that your main attack will be in the Kalach-na-Donu area and denude the Don Bend of armoured reserves. As soon as his reserves are committed you should launch your main attack in the Don Bend, having moved your ten divisions back into their original assembly area by rail. His armour will be unable to re-deploy and you will be in the perfect position from which to attack. It should be aimed at the Axis-Allied units, for obvious reasons, and all your air power, which may prove decisive, should again be committed here. Your blow itself should aim for Millerovo and Rostov and, if successful, will cut off all German units west of Stalingrad and the Caucasus.

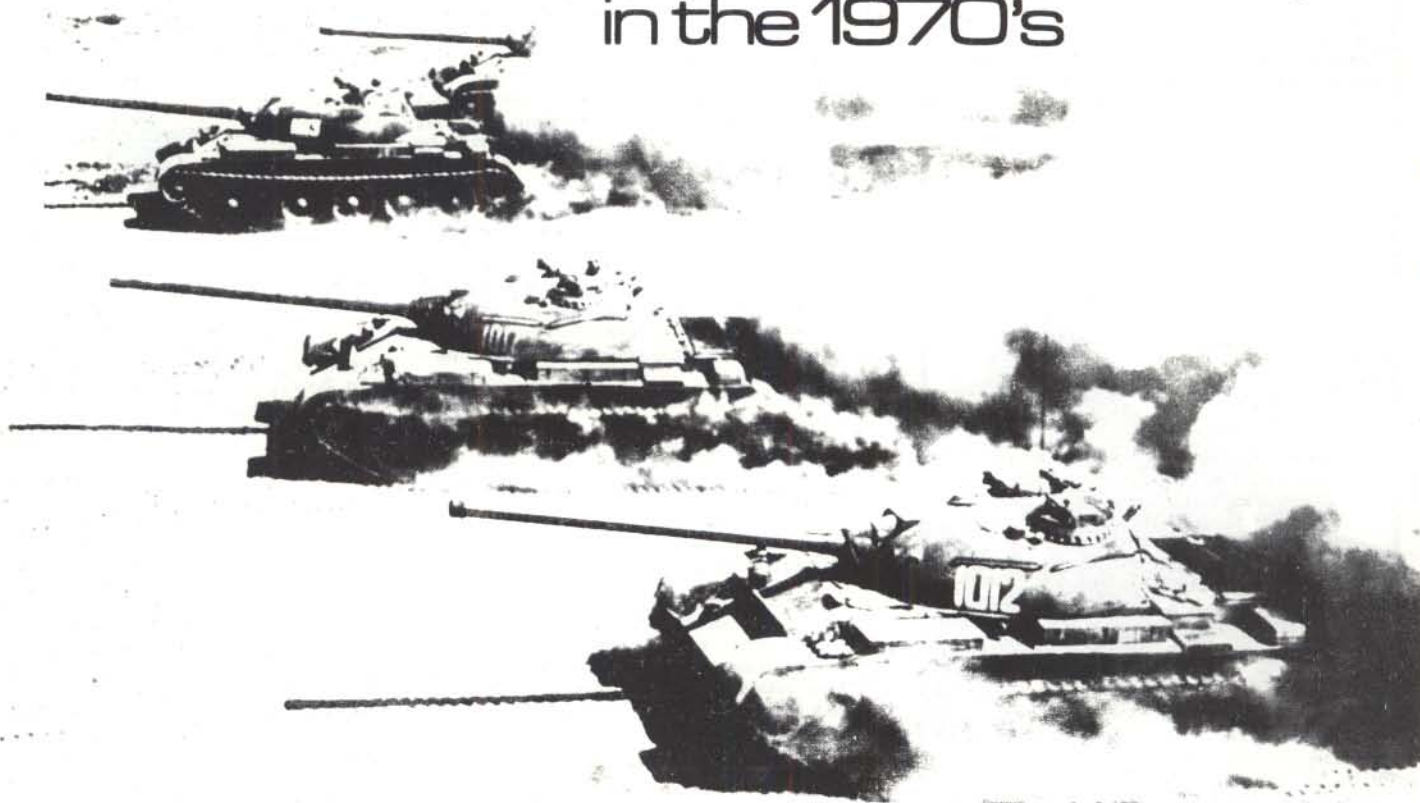
The blow should not fail provided you have saved enough units. For the Axis player will be faced with two widely-divergent thrusts and, though he may be able to halt one, the other will succeed especially thanks to Hitler Directive limitations on retreats and the deployment of mechanised units. Note, however, that by leaving your attack as late as possible, you risk running out of time and you must move as rapidly as possible or lose. Hence as long as the above conditions are fulfilled (and you have a reasonable slice of Hitler Directive luck, upon which the result may ultimately depend), you will win. Good hunting!

Ralph is no stranger to these pages - or the pages of S&T, Fire and Movement, etc. etc. He has the happy benefit of being both an author by profession and board gamer by inclination - lucky man! NATO is by no means a new game yet Ralph's article breathes life and interest into it; it is too easy to forget that some of the older games are also goodies with all the new games that are around. Editor)

REVIEWED BY RALPH VICKERS

NATO

Operational Combat in Europe in the 1970's



There are not many good wargames of manageable size that offer a long battleline. An "authentic" long line allows a variety of strategies. A flank attack can't be absorbed by a quick shift of enemy reserves from the opposite flank. Even a combined centre and flank attack is far enough spaced that the two battles, while interdependent, are also independent. A game with a long battleline offers more challenge because it requires better "management" - every sector of the line must be carefully balanced and organized.

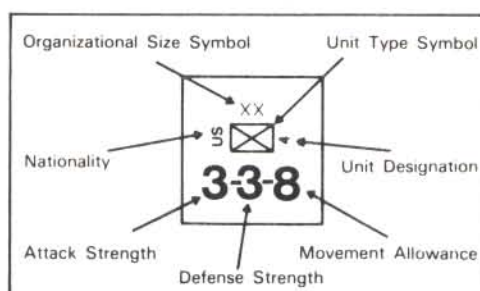
But just a long battleline isn't enough to make the line "authentic". The battleline in NATO at its widest is 52 hexes, while most average games offer a front of some 45 hexes. Apparently an insignificant difference, except that NATO fulfills two more essential requirements:

1. While in most games the action is concentrated in one area of the board, NATO has important objectives from one extreme to the other. In the south there is Munich, in the center are Frankfurt and the Ruhr cities, and in the north Hamburg and Denmark. In other words, almost anywhere along the line is a potential area for a meaningful offensive.

2. Even games with a "potential" long battleline more often than not fail to provide the wherewithal of troops and supplies to stage two or more independent offensives. But in NATO, when both sides are fully mobilized, there are enough units to fuel any reasonable combination of strategies.

These attributes not only allow the players to draw on the full arsenal of subterfuge and surprise but also the many ways NATO can be played strategically makes a game of long-lasting interest that can be played and played without repeating itself.

NATO was published by SPI in 1973. Its subject is a Hypothetical invasion of West Germany by the Warsaw Pact (WP) nations "sometime in the 1970's". It's on operation level - units are brigades and divisions. On the WP side are Russians, Poles, East Germans, Hungarians and Czechoslovakians. Typical WP units are 5-2-6 Russian armoured divisions and 4-3-6 or 3-3-6 infantry. The Russians and Poles also have a few 2-2-2 paratroop divisions which can be dropped almost anywhere if they are in supply.



NATO forces are composed of West Germans, Americans, Dutch, French, Belgians, Italians and even Canadians. NATO divisions are 6-6-8s and 5-5-8s which when "destroyed" are converted into 1-2-8 brigade battlegroups. NATO forces also have brigades varying from 1-2-8s to 3-3-8s, and there are quite a few 1-1-2 paratroop brigades. While NATO forces can only stack one division or three brigades, WP forces can stack two divisions. The most interesting NATO units, and the most troublesome to the Russians and their allies, are the U.S. Airmobile and Tricap divisions which can force their way through enemy Zones of Control (ZOCs). When moving, these units may ignore the first

enemy ZOC they encounter and force their way on one more hex; if they begin movement in an enemy ZOC they may move into another adjacent controlled hex. These infiltrator units add much tension to the game.

Play sequence for both sides is Movement-Combat-Movement, and both sides must contend with restrictive supply rules. NATO forces can only mount full-strength attacks when they are drawing supply from their own national supply sources, which is all too true. WP supply rules are simpler, but WP supply units are expended for all but minimum-strength (halved) attacks, and it's always a problem for the WP player to keep his fast-advancing troops within range of his slow-moving supply units, which may or may not be true.

Thus this game is based on the assumption that the WP nations have a 2-1 numerical advantage over NATO, but are weak on logistics; while NATO suffers somewhat from its failure to standardize its weaponry, but man-for-man are better equipped than the other side - brute force aggressors vs. sophisticated and agile defenders.

By today's standards the Combat Results Table (CRT) is unsophisticated. Most results are Defender Retreats of one to three hexes, and there is usually at least one Exchange result per odds column. In most games with this type of CRT the basic battle tactic is to cut the enemy's path of retreat before attacking. For experienced players this is so familiar that it has become rather dull. However in NATO there is a twist that really perks up interest. Units may retreat through enemy ZOCs so long as the retreat path is occupied by friendly forces, even if this brings about temporary over-stacking. It's a rule that demands much more

cunning in battle tactics than is ordinarily the case. This rule makes a much more realistic game. It also makes it harder to destroy enemy units. Most losses are inflicted by the Exchange results, which the WP side can better afford than NATO. There is also a rare rule where there is no advance after combat.

All this is admittedly a bit "old-fashioned", but it suits NATO admirably. Both sides are required to adopt different tactics. WP forces usually present a solid line (although other tactical deployments are possible) while NATO forces inevitably have gaps in their lines, a deficiency offset somewhat by slightly higher mobility. Thus on the attack, because there is no advance after combat, WP forces must mass on a local front to bludgeon a big enough hole to be free of ZOCs; whereas NATO forces rely on the rapier thrusts of their Tricap and Airmobile divisions. Once either side has achieved a breakthrough, havoc can be raised behind the enemy's lines, cutting retreat and supply, by para-troop drops. All this has a ring of authenticity.

There are four scenarios. The M plus 1 Scenario supposes a Russian decision to launch a surprise attack while both sides are more or less in a state of peacetime mobilization. The M plus 31 Scenario supposes that actual hostilities don't flare up until both sides are at peak readiness. A very interesting feature about the M plus 1 Scenario is that both sides can continue their build-up without initiating hostilities. The game can begin with a tense period of manoeuvre and counter-manoeuve, sabre-rattling and inexorable build-up of strength until one side or the other cracks under the strain and throws the first punch.

These scenarios are conventional warfare. The other two scenarios are identical, except for the addition of tactical nuclear elements.

To win, the WP forces must amass points by capturing NATO cities. Both sides gain points by destroying enemy units. There is also a considerable lode of Victory Points to be gained in Denmark.

The Special Denmark Rules in this game are a curiosity. There is not only paydirt here but rule dirt as well. It is difficult to imagine why these cumbersome, hairy, creaking rules were included in this otherwise lean, clean game. Either it was to patch up some play balance problem (it's pretty tough for the WP side to win unless they score heavily in Denmark) or to oblige the players to grapple with

the northern extremity of the battleline which otherwise they would likely, by mutual unspoken consent, ignore.

For instance, why should a Homeless Danish Unit score a hefty 10 Victory Points for the WP player while a homeless U.S., French, etc. unit isn't worth a fig? Other rules make feeble Denmark a powder-keg of complexity for the WP player. If Denmark is merely isolated from the West, the WP must provide at least six divisions to garrison that nation instantly. Otherwise WP units in the Hamburg region may be "frozen" and the WP player can be engulfed in a landslide of lost Victory Points. Beware those Danes!

Admittedly the handling of Denmark is an interesting game problem. It requires a separate campaign, and it's a sort of cat-and-mouse situation. First the Danish units (two divisions) must be lured from their homeland. This isn't too difficult because initially the NATO player needs those Danes to flesh out his front line, and the natural place for them to establish their defenses is along the Kiel Canal. Then, at the appropriate moment, the WP player must make a lightning strike across the canal. It isn't enough to drive the Danes back - in that event all Victory Points would be lost. The Danes must be shunted aside - delicately - and cut off from their Homeland, and in the same instant the WP must have at least six divisions ready to garrison Denmark. The Danes must be cut off but not destroyed. It's a mighty difficult feat to pull off without hitches.

The motive for all this is that those Danish units, homeless, provide the WP with 20 Victory Points. Add this to the 35 points for nearby Hamburg - a relatively easy objective to attain - and the WP player is just 10 Points short of a Marginal Victory.

But if those Danes have the bad luck to get wiped out in Exchanges, or manage to wriggle out of the trap and retreat home and off the board, it's bye bye to 20 Victory Points and probably - for all practical purposes - bye bye to some eight WP divisions, or - take your choice - around eight Victory Points every Turn. It's a situation that requires exquisite planning and adroit timing. It's a real satisfaction to the WP player if he succeeds, but all the while he's mentally screaming Why? Why?

One thing is sure. The WP player should not tangle with Denmark until well into the game. This may be the real reason for the Denmark Rules. To leave Denmark untouched means that Hamburg - usually swiftly captured - must be left open to NATO counter-attacks. This does not sound like astute policy, yet early in the game the WP simply cannot afford to assign divisions to garrison Denmark. It's a rather lopsided situation, but if the WP player wishes he can turn it to his advantage. (See later.)

Along the rest of the front the game is more realistic. There are no other special case rules to befuddle the issue, and right at the start (in the M plus 1 Scenario) the WP player has an interesting problem.

Initially the NATO forces are badly deployed. Not only are they in poor defensive positions and many are miles from the front, they are also scattered about so seemingly haphazardly that their supply problems are a nightmarish tangle. It usually takes the NATO player about two turns to sort himself out. (If the real NATO forces are deployed like this, then the high command in Brussels would be well advised to consult a few wargamers for suggested improvements.) Not only that, to start with there are only 28 NATO divisions on the board.

On the other side of the Iron Curtain, initially deployed on the board, are 35 WP divisions, most of which the WP player can position at his convenience.

A Turn 1 WP surprise attack will not only pretty well guarantee the seizure of Hamburg, but also at least three powerful West German divisions can be cut off and subsequently possibly destroyed. All this adds up to a strong inducement to the WP to attack immediately.

However, it isn't quite that simple. Although NATO is numerically out-numbered and off balance, it still has teeth. Overall on Turn 1 the WP can attack at only an insignificant percentage

BREAKING DOWN

Initial Unit	Resulting Unit
668	128 = 338
558	128 = 128 = 128
338	128 = 128

better than 1-1, whereas if all the NATO forces attacked all the WP, NATO would have a ratio in its favour of 1.55 to 1. There's another consideration: The WP isn't really ready to take on NATO. An early rapid advance by WP troops will soon carry them beyond the range of the cumbersome supply system, and there will be, in some areas, crucial supply shortages. In this event - if the NATO forces react rapidly and take the offensive - WP forces reduced to half strength out-of-supply will be confronted by NATO forces enjoying an overall superiority that could reach 3 to 1. In this regard Turns 3 and 4 are vital. The NATO player is still not fully deployed, but if he is willing to run the risks of taking the offensive with, as it were, his pants still down, with good generalship he can smash the WP attack then and there. There is no doubt that at this stage the game is finely balanced.

So this is a game that starts off well. If you want instant action but with a high risk factor, go ahead; but you also have the option to plot and scheme while you build up your strength.

A cautious, calculating WP player will wait until about Turn 5. By then he will be far better supplied. His supply status is a strong inducement to postpone the initial attack (more on this later). But also the WP forces by Turn 5 will have added 23 divisions to their strength while NATO has added only 10. The attack-defense ratios will now have adjusted themselves to roughly even - a considerable descent for NATO.

Beyond Turn 5 the situation grows really tense if the WP player is still biding his time. Now each Turn the NATO player rolls an initiative die. If he rolls a 1 he has the option to start the war.

The longer both sides wait, the stronger - relatively - the WP forces become. By Turn 15 when full mobilization is reached by both sides, NATO will have 56 divisions and the WP 128. The WP attack-defense superiority will have soared to 1.84 while NATO will have dwindled to .74. Once hostilities have begun the game lasts a further 20 Turns - just the right amount of time to develop most strategies to an ultimate decision.

These invaluable figures on the turn-by-turn development of both sides are contained in a NATO Profile by Steve List published in MOVES No. 13. They should have been contained in the rules.

Wargame rules never give these sort of facts, yet they are essential. Granted, a quick look at the Reinforcement Chart tells players roughly that the WP will get a lot more troops than NATO. But any player who really wants to play this game well - and it's a game worth study in depth - will need more facts than he can garner by a glance. It really isn't possible to see whether there is a WP advantage worth waiting for until you have the figures. Sure, any player with a pencil and calculator can dig out these figures for himself, but why should he? They should have come with the game.

Undoubtedly there are two sides to this question. In this regard the reigning philosophy of wargame-dom is that the rules cover the bare essentials and from there on the players are on their own. No facts, figures nor hints on play. The advantages of this philosophy to game designers and publishers is obvious. Even among players there has never

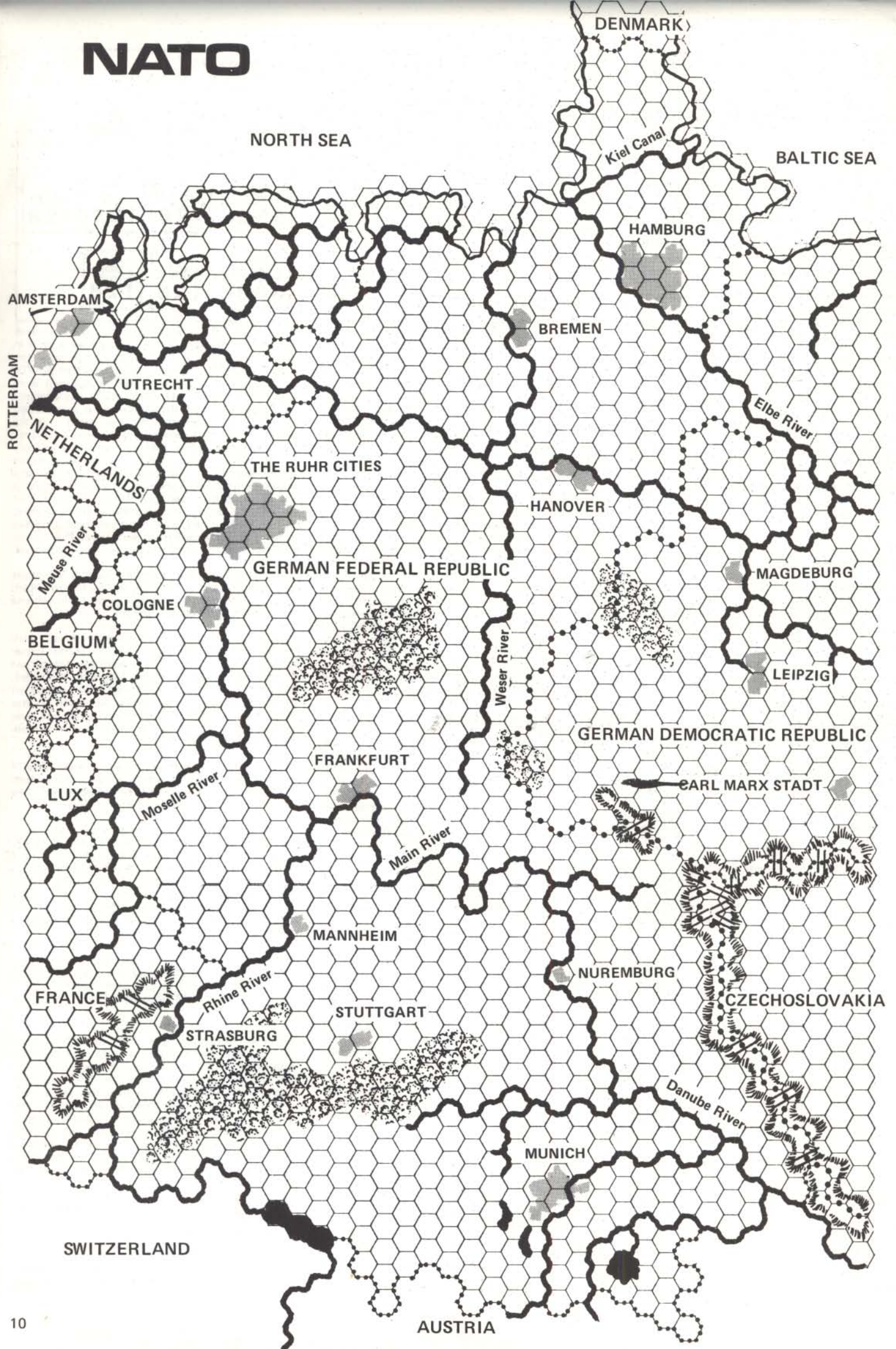
SUMMARY OF UNIT TYPES

124	Infantry	338
338	Motorized Infantry	128
338	Armored Infantry	228
112	Air-transportable Infantry	228
558	Armor	438
128	Armored Reconnaissance	013

ORGANIZATIONAL SIZE SYMBOLS

X - Brigade
XX - Division

NATO



been a serious discussion on this point. One possible attraction of this point of view could be that it gives very experienced players an initial advantage over less experienced opponents. For instance, players who are familiar with other games having a Movement-Combat-Movement sequence like NATO will know right away that a basic tactic for this type of game is to mass for attacks by denuding other parts of your battleline. You can withdraw all units from sectors A and C, mass them in Sector B for an attack; after the attack return the units to their respective defensive positions in Sectors A and C. This is obvious - if you've seen this type of game before.

This is not a criticism of wargame players. After all, all's fair in love and war. Yet on the other hand everyone will agree that it's a pity that these "bare bones" rules cause inexperienced players to miss a lot of the flavour and fun in their games. Even experienced players can miss finer points - and some nice designing touches - because of this austere philosophy. A good example of this is in *PanzerGruppe Guderian*. In this game the Russians are plagued by Untried Units which, when they are turned over at the moment of combat, sometimes turn out to be non-existent 0-0-6s. There are 0-0 units skulking among both the Russian infantry and armoured ranks. But the Russian player also has some mechanized infantry units among which there are no 0-0s. Here is one group of reliable troops. Obviously these mech units are worth gold to the Russian player who will husband them for use in a tight situation. The only trouble is there is no mention of this fact in the rules. So even the most experienced wargamer will only discover the reliability of these troops by pure accident.

Other useful information that should have been included in the NATO rules:

(Admittedly this particular data is easy to extract, but the implications are not so obvious to beginners and inexperienced players. We should remember that beginners are the future of this hobby. Surely the more participants there are the more we will all benefit. Wargaming has a reputation for being "difficult" and thus it attracts relatively few neophytes. The main reason for this reputation of being difficult is the bare bones approach to rule writing. No facts, no figures, nor hints on play.)

At the beginning of the M plus 1 Scenario the WP player begins with 10 Supply Units. These units not only fuel all attacks, but also beyond their borders WP forces must start within six Movement Points of a Supply Unit to be able to move their full Movement Allowance. Even for defense WP units must be in Supply or they are halved. Thus Supply Units are essential. If some sector of the WP battleline is not in supply, here is where a lightning NATO attack is bound to strike.

Therefore for good management the WP player should consider his Supply Units as being of two types: work-a-day units to provide for full Movement Allowances all along the front and defensive counter-attacks; and offensive Supply Units to fuel the main attacks.

Assume for the sake of this example that a neophyte WP player will assign his initial 10 Supply Units to work-a-day roles. This isn't as lavish as it seems. True enough, theoretically, if a Supply Unit can span 13 hexes, then five units should be close enough to cover a 65-hex front and maybe more than enough to cover a shorter front. But the range of a Supply Unit is six Movement Points, not hexes. It costs two MPs to cross a river or enter a wooded hex, and six MPs to move into a mountain hex. (Thus a unit dug into a mountain position is not in supply unless there is a Supply Unit adjacent.) Maybe the WP can adequately cover their front with eight Supply Units, but let's stick to 10. Later in the game the WP player will be grateful that he kept a couple of aces up his sleeve. Not only do emergencies occur, but also a small excess of work-a-day units is vital to conjure up an element of surprise from time to time. In the middle - and end-game it takes quite a few Turns to move up offensive Supply Units to the front, and the NATO player can see them coming. So to keep the NATO player guessing, from time to time the WP should transform a work-a-day unit into an offensive role and stage an unexpected attack. Ideally 10 work-a-day units is minimum.

Except for this case the WP's stock of offensive Supply Units will be provided exclusively from those units received as reinforcements each Turn. A quick glance at the Reinforcement Chart will reveal that for the first five Turns the WP receives two Supply Units each Turn, and from then on only one each Turn. If the WP player holds off his initial attack for four of five Turns he can build up a little reserve stock, but not much for a 20-Turn campaign.

"Hmph," the inexperienced player will likely think, jumping to the obvious conclusion, "so much for my grandiose plans for a sustained three-pronged offensive."

This is where the rules could have given our inexperienced friend a helping hand. The rules should have suggested that the correct procedure in this game is to attack in stages. Open an offensive on, for instance, your left flank for two or three Turns. Then consolidate these positions. Here the NATO forces will likely counter-attack. But even though your offensive here has temporarily paused, the WP troops are still working for the overall plan. On average every sixth NATO attack will result in an Exchange. The WP can afford this, but NATO can't.



Meanwhile the WP has launched a two-Turn attack on the right flank. Then the action switches to the center. The line is long enough that NATO can't easily shift reinforcements to these active areas, remember? By now new offensive Supply Units will have arrived on the left flank, so the sequence can begin again.

The rules should have also advised the new WP player how to utilize his Minimum Attack capacity. When WP forces bypass a NATO position, such as Hanover where a West German division is often trapped, or when a thin wedge of Airmobile troops intrudes through WP lines, these enemy positions are usually exposed to attack from a least three or four sides. Here is where the WP player should employ the massing tactic of Sectors ABC described earlier, then use Minimum Attack. There is no need to expend precious Supply Units for mopping up operations.

These play techniques are obvious - once they're pointed out. But apparently some of them have been missed by even experienced players. There is such criticism of this game for being "weighted in favour of NATO". Weighted in favour of NATO with a better than 2-1 numerical superiority and attack ratio of 1.84?

Certainly this game will look like a NATO breeze if the WP player merely attempts to sustain a continuous one-front war. This strategy enables NATO to mass the bulk of its forces in one sector. Give the NATO player the opportunity to play the game this way and with his man-to-man superiority he will certainly stop the WP in its tracks. The NATO forces can hold one front, but they are hard-pressed to hold two.

If the WP side plays a two-front campaign well, this game is a finely-balanced contest.

The contention of all this is that in today's milieu of wargaming, a lot of "obvious" play techniques are being missed. We are swamped in a torrent of new games. We barely sit down to try one game and we're fidgeting with a rash of impatience to try the next game. There isn't time to always dis-

cover what some players call the "truths" buried in our new games. We need a little help from the rules.

Planning the initial overall WP strategy is pretty much an exercise in straight addition. To eke out a Marginal Victory in the M plus 1 Conventional Scenario the WP player needs 65 Victory Points. He can't really count on gaining points by destroying enemy units because most losses occur in Exchanges, and these more or less cancel out. To win, the WP has to occupy NATO cities.

Hamburg and Hanover are pretty sure scores. At five points per city hex that gives the WP 45 points to start. They need 20 more. Denmark? Too chancey to count on. Denmark is useful to convert a solid Marginal into a Substantive, or to make up for unfavorable losses in Exchanges. To play safe the WP player will go after real estate. In the far south there's Munich - 25 points, more than enough to win. And on the way he can probably pick up Nuremberg for an extra five points. Northwest of Munich there are Stuttgart, Mannheim and Frankfurt, also 25 points. Even Frankfurt and Bremen would eke out a theoretical victory. In other words, there are a lot of possible combinations to win. The juiciest prize is the Ruhr Cities - 50 gorgeous Victory Points all in one basket. But as the old war song says, It's A Long Way to Tipperhury.

Any of these combinations is theoretically feasible, which is why NATO is blessed with long play interest.

A very engrossing strategy is to use a strongly fortified Hamburg as a pivot for an attack on Bremen. The NATO player is always obliged to concentrate a large portion of his troops on the Denmark-Hamburg-Bremen front. Once the WP forces have occupied Bremen it's just a short dash to the sea - and Denmark and all the NATO troops in the "Bremen pocket" are cut off. Of course, in the same instant Denmark must be dealt with. This is not a strategy for beginners.

Obviously the combination of cities the WP player selects for a Minimum Victory will be only his primary objectives. While he's working on these he'll wait for his chance, for the NATO line to break or get off balance allowing him a massive breakthrough and encirclement. He must remember that the only sure way to break the NATO line is to stretch it taut and thin.

The game is engineered to give the WP player help in this regard. Initially the main action usually takes place in the Hamburg area, with perhaps a diversionary attack by NATO somewhere around the center of the board. In which case the southern end of the line - Czechoslovakia - is usually pretty peaceful. Czech troops can't advance beyond their border, so the NATO player invariably contents himself by manning this sector of the front with a picketline of paratroops or reconnaissance brigades.

By around Turn 5 (if the game started on Turn 1) the WP advance in the Hamburg sector has run out of steam, has been contained and stabilized. And if the NATO counter-attack in the center board has been successful, the WP is scrambling for reinforcements to plug those holes. This is the point where the game often begins to look "weighted in favour of NATO".

But meanwhile Russian reinforcements have been arriving regularly in Czechoslovakia. If the WP player hasn't steadily siphoned off these reinforcements to plug his holes, he now has a respectable force in Czechoslovakia with which to shift the action to the south. Once these fresh troops swarm out of the Czech mountains, the strain begins to tell on NATO. The NATO picketline reels back and clamours for reinforcement. NATO is then obliged to man a line the entire length of the board. The NATO line is now stretched taut and thin. At this point it's anybody's game.

To put it another way and express it as a rough rule of thumb, if the WP forces concentrate their offensive in one half or less of the board, NATO

PANZER ARMEE AFRIKA JOHN SPENCE

(Now Gentlemen, having led the way with a puzzle, let us be having some of your teasers. I would not expect them to be quite so convoluted but let us hope that they manage to stir a few neurones in working them out.)

UP SCOPE!

AN ANALYSIS OF THE SPI GAME BY TONY JONES

(I have selected two articles on 'Up Scope' for this issue - too many you say? Not so. Both reflect valid points of view yet in ways contradict each other - this is what the hobby is all about.

Tony has had a long association with boardgaming with a special interest in sea games as evidenced by his design for a game called 'Wolf Pack' which briefly saw the light of day in Albion 50. He has obviously played this game through a number of times and has some cogent points to make. Editor)



Having had a chance to study and play this game a great deal lately, I must say that in some respects it worries me.

Up Scope is a very comprehensive game on submarine warfare from the 1914-18 War through to the 1980's; I would liken it to Air War in complexity and, without doubt, very little about submarine warfare is missing, both from the Escort Commanders point of view and from that of the submarine player. A lot of the points and details will come out further in this article together with a trial game played recently. My main initial reservations fall under two main headings: one is playability for a limited market, which naval games attract, and the other is the scope (no pun intended) of the game.

Firstly, I am a naval war buff but am in a sphere of wargaming which has only a limited market and my feeling is that this game is only going to appeal to the devotee of naval games. This is a pity due to the enormous time and research which has gone into trying to convey what is a very difficult gaming situation into a game suitable for a mass market. Many people who try the odd naval game may well turn to Battleline's 'Submarine', soon to be republished by Avalon Hill, as certainly from the playability aspect this game is much easier to play and (dare I say it) more fun than Up Scope. Up Scope is a much more accurate portrayal of submarine warfare but, due to its complexity, lacks as a game due to being much longer to play.

Submarine warfare is made up of long periods of boredom with action limited to a very short time span. Though we are talking about a game period of 90 seconds per turn, a lot of the game has limited action in it and I feel that there is too much rule searching to keep a reasonable flow going so as to keep up one's interest. In my mind, this is due to trying to do too much in one game. I would have preferred to see SPI concentrate on the period up to 1945 and, if they so wished, do a separate game on the contemporary era. Trying to cram the whole development of submarine warfare, which has undergone as many changes as the development of the aircraft scene, into one rules book, gives us a very disjointed and hard to follow set of instructions. It seems the designer and the developer may also have had some words over this and I must side with the fact that had the game left out the contemporary era, a more understandable and easier to refer to set of rules could have been produced.

Anyway, this all may seem to an extent unduly harsh criticism on what is undoubtedly the most comprehensive and thorough submarine game produced, but bearing in mind that all games are made for sale and profit, to as wide a market as possible, this may not be as big a seller as it could have been - I hope I am wrong.

Now on to the game itself.

One receives in the game:

- (1) two 34" x 22" sea blue maps plus approximately 400 counters depicting birds eye view silhouettes of various ships e.g. submarines, various freighters, tankers, escort vessels, cruisers and capital ships - not historically accurate though! Most of the others depict the various markers used in the game torpedoes, aircraft, oil slick, depth charges, contact markers and, amongst the many command instruction markers, a nice little lifeboat with three tadpole-like characters paddling for all they are worth - a nice touch.
- (2) a rules book, 32 pages long, reasonably free from error but, as stated earlier, somewhat muddled due to the different eras depicted in the game.
- (3) there is also a very good book with all the charts for combat, etc. plus a very thorough list of the very many ship types for the British, German, Italian, American and Japanese participants in the war.
- (4) also full details of all the major torpedoes, sonar, radar and weapons used right up to the present day. For the buff, a wealth of information translated into easily understandable game values, so one can make up almost any submarine/escort encounter one wishes.
- (5) also in this booklet one gets some command track sheets, though I would have liked to have seen more included, say in pad form. After all, games are not cheap these days and the cost of the map graphics must have been small in comparison with land games of a similar sale price.



I can't speak for the accuracy of the data in the tables but it looks about right and a vast improvement on Battleline's tables of ship data which were very inaccurate.

Just a point on Italian World War II escorts. It is stated that they do not have sonar - this is not quite correct as, though the Italians did not use their own sonar as none was developed in time to have been any use, they did install from the Germans some of their sets, though only a few of the escorts were so fitted. I suggest in Mediterranean scenarios vs. British subs one allows the Italians to equip a percentage of the escorts with the German 1939 sonar as otherwise they will do no more than dollop depth charges all over the map not knowing where the submerged submarine is; quite a few British subs were destroyed by the Italian escort forces.

Though not in the set scenarios in the game, the Malta submarine campaign vs. Rommel's supply ships is a fine scenario for this game and the sample test game later is based on this sort of action.

Generally, the physical production is fair but the real value lies in the hard data provided. Without going into long boring details of all the rules in this game, suffice it to say that all the elements of submarine warfare are in it.

Surface Markers



The sequence of play is as follows :-

A. Command Phase

This is where both players secretly determine the movement and search operations for the turn to be played. Various instructions such as speed, turns to be made, depth of submarine charges, etc. are made in this phase and all movement markers are put on the ship upside down, unless it is a submerged submarine where they are left recorded only on his command sheet. Once orders have been made they cannot be changed.

All combat decisions are also made in this phase. For the submarine commander - he records how many torpedoes to be fired, in what direction, when do they fire during the movement phase, what type of torpedo fired, etc. For the Escort player, he decides what depth charge patterns to fire, where and when and at what depth are they set to explode, are hedgehogs, squids etc. fired - all are recorded on the command track, plus markers put under the ship where required.

Then after this is done both players may move their ships, a submerged submarine moving secretly, in line with their recorded instructions.

Command Markers

Hard Port	Maneuver	Hard Strbd
Port 60°	Maneuver	Strbd 60°
Port 30°	Maneuver	Strbd 30°
Port Search	Search	Strbd Search
↑ 1	Speed	↑ 2

B. Combat Phase

Each player, starting with the Escort player, executes all combat which he has decided upon, followed by the submarine player executing all his anti surface attacks.

All attacks are in fact conducted at the same time and to be successful the ship or submarine target must be in the exact hex at the right time for the attack to be successful. This is all explained in the rules and though complex at first it soon becomes quite easy.

Electric 23	Electric Torpedo	Acoustic Homing Type	Homing 23
Hedgehog	Hedgehog ATW	Mousetrap ATW	Mousetrap

C. Search Phase

In this phase all air, surface or submarine units can search using their various radar, sonar, hydrophone equipment to find the enemy.

Features such as rough water, previous depth charge attacks causing disturbed water, pillenwerfer (dummy subs) are all there to cause problems aplenty for both sides. It is not easy once a submarine is contacted to hold it with one escort, as it must proceed slowly to try and keep contact; to speed up risks loss of contact. Obviously when going in for a depth charge run one has to speed up and contact is usually lost a few hexes away from the possible submarine: one must then hope to put down the charges or hedgehogs accurately to cause damage.

After the search phase there is a terminal phase where markers are removed, reinforcements brought into play and victory conditions determined.

That, briefly, is the phase sequence and within this there is a lot to absorb. As stated earlier, this is a very thorough game on submarine warfare and little, if anything, is left out.

Summary

You may feel from all my comments that this game is not for you. Like Air War it will become very popular, I'm sure, with the naval war gamer but for the casual naval gamer it may seem a bit heavy and quite long in playing time until one is fully familiar with the rules - not an easy task. Try it first if you are not sure, it certainly will not fail to entertain the player who digests the content and I doubt if anyone will come up with a more comprehensive submarine game. I take my hat off to the designer/developer, it must have been a labour of love - but why, folks, did you throw the modern era in as well in the same rule book?

Up Scope will no doubt make its niche in the history of wargaming - for me anyway it will provide hours of fun.



NATO CONTINUED FROM PAGE 11

has the wherewithal to contain this. Then a quick thrust by Airmobile units at a weak point cutting a small crack in the line enabling paratroops to drop behind the WP line, and the war is as good as over. It is quite possible for a fast-reacting NATO, willing to run risks, and under these circumstances, to virtually win the game by Turn 5 or 6.

But if the WP player manoeuvres from the outset to play the entire board, sacrificing some gains in his initial surge to ensure sufficient defensive strength where it will be needed, then the game will be very much a tough contest. A word of caution, though. To play the whole board does not mean to advance pell mell along the entire front all at once. WP advances must be made in sectors by stages. Where no active offensive is immediately contemplated, WP forces must deploy in the strongest possible defensive positions, taking full advantage of terrain.

Taking advantage of terrain sometimes also means denying the enemy good terrain, especially in regards to rivers. A bridgehead across a river is not a good defensive position, but it denies the enemy the safety of a river defense. A bridgehead upsets the enemy and draws his fire. It's a good diversionary tactic if you can afford it.

When the Soviet army swarms out of Czechoslovakia it is usually a mistake to drive head-on for Munich. Once WP troops have crossed the Danube east of Munich they can too easily be bottled up there.

Here the principle of the Strategy of the Indirect Approach has a textbook application. If the WP makes its river crossing at Nuremberg it will have gained a major strategic advantage. From a Nuremberg bridgehead WP forces can either swing south, thus bottling up the NATO forces in Munich; or they can strike west for Stuttgart and Mannheim, or northwest for Mannheim and Frankfurt. The devil of a situation like this is that whatever the

NATO player does will be wrong - if he reinforces Munich then the WP will strike at Stuttgart; if he reinforces Stuttgart the WP goes for Munich; and if he spreads his reinforcements evenly then he's weak everywhere and bestows on his enemy the crowning advantage of being able to make the choice that suits his overall plan best. Just as in real war, in wargames when an army can manoeuvre itself into a position from where it has a choice of alternative objectives, it is in a position that is hard to beat.

One of the best features of NATO is that both sides can simultaneously play the offensive. While NATO offensive power is limited to local sectors, the Airmobile units give this power interest and effectiveness. Of course, the NATO player must always maintain his paratroopers in reserve ready at an instant's notice to exploit Airmobile breakthroughs.

All in all, NATO properly played is a fascinating game - in almost every regard it's a classic.



GAME SUMMARY - MEDITERRANEAN 1942

British Forces:

U Class Submarines

Utmost, Unbroken

Convoy:

3 Supply Ships (one a Tanker)

5 Destroyer Escorts - Italian - two with sonar

The object of this scenario was for the British to sink the three ships of the convoy prior to them crossing the board.

The Italians win by getting one ship off only, as the object was to get vital supplies to Rommel in time for Alamein.

Turns 1 - 4

During the opening moves in a calm sea, 'Utmost' picks up the sound of the convoy on the hydrophones and on putting up her periscope she sights the convoy heading towards her on a straight course.

'Unbroken', a submarine with a crack crew, closes in on the port bow area and, though at a depth level three, gradually rises to attack depth of 60'. She prepares a full salvo of 4 bow tubes, to fire the Mk VIII contact torpedoes carried. Hopefully she can close to a range of about 1,500 yards max. undetected so as to dive under the convoy after firing to confuse the searching escorts.

The Italian destroyers drop a few random charges in the hope of a lucky strike but apart from confusing the ASDIC (sonar) destroyers, achieve nothing but do improve morale.

Turns 5 - 8

A zig away by the convoy puts 'Unbroken' at a longer range than was wanted - over 2,500 yards but she fires anyway as with her slow underwater speed she has little chance in getting a closer shot. After firing she drops down to depth level three, about 250', and turns away to try a reload for a long shot at the convoy later.

The zig, however, puts 'Utmost' into a good position and she closes on the convoy.

Still no contact by the escorts despite frantic searching.

Turns 9 - 12

On Turn 10 one of 'Unbroken's' torpedoes hits the destroyer Soldati which runs into one of those fired and is sunk. Two of the other torpedoes miss astern of one of the convoy ships. The Italian escorts pick up on the torpedo detector apparatus the track of the torpedoes and run towards the submarine picking up contact. However, the expert crew of 'Unbroken' fire a dummy contact marker causing confusion on the escort's bridge, to the extent that one of the other destroyers unloads two 4 pattern depth charges to no effect.

On Turn 12 'Utmost' fires 4 torpedoes and dives under one of the escorts - not sonar equipped - but is picked up by the other sonar destroyer.

Turns 12 - 20

'Unbroken' scores no more hits and though she fires one more torpedo she breaches the surface - tut tut! - she is heavily attacked and severely damaged by the escorts but escapes by dropping oil slick markers which helps pinpoint her position but with a lot of luck she survives over 60 depth charges. She at one time goes down to two depth levels less than safety level but gets away with it as she runs a huge risk of sinking with this manoeuvre. 'Utmost' hits and sinks a 5,000 ton freighter and, apart from nearly being rammed when she also breaches on firing her salvo, she gets under some of the convoy ships and escapes. The survivors from the sunken ship are left paddling to no avail as the convoy rushes away from the scene!

Result was a win for the Italians who, in fact, played a very good game and the British subs with only a small salvo to fire in these craft could not make up for poor accuracy with their torpedo setups.

UP

COMMENTS BY BOB ALDRIDGE

SCOPE!

(As counterpoint to Tony Jones' review Bob here examines certain aspects of the game design; more particularly research. Whilst he is critical of some of the research and the way it has been presented in the game he also highlights some of the problems in carrying out background research for game design. I feel that this is a worthwhile article on an aspect of the game that cannot be criticised by such landlubbers as myself, Editor).

There have not been many submarine games published to date, Avalon Hill brought out *U-Boat* over ten years ago, *Battleline* issued *Submarine* a couple of years back and now SPI have presented *Up Scope*.

Of the two games comprising the latter, this article will deal solely with the non-contemporary game, covering the period up to 1945. As far as the game system is concerned *Up Scope* is undoubtedly the most realistic to date without being too complex. Hand in hand with realism goes technical detail and in this respect the game has not matched the standard set by the game system. It is fairly easy to show that someone, somewhere, has gone badly astray when it comes to collecting and presenting the vital information upon which the game relies.

Included in the game is a booklet that is crammed with ship and weapon statistics and according to SPI it contains complete information on every significant submarine, anti-submarine vessel and weapon employed between 1914 and the present day, allowing for weeks of study and learning. For the purpose of demonstrating that this information cannot be regarded as 100% reliable we shall examine just one of the twenty-seven tables of data, Table 11.23, Great Britain Submarine Statistics.

This table gives the following information about nine different groups of boats for the period 1905 to 1939:-

- (a) Date of entry into service.
- (b) Surface and submerged speeds, given in movement points.
- (c) Gunnery Effectiveness.
- (d) Durability Value.
- (e) Maximum Safe Diving Depth, given in Depth Levels in which Level 0 represents the surface, Level 1 periscope depth, about 60 feet, and subsequent levels increase the depth by about 120 feet per level.
- (f) Number and location of torpedo tubes.
- (g) Total number of torpedoes available.

Now before we venture further we must digress into the subject of research. It is extremely easy to discover a so-called error, take a quick look at the nearest reference book to confirm it, dash off a triumphant letter to a magazine that proved that the XYZ co. are utter idiots, and await the applause. At this moment there are four reference books open in front of me and as far as the WW1 British 'E' class boat is concerned, NONE of them agree as to the composition of the armament, neither do they agree about the speed, surfaced or submerged. In this case the reason is simple. Some 'E' boats carried a gun, some did not. Some had two beam torpedo tubes, some had only one. Some carried reloads for the beam tubes, some didn't, and so on. It is easy, therefore, to visualise the dilemma in which SPI found themselves when faced with assembling information on all classes of British submarine into about eight square inches of table. They had a big problem, which unfortunately they proved unable to deal with effectively.

To go into complete detail would take many sheets of paper and make tedious reading so we will take a look at only one of the nine submarine groups in Table 11.23. It is the biggest group in the table, comprising thirteen classes that are all supposed to have entered service in 1905. All these classes share the same statistics, they are identical. They are:- A, B, C, D, E, F, G, H, M, R, S, V and W.

Any suggestion that they are the same is complete balderdash. It might well be reasoned that no-one would wish to play any home-brewed WW1 game, therefore it would be all right to put any old nonsense down. If the information is put down, however, then the player has every right to expect it to bear some resemblance to reality and not be a product of the designer's fevered imagination.

With regard to the dates of entry into service, the true dates range from 1903 to 1918. This matters, you would look pretty silly using an 'R' boat any time before 1918 for example. The speeds stand up all right to examination. Taking into account the fact that no two reference books appear to agree on them we find that only one minor correction is necessary, the 'R' boat speeds should be interchanged. Otherwise all the remaining classes fall within the limits of the game system. Similarly, the maximum safe diving depth, which works out at 180 feet approx. is a reasonable figure for WW1 boats, so again everything is within the game system.

The gunnery effectiveness is rather more touchy. Classes A, B, C and S had no guns at any time, so they are wrong. Some of the D, E, H and R classes did, some didn't. The remainder usually did but it is not uncommon to come across photographs of a particular boat showing it having a gun at one time and not at another. But we can certainly rule out classes A, B, C and S.

It is not really possible to comment on the Durability Value, but it is possible to compare the values of different boats and the value shown seems to be all right for the average WW1 boat. Perhaps the 'M' class might have been raised to 4, it is a matter of opinion.

The whole group is shown to have an armament of two bow torpedo tubes with a total of four torpedoes. This is rubbish. Although this applies to a number of boats in the group it does not apply to the majority.

By now you will not be surprised to learn that references differ on the subject but the consensus of opinion seems to be that:- Classes A, B, C, S, V and W are as per table, i.e. two bow tubes. Classes D and F have two bow and one stern tube. Classes E and G have two bow, two beam and one stern.

Classes H and M have four bow tubes. Class R has six bow tubes.

All of the above tubes are 18" with the exception of the later H boats which had 21" tubes and the stern tube of the G class, which, according to one source, was 21" also.

Although the game has no provision for beam tubes in the rules this can be easily arranged.

It will not have escaped notice that there is a wide variation between the above figures and the 'official' SPI 'two bow tubes'. It is not a very good show and this for one group of thirteen boats in the table. To put it bluntly, the player who wishes to be fairly certain that the ships and weapons he is using in the game have some resemblance to the real thing is going to have to sit down and do some work straightening it out first. For many, no doubt, it will be much easier to forget all about it and play it as it stands. The player, whether he takes the part of the surface ships or submarine(s), has a lot of work to do in the game and may not want to burden himself with yet more work just to correct a number of old-fashioned submarines that he will probably never use in a game.

The final column in the table is the total number of torpedoes available. Yet again, the record books vary considerably. The 'E' boats usually carried four bow reloads, one stern reload and sometimes a reload for each of the beam tubes and I have seen a photo of one carrying three torpedoes lashed to the casing in front of the conning tower.

It is on record that the 'H' class totalled six torpedoes, as for the rest, if you allow one reload for each tube you will not be too far wrong. Guesswork admittedly, and if anyone has more definite information I should be pleased to hear from them.

We have looked at one group out of one table. The remaining groups are not faultless either. As for the other twenty-six tables, who can say? To be fair to SPI, to compile tables giving complete information about every class and every variation within that class would be an impossible task. However, surely it was possible to ensure that where information was given, it was right.

When SPI said, "allows for weeks of study and learning" perhaps it was their intention that we learn from their mistakes as we put them right, because in putting them right you do learn an awful lot.

To sum up, as a confirmed naval wargamer with distinct leanings towards submarines, I think that the game is great but that the statistics could be better. And now, I have another twenty-six tables to look at

[11.23] Great Britain Submarine Statistics

Date	Class	SrS	SbS	Gun	Dur	MSD	Tubes	Tpo
1/05	A,B,C,D,E,F,G H,M,R,S,V,W	3	2	2	3	2	2B	4
1/17	J,K,L	4	2	3	4	3	4B,2S	12
1/16	Nautilus, Swordfish	4	2	3	2	2	4B,2S	12
1/27	O,P,R	3	2	3	4	2	6B,2S	13
1/33	Thames	5	2	3	5	3	6B,2S	13
1/34	Porpoise	4	2	3	5	3	6B	13
1/33	S	3	2	3	5	3	6B,1B*	13
1/39	T	3	2	3	5	3	6B,5B*	17
1/39	U,V	3	2	3	5	3	4B	8

*External Tubes (cannot be reloaded)





Dear Sir,
I wonder if I may appeal, through the 'Mail Call' feature of Phoenix to any reader who has a copy of the Avalon Hill game **C and O/B and O** he or she would like to sell or trade to get in touch with me at the following address.

10, Bankhead Road
Northallerton
North Yorkshire DL6 1HQ

I have previously been in correspondence with Avalon Hill at North Finchley who cannot help since the game is out of print.

David Karfoot

Dear Sir,
I was saddened to see Bob McWilliam run down his Irish origin in Phoenix no. 12. He should be proud to remember the magnificent contribution that Irishmen have made to the British military tradition. I intend to remind him of the Irish contribution to WW11, but in passing, how many of you readers know that no less persons than the Duke of Wellington and Lord Kitchener were born in the Emerald Isle?

Leaving aside the fighting records of the Irish regiments in the British army, the following salient points emerge about the Irish:- 7 Irishmen in WW11 won the Victoria Cross, including Lt. Commander Eugene Esmond, who led the Swordfish aircraft of the Fleet Air Arm against the Scharnhorst in February, 1942, and Leading Seaman Magennis for the Midget submarine attack on the Japanese cruiser Takao in Singapore harbour in July, 1945.

One of the most decisive victories of the war was won by Major-General Sir Richard O'Connor, culminating in the battle of Beda Fomm in Cyrenaica in February, 1941. The first carrier-borne attack on an enemy fleet in harbour was planned and commanded by an Irishman, Admiral Cunningham. Monty and Alexander were both Irish, and it is interesting to note that within a year of their taking command in North Africa, Rommel & Co had been evicted from the African mainland, Sicily had been captured, the first allied troops were on the European continent (at Salerno), and Italy was on the verge of surrender.

I expect some bright spark will point out that Lord Haw-Haw was Irish, and that Eire remained neutral, but I feel that on balance we Irish "did our bit", as the above hopefully proves, and anyway, as someone famous (I can't remember his name) once said, "You can't win 'em all".

Andrew Finkel.

Dear Sir,
Seeing the columns in Phoenix devoted to telling the individual gamer what's going on (Hotline, News from SPUK, Feedback) there is remarkably little "interaction" between gamers. To rectify this I would welcome a column (suggested title: 'Game Exchange') on the purchase/sale/exchange/loan of games, magazines and books (gaming related) combined with wargaming contacts and penpal type linkings, i.e. two gamers corresponding and exchanging and/or lending games/books/magazines etc. (See below. Editor) To back this up I would like to buy/sell/exchange the following:-
(a) I would like to sell my copy of War in the East 2nd edition (Z-pack) for £9-£10 or in part exchange for (b), (c) or (d).

(b) I would like to buy the subscription edition of South Africa with, preferably, S&T 62 for £2-£3 or in part exchange for (a).

(c) I would like to buy the HWTR Rules and Charts 1st edition for about £2. Since owners of the game will have the 2nd edition of the rules the 1st edition is redundant. Also in part exchange for (a).

(d) I would also like to buy any issues of S&T and subscription edition games, especially numbers 23, 25, 28, 39, 41, and 45 (with games if possible), or in part exchange for (a).

On to the idea of a game in Phoenix, I agree that there should be a game in Phoenix. I don't think it should be there just to compete with S&T and/or The Wargamer, rather it should be put in to advance boardgaming in Britain with British ideas and innovations not American. (Again, see below. Editor).

As to the present format of Phoenix I think it lacks depth, i.e. too many short articles. One other complaint is the variety of subjects from Outreach to Alexander. I think a good idea could be to concentrate in each issue on one period, e.g. Modern 1945-78. However the magazine is good for a free gift. (A difficult decision to make here, I tend to follow this format but not entirely. Editor)

One thing about the British board-gaming scene is the fragmented and negligible state of the competition to SPUK. This has been partly rectified by the advent of UKW, SPI/SPUK needs more competition, they have a virtual monopoly on the games market in Britain. What is needed is a 'British SPI' with all the top game designers in Britain working for it producing good, top quality, cheap games under a wellknown, tried brand name.

David J. Mulholland

111/9 Moredun Park Gardens
Edinburgh, EH17 7LS

(There is competition a plenty to SPUK I would have thought; other suppliers are available for all the major game producers and Third World Manufacturers and they sell in competition to SPUK. Production of British games is another problem altogether, SPUK have not set themselves up as game designers. Editor).

Q. Re games in Phoenix. I feel the cost of producing worthwhile games and the market size would raise the price of Phoenix to £3 per copy. I would not be prepared to pay that. As the games would be semi-professional they would fall well short of SPI standard and that often leaves something to be desired! Magazine games are far too limited as a result of counter etc. restraints. If SPUK feel inclined to produce games let them be non-magazine games.

Q. If games are to be sent with Phoenix I, for one, would not pay for it because the games given would perhaps not be played. If 6 games a year were given with Phoenix as well as the 6 games from S&T some of these games would never be played because of pressure of time.

A. I insert these two comments to air my own views on this subject (the Editor must have some privileges!!!) — I feel that they cover in a nutshell why Phoenix should not become tied to a game per issue; the third reason is economic and one that many gamers find difficult to perceive — a lot of money has to be invested in a really professionally produced game and there ain't that much around!

Q. How about an "Exchange and Mart" column for second hand games...

Q. How about a small ads. column for gamers to buy, sell and swap games?

A. I would be very happy to add this service to our Opponents Wanted column but add the following warning — the schedule for making Phoenix up is such that advertisements would have to be with me at least 8 weeks before the printed issue would appear, a long time to wait!

Q. Any way of encouraging boardgaming group formation akin to the one at Altrincham through Phoenix?

Q. Why not start a British Boardgamers Club with badges etc., give members a discount on games and have a yearly get together. The club could include a play by mail system between members. You could include a newsletter in Phoenix with an opponents wanted section. Naturally

you would have to charge a £1-£2 membership fee to cover costs.

A. The pages of Phoenix are always open to advance the British Boardgaming scene — hence our regular column for opponents wanted and Boardgame Club advertisements. However I am adverse to starting up a club for a number of reasons: 1) It requires a lot of work to organise such a scheme, I speak from experience, and I don't have the time. 2) More importantly there are already two clubs catering for the board wargamer at least in part and I see no benefit from starting a third, it would just lead to splintering of our hobby — something that I abhor. I would hope that we will get news from the clubs to put into Grapevine.

Q. I think some of your articles, those with reference to particular games, can only be followed satisfactorily by someone who knows the actual mechanics of the game.

Q. Articles referring to specific games rules should be kept to one page. They are of no use if you don't have the game.

Q. The popularity of new scenarios for games depends entirely upon whether the reader owns the game.....

A. The inference behind these comments is that nothing should be covered in depth and that we should confine ourselves to generalities and reviews — ridiculous in my view, it is like suggesting that a chess journal review the game and must not examine all the complexities of that game. I accept that not all the material in Phoenix will be useful to any one gamer but with 100's of games to choose from what can one expect.

Q. 'Ratings' for an article are immaterial — you know whether you like it and that is all that matters — to know what others thought does not really matter — if they thought strongly enough they would write a letter/article of their own.

A. The ratings system is not primarily for the readers' benefit but for my own — it enables the Editor to see what articles are appreciated and help supply them (providing that there are some in stock!). It also can give information of the readership which again will help produce a tailor made magazine. I emphasise however that I won't fall into the trap of depending entirely on the feedbacks — remember the phrase "There are lies, damn lies and statistics!".

However, in the feedback from issue 12 the following points are of interest:

News from SPUK came second in the popularity stakes with Hotline third — they do not qualify for prizes in the new scheme!!!

Overall rating for issue 12
Do you think this issue was better than the last

Yes	38.4%
No	16.0%
Same	45.6%

How many board wargames do you have?

1-20	52.03%
21-40	37.87%
41-60	10.40%
61-80	5.56%
81+	4.14%

How long have you been playing board wargames

1-2 yrs	34.93%
3-4 "	31.96%
5-6 "	21.55%
7-8 "	3.33%
9+ "	8.23%

These figures confirm that Phoenix should concentrate more on the player with quite a bit of experience as well as catering for the new-comer — hope you see this change in the next few issues!

Article length results — very difficult to interpret but for an overwhelming request for quality and a slight preference for longer articles!

A remarkable response to the suggestions of games problems and replays AND an interest in producing them for Phoenix:

Game replays in Phoenix	Yes 72.86%
Run such a service	Yes 22.3%
Game problems in Phoenix	Yes 68.40%
Produce such problems	Yes 30.9%

As mentioned in my Editorial.....Go to it folks!

TRADITIONAL WARGAMES vs. SCIENCE FICTION

IAN WAUGH

This article is the first in my attempts to open up the hobby to you. Many readers suggest that there is something almost unclear in anything that does not pertain to a historical simulation I hope that Ian manages to convert some of you to his interest in SF and Fantasy with this article! (Editor).

(Author's Prologue: I am very interested in SF/F and feel it would behove the hobby [especially The Phoenix] to cater more for SF/F gamers and promote more SF/F games. This attitude should help to explain the various references to 'openings for further articles' and indeed, may go a long way towards excusing this article itself.)

Best, first of all, I think, to define terms so at least we are arguing about the same things. By 'Traditional' I refer to any games based on, or attempting to simulate, any event which has occurred at any time in our past, including any short-term projections of our present circumstances into a possible future-condition. 'SF/F' (Science Fiction/Fantasy in case anyone's wondering - shame on you!) refers to anything else (well almost).

The first question I want to ask you - yes, you, wake up at the back there; this isn't one of those articles you can read half-asleep (although I disclaim any responsibility for your condition after reading it) - is "Why do you play wargames?"

OK! So we know they're fun (or at least they're supposed to be, aren't they?) but why do you play wargames as opposed to, for example; chess (too serious, perhaps?); draughts (too simple?); squash (too energetic?); poker (too expensive?); bridge (needs four?); or darts (darts??)? What is so special about wargames - so special in fact that you can not get the same thing (whatever that may be - satisfaction, perhaps; a loosely defined word) from anything else?

To assist you in answering the question, decide which of the following most applies to you: (a) I play wargames because I consider this pastime to be an intellectually stimulating one in which two monuments of biological and genetic engineering can come together in friendly antithesis, the effect of which, given the opportunity, could have rewritten the course of history, so demonstrating that mankind has the ability to overcome the petty squabbles of human conflict and so confirm our superiority over lesser life-forms: (b) I play wargames because I like to see the other chap writhe and squirm in anguish when I pound his forces into the dust: (c) I play wargames because I like pretending to be (i) Rommel, (ii) Napoleon, (iii) Alexander the Great: (d) I don't know why I play wargames.

So, having now lost the (a)s to politics, the (b)s to massage parlours and the (c)s to places we do not name in family publications, we are left with the (d)s. I wonder what it's like, talking to yourself.

Before continuing, I would like to say a few more words about the actual meaning of SF/F. The Science Fiction and Fantasy genre is very difficult to define; so difficult in fact that a comprehensive list of already-published definitions would at least fill a book. I have given a rather negative definition at the beginning of this article (negative in that it is probably easier to say what SF/F is not than to say just exactly what it is). I would be interested in hearing your favourite definitions and perhaps the editor would consider publishing one or two. Definitions aside, I think we all hold fairly similar opinions on what constitutes Science Fiction and/or Fantasy and as long as we do not get bogged down in technicalities or try to argue over subtle differences we should not confuse any issues.

So leaving the way open for an article about SF/F we can move on to consider those games designated SF/F.

To transfer any Fantasy idea to a board game seems an impossible task. Fantasy generally (but not always) means magic and this is difficult to represent on a board except by converting the magical aspect into movement points, attack or defence points, or build points etc. Good examples of this type of game are *Lankhmar*, *War of Wizards*, *White Bear and Red Moon*, *Citadel* and *Elric*. That is not to say that they are bad games (some are

very good indeed) but only that the Fantasy aspect is relegated to a more mundane function. Other Fantasy games e.g. *Battle of Helm's Deep* and *The Warriors of the Green Planet* Trilogy, consist of basically Traditional mechanics in a Fantasy or futuristic setting. A little like pretending Panzerblitz is taking place on Mars.

The only true Fantasy games (to my mind) are role-playing games in which magical and other aspects can be presented in a more 'realistic' or 'free form' manner. *Dungeons & Dragons* was the first and is probably the best but it still leaves a lot to be desired. (That, however, is another story and another problem - one which many people have tried to correct but the issue is still as confused as ever).

As the Phoenix is a 'British Board Wargamers Magazine' it may be policy to leave that aspect of Fantasy gaming until another day; but before leaving Fantasy altogether, I should like to comment upon the Gilhams' excellent article concerning Sorcerer.

Sorcerer can only correctly be described as a traditional wargame with Fantasy overtones (A build point or a conjuration point - a rose by any other name ...). Although full of novel mechanics, it still lacks the form necessary for a Fantasy game but having said that, it is by no means one-tenth as bad as the Gilhams would have you believe (when I said their article was excellent I meant it was interesting - not accurate) but that again is another story I shall have to leave. I suspect that the reason for the Gilhams' attitude towards Sorcerer is that, as a game, it is probably a disappointment to Traditional and SF/F gamers alike in that it lands almost squarely on the dividing line (a remarkable feat in itself). It is probably too different for the Traditionalists and it does not quite make it into the realms of Fantasy. I would strongly suggest you give it a try and then decide how you feel about it. Of course, if you think you would find it difficult to decide whether to conjure a Demonic Infantry unit or a Troll and you like hogging the corners of the board and you hate Jackie Pallo then this game is not for you.

SF games are another matter. They do not generally attempt to introduce such abstract-things-to-measure as magic but rather present us with (hopefully) wonderful units depicting anything from spaceships to spacemen; from aliens to robots; from actual planets to weird and marvellous weapons and machinery. Although SF games also depict a kind of fantasy, this is a much more concrete version in which logic generally prevails and strategies can be most carefully determined (within what are generally considered to be normal 'luck' margins).

Numerous games fall into this category, among the most interesting (not necessarily the best) are: *Starship Troopers*, *Outreach*, *Starforce*, *StarSoldier*, *Stellar Conquest*, *Alien Space* (for people with cheap trousers or short legs), *Godsfire* (for people with a spare weekend), *The Ythri* and *Ogre*. The list certainly does not end there but most people will know some of these games and should know what we are discussing. Most of what I want to say about these games will be said in the next few paragraphs and I will leave the way open for another article discussing SF games in greater detail.

If you have not yet worked out your answer to my question, "Why do you play wargames?" then perhaps some observations comparing the two types of game may help you to decide:

Traditional: If you are sincerely interested in discovering why or how a particular battle was won or lost, why cloud the issue by burying it in a game? Battles are far easier to dissect over a 'proper' terrain map with the aid of accounts of the battle. The attempt to simulate real events with cardboard counters would seem a futile business as there is obviously no correlation. Do these simulations in fact serve to feed the ego of the pseudo-historian

who sees himself as one (or more) of the 'Great Figures of History'?

SF/F: There is generally no attempt at a simulation (except where the game is based upon a novel or story in which case there is usually adequate scope for 'poetic' licence) therefore these games never suffer from a lack of realism. If no 'Historic Figures' are involved, no one can be accused of feeding their ego.

Traditional: Any game attempting to simulate a battle which actually occurred is necessarily restrictive, often resulting in the players simply moving units through a predetermined route, leaving no scope for choice of tactics.

SF/F: Not restrictive at all as they have no set criteria to conform to.

Traditional: As these games attempt to represent actual battles, the designers are bound to run out of battles to simulate. Most of the major and/or interesting battles/wars have been covered and there are already several games on the market depicting the same battle or period. Although not all wars have been used yet, it is only a matter of time

SF/F: Completely unrestricted from a content point of view. The Universe (and beyond) is your playground.

Traditional: The designer's imagination is restricted by the content. He can easily become bogged down in historical reports and eventually relies upon good research (often to the detriment of the game - how many bad simulations/games do you know?) for his results.

SF/F: Gives full scope to the designer's imagination and leaves him free from irrelevant details (such as facts).

Traditional: Much is said about the accuracy of simulations but how can it matter if a designer's research is not 100% accurate; 95% of the players would never know - and how many care? Unfortunately, there is always the odd one

SF/F: No such problem.

Traditional: So who the hell wants to refight WW1 or WW11 anyway? Answer (b) to my first question and report to your nearest army-recruitment centre.

SF/F: Which is not to say that warfare on an alternate time/space scale will be any more pleasant - but from where I'm sitting it sure is a lot more fun.

Traditional: Seen one infantry unit and you've seen 'em all!

SF/F: Oh yeah? Ever seen a Starship Trooper infantry unit?

Traditional: Would you rather drive an armoured car

SF/F: or pilot a spaceship, throw lightning bolts? Oh, ye of little imagination!

After reading all that, you may have come to the conclusion that I'm not overly impressed with SF/F games or Traditional ones. Well, that would not be quite accurate but we would need another article to explain what is wrong with the SF/F games. But do not forget that SF/F games are still in their infancy; you must accept (however reluctantly) that Traditional games gave birth to them. It was Traditional Wargamers who invented them, after all.

The tendency of some of the Traditionalists to frown upon the SF faction should remind them of the attitude of the Table-top wargamers to the 'new' board wargamers not so many years ago (still evident in certain circles, too).

HOTLINE

MALCOLM WATSON

Question: Now that you have stopped supplying frontsheets what do loyal subscribers do if they want to put their magazine games in boxes?

MW: A fair point and one that was put to me quite forcefully by a friend who does subscribe. To be perfectly honest, I had not taken this situation into account when I said frontsheets would not be made available. It would seem that a compromise should be made therefore frontsheets covering issue games will be made available for a period of up to six months following the posting of an issue. These will cost 20p. each + 50p. P & P. If the sheet is ordered along with a boxed or Z-Pack SPI game there will be no postage charge. N.B. frontsheets cannot be sent with bookcase format games without being folded. If you want to have them sent this way indicate on your order your willingness to accept a folded sheet. I will keep you informed on the availability of frontsheets through the Phoenix.

Question: How much effect does my S & T feedback have on SPI's decisions, especially game proposals?

MW: SPI are sent all U.K. feedback cards received by us. They do run these through the computer but not alongside the U.S. cards. This means SPI are made aware of U.K. subscribers' wants. Obviously if the U.S. market wants a game, that game will be produced, even if the U.K. votes it down. The U.S. is SPI's prime market and they must cater for it even to the detriment of any other market. To cater for the U.K. market, SPI has proposed that we should obtain U.K.-designed games that appeal to U.K. customers and purchase them on behalf of SPI who will put together a finished article that will be produced by us in the U.K. and them in the U.S.

Question: Do SPI see copies of Phoenix so they know Britons' views and can use suggested game errata and scenarios?

MW: Yes, they do, hot from the press.

Question: Any chance of getting in on SPI's computerised wargame?

MW: After due consideration, we have decided not to get involved in running a computerised game. If you want to get into this game you will need to do it direct through SPI.

Question: Is there any chance of the Constanti-nople naval rules being published?

MW: Yes, they appear in Moves issue 37 now available at £1.35p. ea.

Question: Are mounted mapsheets a possibility for SPI games other than the Power Politics Series?

MW: We are looking into this possibility now on U.K.-printed games. Other than that we are not contemplating going for this style.

Question: Could I buy plastic bags at your Altrincham Shop? What about jobs at SPUK?

MW: Yes, you can buy bags at the shop and no, we are not looking for extra staff at present.

Question: Will Code Name : Sector become available through SPUK?

MW: We have no plans to stock this item.

Question: Why delay in availability of Napoleon's Last Battles?

MW: If you are referring to the Special Offer in Phoenix 12, there is no delay. Availability is given as late May. If you are

Continues on page 21



NAPOLEON'S LAST BATTLES FRENCH STRATEGIC OPTIONS BY DOUG DAVIES

There you are - it's June 16th 1815 and you are in command of a French Army which has terrified all Europe for over twenty years. Once again you have surprised your enemies with the sheer speed of your approach march and caught them at a disadvantage. Wellington has not yet got his motley army in place, Blücher awaits your assault with a force inferior to your available strength.

How are you to turn your advantage into a great victory over these two opponents and give yourself the chance to fall upon yet a third enemy which is advancing from the east? This is the dilemma which faced Napoleon and which confronts the French commander when he sits down to play SPI's excellent *Napoleon's Last Battles*.

There are basically two options open to the French commander during the first day of the campaign. He can concentrate on the Prussians at Ligny, hoping to administer the decisive defeat which Napoleon mistakenly thought he'd achieved. Alternatively, he can make a major effort against the Allied Army, under Wellington, at Quatre Bras, hoping to smash it completely so that it cannot recover during the course of the rest of the campaign.

Let us initially consider the first option. Its chief attraction is that the Prussian Army is immediately to hand and can be attacked from the opening move by the bulk of the French forces. Also, the French have a substantial advantage in combat factors (if you include the 1st Corps) of 208 strength points to 163; a much more flexible artillery command of nine units totalling 39 strength points against six units totalling 28; and more cavalry, fourteen units of 45 strength points to ten units of 27, which gives you a much higher degree of mobility. With Blücher able to give command to only two of his three corps at a time, while the French commanders can control five corps per turn, it should be possible to inflict demoralising losses on the Prussians. Once they are pushed out of the good defensive terrain behind Ligny a series of high odds attacks might even succeed in leaving them with insufficient units to maintain a cohesive line during the night turns; which will result in a virtual rout, providing the French with a rich harvest of victory points.

What are the drawbacks to such a plan? Primarily, it delays deployment of the French Army onto the Brussels road, giving the Allies (who will hold Ney alone with little difficulty) time to concentrate. This will make the end game hard to win, for the main French hope of achieving sufficient victory points depends on exiting units off the map towards Brussels. It can be done, but it will certainly be "a near run thing". Also, the Prussian commanders will, unless vigorously pursued by an adequate force, reorganise some of their troops and despatch reinforcements to stiffen Allied resistance.

This should lead us to consider the second option of concentrating large forces against Wellington on the first day, intending to destroy his initial strength and then fighting Waterloo on the next day with smaller numbers than were actually employed.

Its attraction is that the Allies can probably be driven so far back, and with such high losses, that they can't stop the French breaking through to Brussels early on the third day, thereby winning the game. Any Prussians, despatched from Ligny as reinforcements, cannot hope to march as quickly over the trails leading to the Dyle bridges as corresponding French units, from their rearguard position, can use the main Charleroi-Brussels road. The longer the Prussians delay marching north, the worse the Allied predicament and it may even be possible for the French to capture the Dyle Bridges from the west, thus irrevocably dividing Blücher from Wellington.

This plan's obvious disadvantages are that a largely undefeated army is left facing the French supply lines, which means a substantial rearguard needs to be left to guard against the possibility of a Prussian attack. Secondly, the French Army needs redeploying onto the Quatre Bras-Ligny road whilst in contact with the enemy, which consumes valuable time.

To those who question what happens if the Prussians rush forces along the connecting road on the opening turn, to create a combined Anglo-Prussian front, I would say that such a move is an invitation to disaster. It spreads the Prussian Army out of its strong Ligny position so that the French can concentrate high odds attacks, in the open, against selected points, for the whole of the 16th June. They will be destroyed.

In reality, of course, Napoleon rightly chose the first course of action outlined above. It was essential for him to defeat the Prussians before taking on the Allies, but then he didn't get more victory points for exiting units down the Brussels road than for obtaining a victory at Ligny. Therefore, in game terms I would favour the second strategy, for the bulk of the victory points are to be obtained, as I've stressed, by getting units off the map. The undoubted drawbacks of this plan can be overcome by careful tactics.

During the first couple of game turns manoeuvre the French Guard and 3rd Corps against the Prussian right, advancing northwards as rapidly as possible while making holding attacks against the centre prior to regrouping the forces under Grouchy. Move Napoleon up to command the attacking corps from around hex 2420. Meanwhile, Ney should be attacking the Allies with the 2nd Corps and the 1st Corps should be moving up to take up position near him. Around 17.00 hrs. it will be possible to detach the 3rd and 4th cavalry Corps and the independent 2nd Corps units down the Quatre Bras road complete with Napoleon. The rest of the army then pulls back to a line running Marbais-Fleurus, under Grouchy, to act as the rearguard.

There you are then - you've got him. It just requires that you play brilliantly, making no mistakes, and he won't have a chance to stop you.

TRAD. vs SF CONTINUED

More people are being introduced to games via SF/F games than by any other kind. It is the most rapidly expanding section of the hobby and it is here to stay.

Getting back to my original question; have you worked out why you play wargames yet? If you disagree with my comparisons between Traditional and SF/F games I would ask you to think again. I would say that whatever Traditional games can offer you, SF/F games can offer you more - unless you prefer 'restricted' games and 'restricted' is not a word anyone associates with wargamers.

There remains only one more question - Where do we go from here? After Science Fiction and Fantasy - what next?

What next, indeed?

Bibliography and acknowledgements: Roget's Thesaurus, Spelling Made Easy, The Phoenix 1-11, numerous amateur and not-so-amateur publications and the manufacturers and designers of SF/F games everywhere.

HIGHWAY TO THE REICH 2nd EDITION RULES CLARIFICATIONS

When playing scenarios, airpower is used only in (24.00) Hell's Highway (optional) and (30.00) The Breakout of XXX Corps (mandatory). Airstrike points available are those indicated on the Turn Record Chart.

CONSTANTINOPLE

3.21 (correction) : The sample unit is incorrect. The defense strength should be the centre number and the morale rating the number farthest to the right. The attack strength is properly indicated.

5.25 Terrain Effects Chart (addition) : The terrain effects of Breached Wall (Inner or Outer) are :
+ 2 Movement Points
- 1 Strength Point per attacking unit
The terrain effects of City wall are: + 1 Movement Point
- 1 Strength Point per attacking unit

5.33/5.34 (clarification). Units in a clear city hex adjacent to an inner wall are not considered to be on the walls. Thus a unit on 2411 is in a clear city hex and not on the inner walls.

8.21 (clarification): A roll of 1 through 4 is a No Effect. An ineffective unit may lose one or two steps due to fire.

8.32 (addition) : Units firing from siege towers at targets behind a wall or in a tower, breached or unbreached, subtract one from the die roll. Units at ground level firing through a breached wall do not modify their die roll.

8.4 (correction) : Explanation should read INF = unit ineffective until simultaneous ineffective removal phase.

9.26 (addition) A die roll of 5 wounds a leader. Wounded leaders reappear anywhere on the wall within 5 hexes of the hex in which they were wounded.

10.53 (clarification) : Last sentence should read '... he may not roll more than once per hexside on the levels repaired table.

11.14 (clarification) : The Ottoman player may hold back from blowing a wall beyond the turn following that in which the tunnel penetrated said wall.

11.14 (addition) : Walls are blown during the Ottoman tunnel segment.

11.18 (clarification) : Ignore reference to the foss in the 'note' portion of this table. The +2 on the die roll penalty applies to tunnels going under a wall because of the type of ground that the wall is built on. The foss has no direct effect thus tunnels going under walls from Hexes 3212, 3312 and 3411 do suffer the +2 penalty.

11.18 (clarification) : The effect of tunnel collapse is the same as tunnel discovery (see 11.17) N.B. the Byzantine player is not advised of a tunnel collapse.

11.21 (addition) : Units in siege towers cannot fill in foss hexes.

15.11 (correction) : Genoese unit with Caristo is a 2-2-3.

15.11 (clarification): Hexes 0616, 0717 and 0917 are not considered to be adjacent to the outer 'seaward' wall for initial deployment

17.42 (clarification) : Ottoman units may not be brought on to the maps through hexes 3902-3907 or 0102-0113. The starting point for the Ottoman units lies between 0101 and 3901 inclusive.

ERRATA

(SPUK 16.5.78)

RED SUN RISING ERRATA & CLARIFICATIONS (1)

The picture of the front of a typical combat unit is incorrect. The first number is the Combat Strength. The second number is the Command Value, not the Combat Value. The third number is the Movement Allowance.

(6.23)(addition) Disabled destroyer flotillas do not count towards modification of the die roll during a sighting phase.

(7.0) (addition) Japanese Merchant fleets that do not begin the game-Turn in a Japanese Home Port may not move during the first round of a Naval Movement Stage. Japanese Merchant fleets that do start the Game-Turn in a Japanese Home Port may move in the first and subsequent rounds of the Naval Movement Stage. On the second and subsequent rounds of Naval Movement, all Japanese Merchant fleets may move according to the rules of Naval Movement.

(7.2)(addition) A Russian fleet containing only destroyer and/or torpedo boat flotillas may not carry out raids (even if commanded by an Admiral).

(7.2) (addition) If a fleet has a morale of zero, it may not participate in raiding, even if it fulfills the requisite conditions (see case 8.76 addition).

(7.44) (addition) Japanese units may be transported and disembarked without being activated.

(7.45) (clarification) Land units may never be disembarked in a hex occupied by Enemy land units.

(7.71) (clarification) Ships may never sail individually: they must always be contained within a fleet led by an admiral.

(7.72) (addition) A fleet must always sail with all available ships (exception: see Case 7.73).

(7.73) (addition) A fleet may leave ships behind when it sorties if the ships being left behind in port are disabled and being repaired.

(8.2) (clarification) (Page 6 column 3) Example of distribution of excess capital ships should read - "...the Japanese player takes his excess ships from boxes 24 through 28 and places them in the Japanese secondary force section".

(8.24) (Naval CRT addition) if the die roll is reduced below 1, the result is no effect.

(8.53) (clarification) Ships in secondary line may not be fired on.

(8.61) (clarification) No flotilla may be moved out of numerical order. Thus if flotillas in boxes 1 and 2 are advanced to flotilla attack position and flotilla in box 3 is not, flotillas in boxes 4 and upward may not be advanced to flotilla attack positions.

(8.61)(clarification) Storm conditions do not have any effect on torpedo attacks.

(8.72) (clarification) A fleet's morale is reduced by one box on the morale chart for every defence strength point of ships lost, thus a fleet whose morale starts in box $\frac{5}{2}$ in the morale chart which loses 5 ship defence points would go to box $\frac{1}{2}$ thereby losing one complete morale step.

(8.76) (addition) When a fleet's morale reaches zero through naval combat and the fleet breaks off the action, it must move to the nearest Friendly port by the shortest path possible and may not engage in raiding (see Case 7.2 addition).

(8.77) (exception) The Baltic fleet commanded by Rozhestvansky, upon reaching a morale of zero, must always open the range but it may open the range only 5 instead of the usual 6.

(9.46) (clarification) Railway stacking limitation applies only for rail movement. In every other case apply the stacking limit most favourable to the moving player. Thus, Port Arthur hex, which

I think it should be made clear that these errata are produced by SPUK in conjunction with SPI themselves and as such should be taken as official rules interpretations. The dates should be used if questioning them at any time since there may well be more than one produced c.f. HTTR.

I emphasise that this column is not limited to SPI games, errata from other publishers are welcome. Editor.

contains fortress plus rail plus rough, would apply fortress stacking limit.

(9.46)(correction) River is +1 movement point to cross.

(10.33)(clarification) Friendly units do negate enemy ZOC for the purpose of supply judgement.

(10.37)(clarification) No die roll is required, the defender elim is totally automatic with no loss to the attacker.

(16.00) (Clarification) Russian fleet activation is considered movement for the purposes of mine attack.

(18.4) (addition) A unit does not have to be activated to use rail movement but the unit must begin the Game-Turn on a rail hex and fulfill the conditions of Case 18.4.

(18.43) (addition) Hex 3116 and Hex 3337 are connected by rail line off the map. There is no additional Movement Point cost to move from one of these hexes to the other as long as the unit doing so is using rail movement.

(18.83) (clarification) Torpedo sneak attack takes place at the beginning of Turn 1 before any other action is taken.

(18.85) (addition) Chinampo and Chemulpo are considered Friendly Japanese ports on Game-Turn 1.

(addition) No fleet may move into or out of Vladivostok during Winter Game-Turns.

(18.9)(addition) Japanese siege artillery equals 0 command points for supply purposes but are liable to attrition if cut off from their supply source. Siege artillery is liable to automatic elimination if forced to defend in an out of supply hex.

Initial Set up

(19.1) (addition) Kuroki-Hex 27.

(19.2) (addition) Alexiev-Hex 0801.

Note: (Counter Errata) Russian Des. Flot. 8 erroneously reads 8 D 5: it should read instead 1 D 5;

(19.3) (correction) This case replaces the original Case in the rules. If an admiral dies, depending on whose side he is on, the following procedures are instituted.

(19.31) Japanese

If a Japanese Admiral dies, he is replaced by Shinamura. If another Japanese Admiral dies, he is replaced by an incompetent with an Initiative Rating 1.

(19.32) If a Russian Admiral dies, he is replaced by the next admiral to arrive on the Turn Record Track unless that admiral is Rozhestvansky. If no other admirals are scheduled to arrive except Rozhestvansky, then the last living admiral to leave the game is in command. If all else fails, then Vitgeft is in command. If another admiral dies, then an incompetent with the same Initiative Rating as Vitgeft is in command.

Miscellaneous

Clarification: Japanese merchant ships not carrying troops are considered to have docked prior to the Japanese supply phase and can be used for supply during the turn they move. Example: a ship docks at Chinampo, debarks its troops and remains there for several moves giving supply to those troops. Due to manoeuvre it is no longer practical to supply through Chinampo therefore the ship moves to a new port/coastal hex during a Naval Movement Phase to set up a more desirable supply source/route. In such a case the ship is considered to be in a position to supply in the Japanese Supply Phase of the same game turn in which it moves.

Clarification: Units shown on the Turn Record Chart in brackets are removed from the game on that turn.

WAR IS HALE

SPUKORGY REPORT D.I.A.MACK

The good people of Hale must be getting quite used to the Cockpit of SPUK: the fourth games meeting, SPUKORGY or what you will, having taken place successfully. Hale Village — and the Ashley Hotel in particular — has been the scene of more battles, campaigns, skirmishes and onsets in the past eighteen months than any other corner of the world, and the weekend of 12-14 May kept the record whole. Once more the peaceful streets echoed to the squeak and rattle of the panzer divisions eternally marching on Moscow, to the fifes, drums and rattling bandoliers of Gustavus' Swedes, to the rumble of Napoleon's guns taking a rather circuitous route to Ligny and Quatre Bras, to say nothing of the measured tramp of young Alexander's hoplites. Time and space being no barrier on these occasions, the sweep and onrush of the mechanised warfare of the 1980s found a corner too, as did the elephantine gyrations of the Ogre, that cybernetic, fifty-metre-long (metres are what foreigners call yards) tank of the next century. And amongst the newer contestants were the armies of Middle-Earth, human, sub-human and just plain scary, along with the black-hulled, doom-laden fleets of Holy Russia, the blue saltire on the white ground flying triumphantly above their hitherto unrecorded victory over Togo at the Battle of Port Arthur.....

Yes, they're getting used to us. "I'm one of THEM", said your correspondent, nodding to the board marked "Orgy This Way" or words to that effect as he booked in at the Ashley and was received with tolerant smiles rather than with glances of wild surmise. Neither hosts of psychopaths nor gangs of teenagers with a toy-soldier hangover, but a pretty fair selection of professions, ages and outlooks, we began to assemble on the Friday evening to be greeted by the indefatigable Malcolm Watson and by our equally indefatigable name-plates, lovingly preserved against our reassembly (which is why Malcolm likes 'em back Sundays). As early as 6.15 pm, the hour of your correspondent's arrival, some dozen games were already in progress in the still-further-extended games-room and during the evening most of the 65-odd comatants made their debut.

This being the fourth Orgy, a lot of us are getting to know each other quite well as we roll in time after time from various corners of the country and the first half-hour or so seems to be spent in saying, "Lo, Jim" or "Hi" or "You again?" to old opponents, allies, or fellow-onlookers, instead of looking cautiously around, speculating on the fact that it appears to take all sorts to make a hobby. New faces too, mostly young ones, but attached to keen and enthusiastic gamers, as the coming weekend showed.

As usual on the first night, your correspondent found little difficulty in fixing himself up with a session, this time with one of the keen youngsters referred to; indeed his only difficulty lay in making

up his mind to call it a day (or rather a 2 am) and haul off to bed. Even once that first game is finished there is just too much to look at and too many acquaintances to chat up — a sort of combined beginning-of-term and night-before-Christmas atmosphere. Others were equally insomniac; not only was the NLB campaign thundering away in one corner but sessions of 'Cobra' and 'Alesia' were actually starting at 1.30 am! Just to get things going with a move or two, of course ...of course. There were also two bridge schools demonstrating your average wargamer's broadmindedness or desire to greet the dawn or something.



Donald Mack and Malcolm Watson engaged in Red Sun Rising which the latter won only after buying Donald lunch, plying him with whisky then changing sides just as he was about to win.



Davie Gray, the youngest man at the Orgy, came all the way from Invergordon. They start them young in Scotland.

"Early bacon, early bacon,
Oh the pleasant sight to see
Sires come down for early bacon,
Morning rolls and cups of tea."

Breakfast is given a special mention here because somehow that first breakfast in the Ashley seems to be the raising of the curtain on the weekend proper; Friday, interesting as it is, is the prologue, "Box and Cox" before "The Mikado", but now it is Saturday and the game's afoot, Watson! Mention of breakfast also allows your correspondent to let those who have been here before but who weren't able to make it this time know that the Ashley has set up a new, more compact dining area with a vintage car theme, which allows considerably more space in the games room; in fact the games room is now just that, with no territorial claims by any neighbouring state and much more elbow room all round.

By 10 am battle was firmly joined again, with just about the whole company present, but comfortably spread over the increased area. From America they came, from Canada (admittedly by way of elsewhere in Britain, whether a seat of learning or simply just a seat); from Scotland too, and that in some numbers said he proudly: the fact that they buy SPI games (to say nothing of AH ones) disposes of the meanness gibe, so there! Our youngest member, by the way, was David Gray, all of nine years old and now at his second SPUK meeting all the way from Ohio via Invergordon. Missing this time were the Ealing Games Group; a pity because their EGG badges, their news-sheets and their enthusiasm have been very much a part of the scene at previous Orgies; EGGs for breakfast next time? However UKW seemed to be well represented; Keith Poulter, who played a flying visit on the Saturday to make sure that the boys weren't playing hookey, reckoned that about 50% of the gang were the servants of Minas Buckhurst, to the shame of your correspondent who had forgotten to bring his UKW badge with him. Talking of UKW reminds me that Ken Broadhurst was on the scene with yet another new game which he had brought to have tested under field conditions — this time "Napoleon and the Archduke Charles", with an experimental system of point-to-point movement and units represented by flags on pins, blank side

The smug Ken Broadbottom, alias Broadhurst, looking smug, if not smug in fact.



towards the enemy until within sighting range, other side with the usual designation factors; if the idea proves popular Ken hopes to extend the system to other games.

As a matter of interest your correspondent noted all the games that were in progress at 5pm, just to give those who know not Hale some idea of the scope. In order of sighting were: The Conquerors (two games); Cobra (two games); Air War; PGG; War of the Ring; World War 1; Machiavelli; Invasion of Malta; Drive on Stalingrad; Flat-Top; Ancient Conquests; Alesia; Up Scopel; Year of the Rat and Outreach. Oh yes, and two of my favourite Fulda Gap. And that wasn't the whole range, mind you, just those noted at that particular time. An Orgy is a very good opportunity to see games one has heard of and wondered about and to learn of games of which one has heard little or nothing but which prove to be of interest....even your hard-headed correspondent is thinking about 'The Conquerors'.

Of course the Magic Toyshop in Crown Passages, a hundred yards away and in full and tempting view, is open on the Saturday for the benefit of those who have succumbed to the lure of a new game, or who need another fix, or who can resist anything except temptation. Yes, you can always just go to look, but if that's your line then have yourself tied, like Ulysses, to a firmly-fixed object or else give your wallet to a true friend in a wheelchair who won't be able to climb those wooden stairs with you.

The Sunday saw a slow start due to combat fatigue — no kidding; your correspondent went to bed at 2 am on his first night and at 3 am on the second, nor was he the last of all that company on either occasion. For example, ten games were in full swing at 1 am on the Sunday, including one well-attended "Kingmaker" and three PGGs. But start again it does and once more the bones were rolling all around the room on Dicey Sunday. Your correspondent, having been soundly thrashed on the Saturday at Fulda Gap to the severe prejudice of the next General Election, refuted his ego in 'Red Sun Rising' on the Sabbath by leading his fleet triumphantly out of Port Arthur and putting Malkoma Watsunagi to flight, only to have it deflated again when Watsunagi, now wearing his field marshal's hat, displayed the fiendish cunning popularly attributed to the sons of Nippon and cut the railway north of Mukden, bringing the war to a triumphant conclusion in October 1904. As it also happened to be 4.30pm on 14th May 1978 the defeated Kuromackin slunk out, un-noticed in the smoke of several still-raging conflicts, and drove himself off to Siberia. However he hopes that Little Father will parole him for a chance to recover his honour in October — 13th to 15th to be precise. Perhaps some of you who have hitherto only read may come to see; it's all true, I promise you.



Donald Mack, centre, playing with a young man!! Fulda Gapping it.



General view of the rabble.

BUY THE BOOK

HAMISH WILSON

There can be few of us who doubt the efficacy of the submarine as a means of waging effective war against lines of communication and against enemy capital ships. Ever since the first of these stealthy vessels slipped beneath the waves men have found them as fascinating to consider as the rabbit finds the stoat, and never more so than now when one Polaris boat carries the power to destroy half the world and yet will slide silently back to port from patrol with no fanfares or ship's sirens to greet it. The wonder then is not that we now have a game dealing with submarine warfare but that it has taken so long to get it. I have picked a couple of titles from the bookshelf, only a few from the seemingly hundreds that deal with the submarine.

Firstly from Arms and Armour Press comes **The Submarines of World War Two** by Erminio Bagnasco. This is a massive work quite in keeping with previous naval volumes from the same publishers and presents in one volume a staggering amount of data. A substantial introduction covers the development of the submarine from the court of James the Sixth and First (I) through Fulton's "Nautilus" up to 1945 with a brief comment on the present day nuclear boats. Then, in the meat of the book, all the major combatant nations of the last world war have their submarine policies reviewed and each class of vessel that they built is discussed in considerable detail with, in many cases, cut-away drawings of the internal layout of major classes. As well as these drawings there are vast numbers of excellent photographs and line drawings of hull outlines and modifications, details of which are discussed in the text. After the principal nations are discussed the submarines of "The Lesser Powers" are given a brief but cogent survey. All the midget machines and 'Human Torpedoes' are covered as well. It really is a most remarkable book and one which will be of value in devising scenarios for "Up Scope", for the serious student of the history of this "damned un-english weapon" or for simply browsing through. £12.95 will secure the book for your shelves and will be a sound investment for the book must be definitive on the period covered.

From Weidenfeld and Nicolson comes a book by Richard Garret called simply **Submarines**. As it is entitled so it is, and there aren't many books of which you can say that. It is essentially 'pop' history but it covers the ground effectively and deals with some of the more interesting aspects of this form of warfare very nicely. I mention James the Sixth above but of course the first real attempt to make an effective combat submarine was the "Turtle" and this book contains, amongst its other high quality illustrations, a photograph of a cutaway of the "Turtle". American Civil War specialists take note! But the book happily takes us from there all the way through to the big nuclear subs of the modern day without messing about and with a good bibliography and some fine illustrations, Mr Garret's work makes as good an introduction to the field as one can find. The price is more than reasonable at £4.95.

The submarines are all very well but what about their opponents? Whereabouts will we find the data on them? One can turn to Ian Allan and look up their very fine and extensive library of works on the vessels of warring nations but that will take time and needs some knowledge of the rather non-standard index system which you can find in those books. The short answer would be to get a copy of a book called **The Encyclopedia of the World's Warships**. Subtitled "Technical Directory of Major Fighting Ships from 1900 to the Present Day" this book, written by Hugh Lyon with the assistance of Captain J.E. Moore R.N., will give you all the gen you could wish for. I think it fair to remark that while the 'goods' on the Russian vessels are somewhat short on detail and on total numbers of classes the book also gives details of vessels which we can safely consider as being the opponents of western subs. So where the Arms and Armour Press book I mentioned earlier was ideal for scenario building for that period so this book will be fine for the modern period. It's published by Hamlyn

and contains details of major warships from way back up to the "Kiev" class and all the rest. Not bad value at the money and in conjunction with **The Soviet War Machine** (rev. this column Phoenix 6) provides a foundation for all sorts of work on sub warfare for today and the future. "The Encyclopedia of Warships" is published by Hamlyn as a Salamander book at £6.95.

From the ocean of water let's turn to look at the ocean of land which is the Russians. It is worth saying at this point that I have looked forward to seeing the first book to spring from the SPI stable. The SPI so called 'modular' approach to the presentation of information is one which I have found attractive and which I, and many other subscribers to S&T, Moves and Phoenix, have looked on as something of a standard to which one wanted to aim. When used in the context of the magazine, the method worked well in the past, works now and will, undoubtedly, work in the future. The mistake that has been made by SPI is that by using that technique, one which has hitherto been used exclusively to present history for the gamer rather than than history qua history, they have destroyed their own effort before they start. A game has a beginning, middle and end and each is defined fairly closely by the rules. Indeed in many games, victory is defined by artificial standards designed to imitate the political and historical objectives which the opponents required to achieve their ends. But games ain't history and so it is necessary when presenting history to do more than present "the facts". What was good enough for Joe Friday won't do for me and for most readers of history. Hence my enormous disappointment over **The Russian Front** which Arms and Armour Press have published in this country at £6.50. It's edited by James Dunnigan (of Utrecht, whom God preserve) and is a pale shadow of what it ought to have been. I cannot, and I regret not being able to, recommend that any of you waste your time with it. The volume is lacking depth, insight and organisation. It lacks objectivity and I am deeply disturbed to see that Arms and Armour Press, who publish the book in this country at £6.50 suggest, albeit on the dust cover, that "with this volume for the first time the reader is presented with a complete account of the (Russian) conflict, accompanied by an extensive array of hard data available in no other single source." It is true about the hard data. The comparative data culled from old issues of S&T are very good but the account of the conflict is about as far from complete as it could be. The maps are barely adequate and the best part of the whole book is the bibliography. Let it not be said that the boys at S&T haven't done their homework — it's just that when they come to writing the essays they fall a bit short. A magazine which exists on the credibility of its research and background information in game design does itself no good at all by rushing into print with this second rate volume. In mitigation of the above let me say that I am currently reading the book on game design about which I find myself much more sanguine. Of that — more anon.

Still on the Russian Front, and all the other fronts, let me tell you about the most exciting piece of publishing done for us in the last four months. Pan Books have published **The Other Side of the Hill** by B.H. Liddell Hart. Despite the constant sound of grinding axes — Liddell Hart, Fuller and Hobart had reason to say 'I told you so' in 1945 — this book is a wonderful volume. Liddell Hart, co-architect, with Fuller, of the Blitzkrieg tactic was given access to the German generals just after the war and they talked to him ... oh! how they talked. Rundstedt on Hitler and just about everybody else... Jodl and the Fuhrer... Model on Jodl and all the rest. It is a book which retains its freshness despite the years which have gone by and one which has to be read by any person who confesses an interest in military history. Read it — I shall be asking questions!

Lastly, something entirely different. Still on the Russian Front; a book of photographs ... with a text by A.J.P. Taylor and edited by Daniela Mrazkova & Vladimir Remes this is worthy of your consideration. It's published by Jonathan Cape at £6.95 and contains pictures of what happened at some times and certain places between 1941 and 1945. It would be easy to write off the great part of the book as being propaganda but there is little attempt here to make the camera tell lies ... the stories were, God knows, dramatic enough. I was profoundly moved by some of the pictures in this

book and I mention it only so that should you see the book, in the library or the bookshop, look at it. The content may put you off buying it but think on ... war is about people dying and being killed. It has been in the past and may be in the future about people dying in bigger quantities than we can conceive of. It is worth remembering then, within the fine objectivity which our world of cardboard combat allows us that people are men ... yes, the soldiers, but they are also women and little children. Kids don't have politics...

HOTLINE CONTINUED

referring to the fact that the game has been out of stock for a while, this is because we stop importing a game 2-3 months prior to production to avoid overstocking and it is not unusual for us to run out of stock for a period of time. This is strictly for reasons of economy.

- Question: What is the possibility of producing a booklet giving a page or so of game description for each SPI game?
- MW: In a word ... none!! We would have to produce a catalogue of over 160 pages to accommodate this at an astronomical cost. If you reckon on a 32 page magazine costing 50p. per unit to print you will get some idea of the cost involved and that does not include typesetting or layout.
- Comment: I do feel annoyed about the consistently late deliveries of S & T and Moves and the lateness of new games announced in S&T.
- MW: Don't we all. Any lateness is frustrating but there are normally very good reasons for delays and unless you have been involved in the sort of operation we are running you probably would see these reasons as being pure excuses.
- Question: I see SPI are selling off 'Flying Circus' in S&T 66. Is there any likelihood of being able to get hold of a copy?
- MW: Only if you contact SPI direct. We are not buying any stocks.
- Question: Does the SPI recruitment offer apply to UK subscribers?
- MW: No, only offers made by SPUK apply to UK subscribers.
- Question: Are back issues of Phoenix available?
- MW: Issues 3, 7, 10 and 11 are available at 45p. each.
- Question: Are SPUK teeshirts available?
- MW: We don't do such a thing. Sorry.
- Question: Out of interest, how did SPUK start in Cheshire and not in the South or Midlands or somewhere else?
- MW: Because that is where my humble abode is now and was when I started SPUK six years ago.
- Question: Could you give me a breakdown of the price of a standard £4.55/£5.55 game (cost, postage, VAT, profit, etc.)?
- MW: Course I could.
- Question: How are 'boxed' games actually packaged (in a cardboard box or plastic box + frontsheet, or what)?
- MW: To date boxed games have been packed in a plastic box with front-sheet except for the Power Politics games which came in a cardboard box with a plastic tray insert. However, we are in the process of converting the whole line to the cardboard box presentation and by the time you read this God alone knows which games will be in what boxes.



GRAPEVINE

A REVIEW OF NEWS, GOSSIP AND RUMOUR

COMPILED BY DOUG DAVIES 15-6-78

Welcome to this new column of general news on the wargaming scene in which we hope to keep you aware of the future plans of all game publishers and the various developments within the hobby. If the column is well received, I hope to make it a regular feature of the Phoenix so nice sets of 9's please on the Feedback Card.

To start with then news from SPI, where the latest game to enter the schedule is **John Carter of Mars** based on the Edgar Rice Burroughs stories. The next three issue games are to be **Tannenberg**, **The Crusades** and **Monte Cassino** (the latter designed by John Prados). Note that SPI intend, in future, to price their games on anticipated sales — which means you'll be okay if you like Russian Front WW II titles but if you fancy Genghis Khan's fourth campaign against the Chin Dynasty you had better arrange to see your Bank Manager.

It is with great sadness that I report the death of John Young, SPI's former Treasurer. John, who designed such games as **Musket & Pike**, **Borodino**, **Lee Moves North** and **La Grande Armee**, amongst others, provided myself and thousands of wargamers with countless hours of pleasure.

GDW are shifting into high gear with a lot of new games being released and others at various stages of design. Just out in the States are **Verdun**, which is a very drastic revision of the old Conflict game with a new map, different unit levels and scale, **The Illiad**, on the Siege of Troy, and **Fire And Steel**, a set of Napoleonic miniatures rules which they are very enthusiastic about. At present with the printer are two games in their fine 120 Series — **Lobositz**, featuring Frederick the Great's victory over the Austrians in 1756, and **Guilford Court House** on the American Revolutionary battle in 1781. A supplement to the roll-playing **Traveller** is planned which will introduce the concept of mercenaries into the system. **Indian Ocean Adventure** will feature the Japanese attempt to 'Pearl Harbour' the British fleet in Ceylon, while 1942 shows the Japanese land campaigns against Malaya, Java and the Philippines on a strategic level with an abstract naval segment. **Assault** is the GDW version of modern tactical combat mainly concerned with mechanised infantry. Finally, for you big game fans comes GDW's game of **Crusader** (to be retitled in due course) on the desert battle, which has six maps, thousands of units and simultaneous movement. I'm not kidding — honestly! And what's more, Marc Miller informs me that it is playable although obviously better suited to team play.

We note the elevation of UK Wargamers into World Wide Wargamers and that they are holding a convention in Walsall (see details below). Where will it all end, we ask ourselves enviously — are Galactic Wargamers waiting in the wings with a meeting in Scunthorpe? (Sorry Keith but I couldn't resist it).

Anyway, WWW are beginning to produce the goods gamewise. They are releasing their first boxed non-magazine game in late June entitled **Dresden 1813**. It will cost £6.95 to non-members and appears to be of high physical quality. If it is a success, further games in the same format are planned for later in the year including **Desert Rats**, **Peninsular War 1813-14** and **High Water Mark**. Future issues of 'The Wargamer' are scheduled to include **Operation Condor**, **Marston Moor** and **Albuera**.

Ken Broadhurst, who designed several of the UKW games, was observed at the last SPUK Games Orgy testing a new Napoleonic system with a non-hexagon map. Movement was on a point to point basis and the game featured a simple to use system of hidden units which should prove very interesting, providing certain technical production problems could be overcome.

Battleline have merged with Heritage Models and moved base to Texas. Apparently the change of scenery has done wonders for the grey matter, for a whole battery of new games are scheduled for release, including **Insurgency** on modern guerrilla warfare in S.E. Asia. Other titles are **Tomahawk** about the French-Indian wars and **United Nations** featuring world domination in the 1970's and 80's (you still reading, Keith?). Work is going ahead on a twin pack game illustrating man to man gladiatorial combat and a tactical chariot game. Titles for these two will probably be **Circus Maximus** and **Gladiator**. A unique touch will be the issuing of card games for wargamers being designed by Steve Peek. The Heritage side of the partnership are to issue **Sopwith**, **Strange New World** and **Quest**, the last two being fantasy games and the first, naturally, on air combat in WW I. Battleline are also issuing expansion kits for **Air Force** and **Dauntless**.

Avalon Hill have obtained the rights to Frank Herbert's excellent SF novel **Dune** in spite of a fierce fight by SPI and have already begun looking over an outside design. If they manage to transfer it to the board as well as Starship Troopers it should make a great game and at least keep Phil Kosnett happy. AH are also going to descend (I understand that this is the correct word) into the mushrooming realm of fantasy games and have Richard Hamblen hard at work aiming at a surprise Origins release. We are interested to see AH have another Panzerblitz type book in preparation, written by Nicky Palmer and entitled **A Wargamers Guide to Third Reich**. We understand SPI were sadly disillusioned with their venture into book publishing and wonder if AH, with less trumpeting, can make a success of it.

We are sorry to hear that Rodger MacGowan is departing from the Editor's chair of **Fire & Movement** due to pressure of work. He has the satisfaction of knowing he leaves behind a magazine well-respected in the hobby, having established new parameters for graphic presentation of wargaming articles. His successor is to be Fred Helfferich who we hope maintains the high standard begun by Rodger.

Perfidious Albion carries news of SDC's fold up but reports that **Kesselschlacht** will be finished and presumably marketed by another company.

Finally, news to warm the cockles of Jim Dunnigan's heart. Fusilier Games of Scotland are designing a football game, definitely not to be called 'Road to Argentina' (kenwhutehmeenanaat/Malcolm) based on the system pioneered by SPI's infamous Scrimmage. Yes, Jim, the biggest turkey of all time is about to lay an egg!

CONVENTION NEWS

Battlefield 1 — September 8th, 9th, 10th — organised by WWW at West Midlands College of Education, Walsall. Residential full board £20. Trade shows, awards, competitions, etc.

Autumn Games Orgy II — October 13th, 14th, 15th — organised by SPUK at the Ashley Hotel. See page 4.

Games Day IV — October 28th — organised by Games Workshop.



NEWS FROM S.P.U.K.
MALCOLM WATSON
15-6-78

Cheer up you lucky gamers, it's price rise time again. I got SPI's July-December 1978 brochure three weeks ago and since then have been gainfully employed re-costing the full line of SPI games, both imported and UK-printed. The result of this industrious three weeks can be found on the Order Form in the centre of this issue. Basically, all SPI \$8.00 games have gone up to \$9.00 or \$10.00 whilst some of the \$20.00 games have gone up to \$22.00 or even \$24.00. The worst hit games are the slow movers which SPI have 'backlisted'. On these, we enjoyed a base rate of \$8.00 until earlier this year when it went up to \$10.00. The latest brochure gives us a new base rate of \$12.00. Thus, when I came to cost these I had to allow for an increase of \$4.00 which is one hell of a jump.

When the calculations were finalised I found that those 'backlisted' games would have to sell at £8.00 instead of the previous £5.55. Thinks ... will people shell out that sort of money on a none-too-popular game? After much cogitation, we came to the conclusion that we should follow SPI's lead and back list certain titles. Further, we decided to do a bit of dead wood chopping and drop titles that did not justify their existence. Those games to be dropped and backlisted are on special offer in this issue's 'Bargain Basement' — see back page.

The reasoning behind 'backlisting' is as follows. If it is likely that customers will want a title, we should stock it. If we stock a title the trade will want to stock it. If the trade want to stock it we must hold sufficient stock to satisfy their possible requirements. If we do that we must hold up to 100 copies of a game which ties up a lot of cash on the shelves (particularly with the new SPI prices) which in turn leads to, wait for it, cash flow problems and that is something to be avoided at all costs. Therefore we decided that we could not afford to hold stocks for the trade. The answer would appear to be that we should buy in small quantities at low discount and cater only for mail order requirements and that is exactly what we have done. It has brought their price back down to £7.75 each and has stopped me wielding the big axe too severely. If this system works, that's good. If not, it'll be the Big 'E' for the backlisted and back comes the axe.

UK-printed games have gone up in some cases and have remained static in others. When we first costed these we tied them to the US selling price. This time round we have done it taking into account all the appropriate costs. Pro rata they are even more reasonably priced now than their imported cousins and represent excellent value for money with savings of between 50p and £1.35 per game before discount.

Z-Packs, or as we now choose to call them, unboxed games, have been brought more into line with reality. They cost between 50p and £1.00 less each than their boxed counterparts.

The new prices come into effect September 1st of this year. Any orders received before that date will be accepted at the old price (see enclosed loose price list).

I have just spent a frustrating couple of weeks chasing up our printer on various UK-printed games components. Back come the various 'reasons' for delay in supply such as the plate maker's wife has run off with the milkman's great grandfather and he's too cut up to get the origination done, etc. It rather looks like my hopes for a firm schedule on production may be dashed. At least we did get Nap's Last Battles within three weeks of the anticipated delivery date but don't get excited, the plate maker is due to go on holiday soon and may go off in search of his wayward wife.

Dana Lombardy of Simulations Design Corporation wrote recently to say that they were winding up the business. Stocks of Cromwell and Jerusalem were being posted to us April 19th and they had a certain amount of stock still available. Did I want

it? What I do want is delivery of the games ordered almost a year ago and by my calculations two months is long enough for games coming seemail from 'The Coast'.

'War in the Pacific' is now in stock...Gasp! as is 'Greens Fields Beyond'. Expected in mid-September is 'Atlantic Wall' which now looks like being the first of the new Bookcase Style SPI games. 'City Fight' has been dropped out of SPI's 1978 schedule and is not due to be produced until about April 1979. Also expected in mid-September are 'Next War' and 'Swords & Sorcery'. Prices for new SPI games are those given on our new price list.

Non-SPI games expected in soon are 'Submarine', 'Napoleon' and 'Close Encounters of the 4th Kind' from Avalon Hill. Prices are those shown on the enclosed price list. Also, we hope to have stocks of Philmar's 'English Civil War' by the end of July, cost £5.50 inc.P&P.

At last a ray of light forces its way through the clouds of uncertainty. We have obtained the rights to market SPI's 'Middle Earth' game in the UK, Sweden and Australia. An interim agreement is in our possession and we anticipate receiving a final contract within the next few weeks. The availability date looks like being October/November of this year but please do not order until you have been given a firm availability by us either by direct communication or through The Phoenix.

We will be at the following shows in the second half of 1978:

National Wargames Championships, Top Rank Suite, Reading, Berks. 16th and 17th September. Northern Militaire '78, Lancastrian Hall, Swinton, Manchester, 4th and 5th November.

The last item I would like to deal with is the future of Phoenix. When this magazine was brought out originally I intended to run it on a tight budget which would enable me to send it at a low cost to S&T subscribers. Since that time the cost of fulfilling an S&T subscription has escalated to the point where I must now get The Phoenix production costs from my advertising budget.

We are continually under pressure to improve Phoenix in physical quality and in size. Also, many contributors feel that they should be paid for their efforts, a point of view with which I sympathise, but where is all this money to come from?

The powers that be have debated this problem at length and have concluded that if The Phoenix is to compete with the professional wargames magazines it must be made commercially viable, it must generate cash with which we can finance the desired improvements.

In this issue's Feedback we have asked for your reaction to such a move. We feel that you will be in favour and in anticipation of a positive response we are pushing on with plans to build Phoenix up in size and content over the next twelve months. When the magazine reaches a point where we consider it to be good commercial value we will cut it loose from the S&T subscription and let it stand or fall on its own performance.

The first step in this direction is to point out that S&T subscriptions taken out after September 1st will no longer automatically carry a free copy of Phoenix. I would like to make it clear that subscribers who take out their S&T subscription after September 1st may still receive a free Phoenix for a few issues as we will want to let them see the anticipated improvements. We are simply reserving the right not to send it out.

EDITORIAL CONTINUED

prize - £10 for the best rating, £6 for the second and £2 for the third. At the end of the year a further poll will be undertaken to find the best article in a number of classes (e.g. review, scenarios etc.) from the last six issue of Phoenix. Further details on this annual poll will appear later. These awards start with this issue so let's be having those feedbacks.

Talking of feedbacks - I have now seen comments from two issues and found them very interesting. In fact I plan to introduce some of these anonymous controversial gems into Mail Call whenever there is the room, thus introducing a further less formal channel of conversation between us. Most comments on suggested

Phoenix 14

Published July/August 1978

How to use the Feedback Response Card: After you've finished reading this issue of Phoenix, please read the feedback questions below and give us your answer/numbers on the card in the response boxes which correspond to each number. See centre spread for card. Please be sure to answer all the questions (but do not write anything in the box for question-numbers labelled "no question".) Incompletely filled out cards cannot be processed. **What the numbers mean:** When answering questions, "0" always means NO OPINION or NOT APPLICABLE. When the question is a "yes" or "no" question "1" means YES and "2" means NO. When the question is a rating question, "1" is the WORST rating, "9" is the BEST rating; "5" is an average rating; and all numbers in between express various shades of approval or disapproval.

The deadline for the return of this feedback card is August 30th 1978.

- (1) Did you send in the Phoenix 13 feedback?
- (2) Based on the last two months, how do you rate the service you receive from SPUK (1-9)?
- (3) Do you feel our service is (1) improving; (2) the same as always; (3) declining?
- (4) What is the usual time lag between your order being mailed to us and receipt of that order? (When answering this, assume that you use 2nd class post when writing to us, that you have ordered an item that comes back to you **2nd class post** and that the item is not out of stock). (1) 10 days; (2) 14 days; (3) 17 days; (4) 21 days; (5) more than 21 days.
- (5) What is the usual time lag between your order being mailed to us and the receipt of that order? (When answering this, assume that you use 2nd class post when writing to us, that you have ordered an item that comes back to you **Parcel Post** and that you have ordered an item that is not out of stock). (1) 10 days; (2) 14 days; (3) 17 days; (4) 21 days; (5) more than 21 days.
- (6) What is the usual time lag between your order being mailed to us and receipt of an out of stock note (assuming all items on your order are out of stock). When answering this assume that use 2nd class post when writing to us. (1) 10 days; (2) 14 days; (3) 17 days; (4) 21 days; (5) more than 21 days.
- (7) Based on the last two months how do you rate our After Sales Service (i.e. rules queries, complaints, etc)? (1-9)
- (8) Do you feel that this service is (1) improving; (2) the same as always; (3) declining?
- (9) What is the usual time lag between your complaint/rules query being sent to us and your receipt of an answer from Customer Service? (1) 10 days; (2) 14 days; (3) 17 days; (4) 21 days; (5) more than 21 days.

FEEDBACK

- (10) How many combat simulation games do you have (Quad games count as 4)? 1=1-10, 2=11-20..... 9=81 or more.
- (11) How long have you been playing board wargames? 0= less than a year, 1= 1 year, 2= 2 years ... 9= 9 or more years.
- (12) Do you read any other simulations conflict publications other than S&T or Phoenix. 0= no, 1=1 other, 2=2 others...9=9 or more other publications.
- (13) As a contributor (prospective or otherwise) would you like to see article ratings published in Phoenix?
- (14) If no, would the printing of article ratings discourage you from further contributions?
- (15) As a non-contributor would you like to see article ratings published?

Rate the following aspects of boardgaming on a 0-9 scale with 0= no interest through to 9= fanatical.

- (16) Fantasy and SF board games
- (17) Role playing games e.g. D&D or En Garde
- (18) Present and Near-future games
- (19) WW II games
- (20) Games simulating early 20th Century
- (21) 19th Century games
- (22) Games covering eras prior to the 19th Century
- (23) Tactical games
- (24) Operational level games
- (25) Strategic and Grand strategic games
- (26) Face to face gaming
- (27) Play by mail gaming
- (28) Solo gaming

With regard to the proposition put forward in the Editorial as to the future of Phoenix please consider the following questions with care — the course of this magazine MIGHT depend on your answer!

- (29) Do you think that Phoenix should go commercial with an increase in size and quality?
- (30) Would you buy this 'improved' magazine. **Only answer yes if you have every intention of buying.**
- (31) Would you prefer to see 'Phoenix' remain a small addition of your S&T subscription?
- (32) Rate this issue of Phoenix on a scale 1-9, 9 being excellent to 1 = poor.

Rate the following articles on a 1-9 scale:

- (33) NATO
- (34) Up Scope Review
- (35) Up Scope Criticism
- (36) Traditional games vs. SF/SF
- (37) Drive on Stalingrad
- (38) Napoleon's Last Battles
- (39) A Cast of Dice
- (40) PAA Puzzle Commentary
- (41) Report on SPUKORG
- (42) Fehrbellin 1675
- (43) Errata
- (44) News from SPUK
- (45) Mail Call
- (46) Hotline
- (47) Grapevine
- (48) Book Review

problems and replays were favourable and now, having started the problem ball rolling quote the good old Phoenix motto: "We print what you provide!" - go to it folks! Whilst much the same goes for games replays I would suggest that it is experience that counts here since I would like to see replays instructive to the new gamer and not too long winded. Such replays depend a great deal on the artwork - I would recommend clear diagrams and that as much information on the set ups be supplied as possible, photographs may not come out as clear as one would like!

Another regular column that will appear in embryo form here is "Grapevine". Doug Davies has kindly agreed to get a new column going that will be as immediate as we can make it. It will

provide news of forthcoming games, club news, proposed conventions and anything else that he gets hold of. It will not take the place of Club Contacts but rather give an insight into what everyone is doing and going to do. Anyone with any newsworthy information is requested to get in contact with Doug through Simpubs.

Lastly, I plan to explore some of the less well known areas of our hobby and also to air articles on the various interests within our hobby. If any of you feel that solo players are disregarded .. or .. you play by mail .. or .. you consider that the man with an interest in Dungeons and Dragons is just not understood etc. etc. and can write a good constructive article then let's hear from you - it is all grist for the mill.

THE FOLLOWING ITEMS ARE ON SPECIAL OFFER FOR AS LONG AS STOCKS LAST!

The following games are on special offer as long as stocks are available. No discounts may be taken - prices include inland P & P. Normal overseas postal charges apply.

SPI Folio Games all titles £1.35p. each

Antietam	Kasserine
Bastogne	Leyte
Battle for Germany	* Ligny
Battle of the Nations	Lutzen
Battle of the Wilderness	Marengo
Bloody Ridge	Mukden
Cauldron	Nordlingen
* Cemetery Hill	† Oil War
Chattanooga	Okinawa
Chickamauga	* Quatre Bras
Chinese Farm	Remagen Bridge
Crusader	† Revolt in the East
† Dixie	† Road to Richmond
DMZ	Reeroi
Fredericksburg	Saipan
Freiburg	Shiloh
Hooker & Lee	Supercharge
Hurtgen Forest	* Wagram
* Jena-Auerstadt	Wavre
* Jerusalem	Yugoslavia
	* Wurzburg

† To be dropped from the range when stocks run out.

N.B. Folios may come without an illustrated folder in which case they will come packed in a plastic wallet.

* Only a few left.

The following titles are to be backlisted on our new price list and will be priced at £7.75 boxed and £7.25 unboxed. They are being offered to you at £4.50 boxed and £4.00 unboxed until stocks have been brought down to an acceptable level:

• Austerlitz	• Canadian Civil War
• Chariot	• Frederick the Great
• Grena- dier	• La Grande Armee
• Moscow Campaign	• Musket & Pike
• Operation Olympic	• Red Star-White Star
• Search & Destroy	• Turning Point
• Winter War	• Wolfpack
• Yeoman	

The following titles are to be dropped from our line once stocks run out. They are available at £3.55 each boxed and £3.00 each unboxed:

• American Revolution	• Blitzkrieg
Module	• Breakout & Pursuit
• Bullrun	• CA
• Combined Arms	• East is Red
• Fall of Rome	• Franco-Prussian War
• Kampfpanzer	• Korea
• Lee Moves	• North
• Marne	• Minuteman
• Rifle & Saber	• Soldiers
• Solomon's Campaign	• South Africa
• Wilderness Campaign	• Year of the Rat

Strategy & Tactics

(without game) 45p. each:

- No.38 (Pacific Naval Tac; Gettysburg)
- No. 44 (Tank!; Sea War in the Age of Sail)
- No. 48 (Sixth Fleet; Global War)
- No. 49 (Frederick the Great; Civil War Battles)
- No. 50 (Battle for Germany)
- No. 52 (Oil War; Island War)
- No. 53 (Punic Wars; Wargaming History update)

SPI boxed game with mounted map:

Assassinate Hitler — £5.00 each

Arnhem — £3.50 each

These are to be dropped from our line.

Blank Counter Sheets 255 counters per sheet. Colours available: White, Grey, Tan. Olive with symbols - Tan, Olive without symbols.

60p. per ½ dozen (must be ordered in sets of 6 per colour and type).

Fulda Gap	£3.50
Mech War	£2.75
NATO	£2.75
Normandy	£2.75
Outreach	£3.50
Panzer '44	£2.75
Patrol	£2.75
Sniper	£2.75
Sorcerer	£3.50
StarForce	£2.75
StarSoldier	£3.50
World War II	£2.75
World War III	£2.75

These games are all unboxed.

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IMPORTANT

WHERE POSSIBLE PLEASE
GIVE ALTERNATIVE
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Non-SPI Games

Avalanche	£4.75
Battle of Midway	£3.65
Burma	£3.25
Coral Sea	£3.25
Port Arthur	£2.65
S S N	£3.25
Tsushima	£2.65
Custer's Last Stand	£3.95
Fury in the West	£4.25
Fall of Tobruk	£4.25
African Campaign	£3.95
War at Sea	£3.95
Field Marshal	£3.95
Chancellorsville	£5.95
Starship Troopers	£6.95
Viva Espana	£3.55
Objective Atlanta	£3.95
Flat Top	£4.95
Alpha Omega	£4.55
Arab-Israeli Armour 1973(booklet)	£ .95
Jan Zizka & Hussite Wars(booklet)	£ .95
Hammer of God (Yom Kippur War)	£1.75
Salamanca	£3.95
Jerusalem	£3.50
Cromwell	£3.50

SPUK BARGAIN BASEMENT



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