

THE PHOENIX

A BRITISH
BOARD WARGAMERS MAGAZINE
ISSUE 12
MARCH/APRIL 1978
PRICE 30p

Winter War THE RUSSO-FINISH CONFLICT NOVEMBER 1939 - MARCH 1940

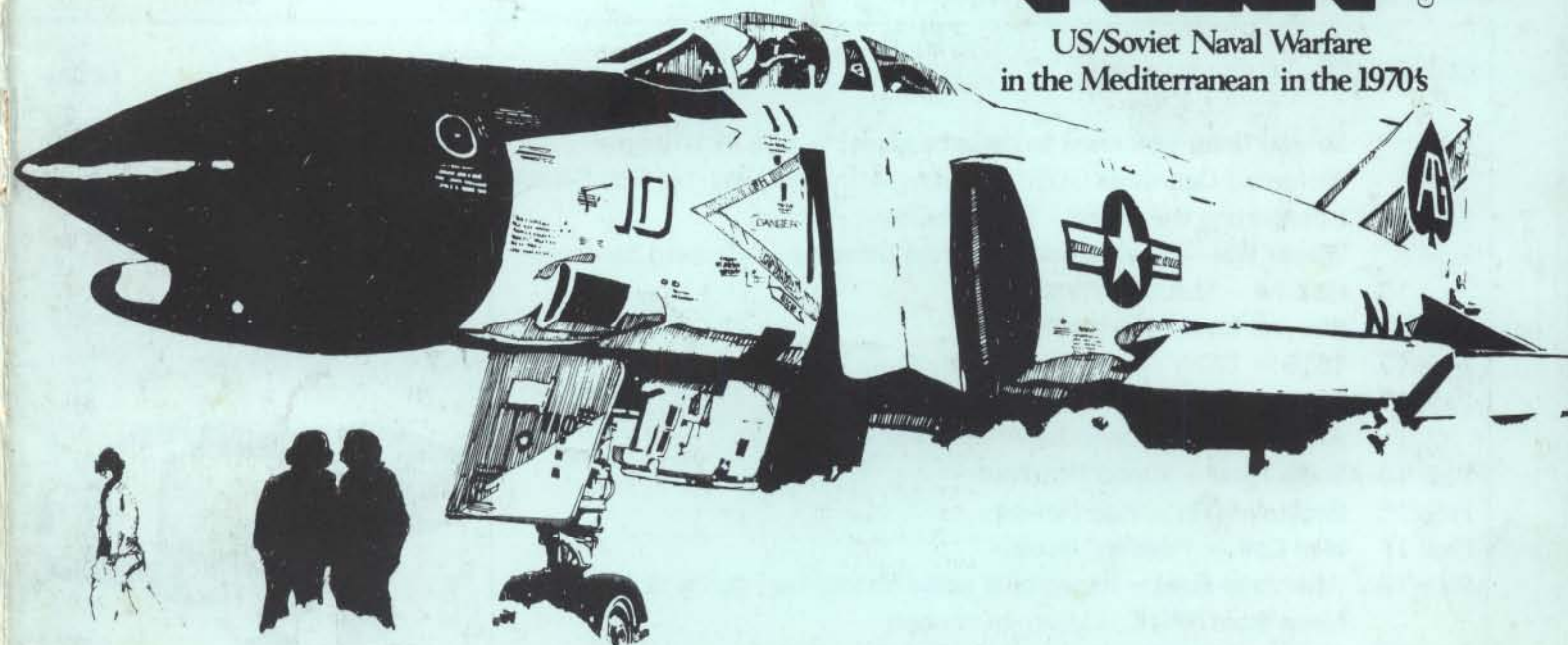
REVIEW AND OPTIMUM STRATEGY
RICHARD J STEPHENS



SIXTH FLEET

GLENN ROBINSON

US/Soviet Naval Warfare
in the Mediterranean in the 1970's



THE PHOENIX

A BRITISH BOARD WARGAMERS MAGAZINE

Published March/April 1978

Publishers: M. Watson

Published and distributed by: Simpubs Limited

Copyright: Simpubs Ltd

Editor/Art Director: Ray Bowden

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.

All contributions should be sent to *The Phoenix, Simulations Publications UK, Crown Passages, Hale, Altrincham, Cheshire WA15 9SP*. Articles submitted for publication in this magazine become the property of Simpubs Ltd., and cannot be returned to the contributor. Articles and illustrations appearing in The Phoenix may not be reproduced without prior permission from the publishers. Contributors submitting historical material are asked to include a list of sources from which the article has been compiled. Please note that the opinions expressed by contributors are not necessarily those of the publisher.

Advertising Rates:

full page £25.00 per issue
half page £14.00 per issue
quarter page £8.00 per issue
(camera ready artwork reqd., or charged extra)
1 year (6 issues) £2.40
2 years (12 issues) £4.20
3 years (18 issues) £5.40

Subscription Rates:

Advertising and subscription payments should be made out to: Simulations Publications UK. The latest date for articles and letters to appear in The Phoenix number 14 is 7th May 1978. The closing date for the return of Phoenix 12 and S&T 67 Feedback cards is April 28th 1978. Estimated date of despatch for Phoenix 13 is May 19th 1978. Estimated date of despatch for S&T 66 is May 19th 1978. The estimated date of despatch for Moves 37 is April 20th 1978.

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.

CONTENTS

- Page 5 **So you think you want to design a game?** — Bob McWilliams
Page 6 **Airforce / Dauntless** GDW's games jointly reviewed by Rob Gibson
Page 7 **Interpreting the Rules** — by A McGee
Page 8 **Winter War — Review and Optimum Strategy** — Richard Stephens
Page 10 **Hotline** — Malcolm Watson
Page 11 **Buy the Book** — Hamish Wilson
Page 12 **1815** — GDW's game reviewed by Dave Mylie
Page 13 **Scenario: Winceby 1643** — John Lee
Alexander — reviewed by Andrew Hicks
Page 14 **Sixth Fleet** — Glenn Robinson
Page 16 **Beginners Tip** — Ken Newall
Page 17 **Mail Call** — Readers' letters
Page 18 **Rear Area Raid** — Panzerblitz game history by Francis Comerford
News from SPUK — Malcolm Watson
Page 19 **Feedback Questions**

EDITORIAL RAY BOWDEN

This is the last editorial that I shall write for The Phoenix and as the cheers die down from all you readers I would like to take this opportunity of thanking each and every one of you who has contributed material, offered encouragement or tendered constructive criticism over the past two years.

As The Phoenix has grown in size and content I have found it increasingly difficult to give the amount of time required to indulge in true Editorship. The sheer physical task of getting the magazine together has absorbed most of my available spare time and energies. This is why I am delighted to be handing over the Editorship to John Spence, who will, I am sure, concentrate his efforts towards moulding and guiding The Phoenix towards what you, the reader, want. As the new editor he will be in a position to initiate articles from a number of regular contributors which, hopefully, will enable him to provide an answer to all those of you who write in saying "Why don't you have an article on.....?" In the past, if someone hasn't written it first, then we were not in a position to publish it. This is in fact quite a considerable step forward for The Phoenix and I feel sure that we can all look forward to some great things in the future.

I hope that John will receive the same enthusiasm and encouragement that I have over the past two years and I wish him, as I am sure you all do, the best of BRITISH luck!



DUNGEONS & DRAGONS

The Original Role-Playing Fantasy Game

BASIC RULEBOOK £2.50 (inc. p&p)

Now printed in the UK by Games Workshop

The Basic Rulebook provides a clear and concise guide to Dungeons & Dragons. If you have just discovered D&D, or have been confused by the old edition, or have simply been waiting until the game was available at a price you could afford, then this is the book for you!

The Basic Rulebook gives you:

- ★ A well-explained introduction to the ideas behind the game
- ★ Heroes, Wizards, Clerics & Thieves — Character development to 3rd Level
- ★ Dungeon Design notes (including sample level) to 3rd Level
- ★ Monsters
- ★ Magic
- ★ Treasure

NEW

NEW

JUDGES GUILD DUNGEONS & DRAGONS PLAYING AIDS

- **WILDERLANDS OF HIGH FANTASY** Campaign scenario for the City State package **£6.25 (inc. P/P)**
- **CAMPAIGN HEXAGON SYSTEM** For City State scenario **£1.85 (inc. P/P)**
- **JUDGES GUILD JOURNAL** Newspaper reporting on Judges Guild and other Fantasy products **50p (inc. P/P)**

NEW TO FANTASY GAMING?

Send 30p in stamps/PO/Cheque + a large stamped (9 1/2 p), addressed envelope for:

Our new catalogue
Games Pricelist
Figures Pricelist

D & D Introductory Sheet
Details of White Dwarf
Product News

NEW

WHITE DWARF

ISSUE 5 — NOW OUT

Containing:

CHIVALRY & SORCERY
MONSTERS MILD & MALIGN (Pt. 2)
METAMORPHOSIS ALPHA
FIGURES REVIEW
GAMES REVIEW and more

Sample Copy: 50p + 10p p&p (\$2.00 US)

6-Issue Subscriptions: £3.00 (UK);
£4.50 (Europe); £6.00 (US Airmail)
All payments to "White Dwarf" please.



Games Workshop

97 Uxbridge Road, London W12 8NL
01-749-7049

Avalon Hill & Leisure Time(Ex-3Ms) Games

650 High Road, N.Finchley N12 0NL Tel: 01-445 6531

TACTICS II (Two Nations in Conflict)	£6.45
GETTYSBURG (Crucial Battle of the American Civil War)	£7.95
WATERLOO (The Final Defeat of Napoleon)	£7.95
D-DAY (The Allied Invasion of Europe)	£7.95
STALINGRAD (The Turning Point of the Russian Campaign)	£7.95
AFRIKA KORPS (North Africa 1941-43)	£7.95
MIDWAY (Carrier Warfare in the Pacific)	£7.95
BATTLE OF THE BULGE (Ardennes 1944)	£7.95
JUTLAND (Only Naval Fleet Action in WWII)	£7.95
ANZIO (Battle for Italy)	£7.95
CHANCELLORVILLE (Classic Battle of American Civil War)	£7.95
ALEXANDER THE GREAT (Classic Ancient Battle)	£7.95
WOODEN SHIPS & IRON MEN (Warfare in the Age of Sail)	£7.95
RUSSIAN CAMPAIGN CORPS LEVEL 1941-45	£7.95
CAESAR'S LEGIONS (Ancient Strategic Warfare)	£7.95
BLITZKRIEG (Hypothetical Strategic Modern Warfare)	£7.95
KRIEGSPIEL (Hypothetical Modern Warfare)	£7.95
PANZERBLITZ (Tactical Warfare on the Eastern Front) WWII	£8.95
PANZER LEADER (Tactical Armour in Western Europe)	£8.95
LUFTWAFFE (Allied Bomber Offensive on Germany)	£7.95
ORIGINS OF WWII (The Power Struggle preceding WWII)	£7.95
FRANCE 1940 (Germany's Invasion of France)	£7.95
RIECHTHOFEN'S WAR (Tactical Aerial Warfare WWII)	£7.95
'1776' (Loss of the American Colonies)	£7.95
THIRD REICH (Rise and Fall?)	£8.95
OUTDOOR SURVIVAL (Manhunt in the Wilderness)	£8.95
TOBRUK (Tank Battles in North Africa 1942)	£8.95
KINGMAKER (American Version)	£7.95
BEAT INFLATION STRATEGY (Manage your money for profit)	£7.95
STOCKMARKET GAME (Make millions, or replay 1929 crash)	£7.95
BUSINESS STRATEGY (Form your own Company and Trade)	£7.95
WORD POWER (Improve your English Vocabulary)	£7.95
TUF (Make Number Sentences)	£7.95
TUF-ABET (Make Interlocking Words)	£7.95
SHAKESPEARE (Learn Shakespeare's Plays the Easy Way)	£7.95
FOOTBALL STRATEGY (Now you can play American football)	£7.95
BASEBALL STRATEGY (Play Baseball in every position)	£7.95
BASKETBALL STRATEGY (All the speed and thrill at home)	£7.95
BLACK MAGIC RITUAL (A psychic Demonstration kit)	£9.95
WITCHCRAFT RITUAL (A psychic Demonstration kit)	£9.95
ARAB/ISRAELI WARS (Tactical level warfare covering the major battles from 1956 to 1973)	£8.95
STARSHIP TROOPER (Tactical ground warfare - 22nd Century Man v Aliens)	£7.95
VICTORY IN THE PACIFIC (Simple World War II Pacific Game)	£7.95
GETTYSBURG '77 (A multi-level reissue of this crucial battle)	£7.95
DIPLOMACY (ORIGINAL VERSION) (Classic skulduggery game)	£5.50
CAESAR (ALESIA) (The siege which ended the rebellion in Gaul)	£8.95
SQUAD LEADER (Recreates the problems facing a Squad Leader in World War II)	£8.95
NAPOLEON (An unusual version of Napoleon's Campaign)	£8.95
SUBMARINE ('U'Boat Tactics in WWII)	£8.95

BOOKCASE GAMES	
TWIXT (Bridge the board by move and countermove)	£7.95
OH WAH REE (Africa's most popular game)	£7.95
EXECUTIVE DECISION (Make and sell your goods)	£7.95
POINT OF LAW (Hear the facts and judge the case)	£7.95
ACQUIRE (Buy your way to control of hotel chains)	£7.95
STOCKS & BONDS (Invest and speculate on Wall Street)	£7.95
MR PRESIDENT (Have your candidate elected)	£7.95
PLOY (Space Age game of manoeuvre and capture)	£7.95
FACTS IN FIVES (Stimulating test of memory)	£7.95
FEUDAL (Medieval War Game of siege and capture)	£7.95
FOIL (Unscramble your opponent's words)	£7.95
IMAGE (Create the famous personalities of fact & fiction)	£7.95
CHALLENGE FOOTBALL (Play tough American football)	£7.95
CHALLENGE GOLF (Play a selection of America's best holes)	£7.95
CHALLENGE BRIDGE Vol 1 (A new dimension in duplicate play)	£12.95
CHALLENGE BRIDGE Vol II (An additional Rules/Manual & Deal Set)	£7.95
GO (The legendary oriental game)	£12.95
CHESS (The Classic game in a bookcase pack)	£15.95
EVENTS (From a map of the world recognise the event from the fewest clues given)	£7.95
CONTIGO (A blend of Chess strategy and Pit & Pebble fascination)	£7.95
THE COLLECTOR (Outbid and bluff your opponent for the most valuable collection of Antiques)	£7.95
RAIL BARON (Railroad Empire building, circa early 1900's)	£7.95
Mr. WHO (Commit foul deeds and earn money as you move round the board, before your opponents recognise you)	£7.95
GAMETTES	
VENTURE (Wheel and deal to gain control of key companies)	£3.10
MONAD (Strategic action game of buying & trading)	£3.10
FOIL (Stimulating game of words and wit)	£3.10
EVADE (Bluff your way through)	£3.10
SLEUTH (Solve the mystery by logic & deduction)	£3.10
SPORTS ILLUSTRATED GAMES	
PAYDIRT (Pro football)	£7.95
BOWLBOUND (College football)	£7.95
SUPERSTAR BASE BALL (Select your team from 96 greatest players)	£7.95
GO FOR THE GREEN (Pro golf on a dream course)	£7.95
WIN PLACE SHOW (3MS PACKAGING) (A day at the races - 6 races, 36 horses, are you going to finish with the most money?)	£7.95
SPEED CIRCUIT (Race on 3 Grand Prix circuits, Monza, Monaco & Watkins Glen - using a car with your specifications)	£7.95
3 DIMENSIONAL PUZZLES	
STAC TAC TOE (New 3D variation of Tic Tac Toe)	£3.10
FRANTIX (12 pieces that form a 3D cross)	£3.95
HECTIX (12 pieces with 3 different solutions)	£3.95

THE GENERAL MAGAZINE

Subscriptions 6 issues £6.90 post free
Single copies £1.15

FROM YOUR LOCAL RETAILER OR IN CASE OF
DIFFICULTY DIRECT. UK P+P
GAMES 90p, GAMETTES & PUZZLES 60p

Trade Enquiries Overseas Orders Welcomed

Join the ABC of WARGAMING



If you live in or around Manchester, you can now join the Altrincham Boardgamers Club, organised by SPUK. The ABC will meet on the 4th Sunday of every month for the purpose of wargaming. There will be no games sales at these meetings — this is not a sales pitch but the formation of a Club which will enable local gamers to get together every month to fight the good fight.

The initial membership fee to the ABC is £2.00 per head. A further 25p admission will be charged each time you attend in order to cover the Hall charges.

These meetings will be held at the Jubilee Community Centre, The Firs, Bowdon, Cheshire. The first meeting will be held on Sunday, 26th February 1978, doors open 10.00 am. Catering facilities will be available on the premises for non-alcoholic refreshments and a hostelry is adjacent for those who wish to partake of the juice.

To join ABC, send payment of £2.00 along with your name, address and telephone number to:
**Altrincham Boardgamers Club,
c/o Simulations Publications UK,
Crown Passages, Hale, Altrincham,
Cheshire.**

Further details can be obtained from Ray Smith at SPUK, Tel: 061-941 1533

SPECIAL OFFER !!!

**Buy Napoleon's Last Battles Quads Now
For Only £5.99 Boxed Or £4.99 Unboxed**

PRICES INCLUDE INLAND P&P, NORMAL OVERSEAS POSTAL SURCHARGES APPLY. ESTIMATED AVAILABILITY DATE ON THIS OFFER IS LATE MAY.

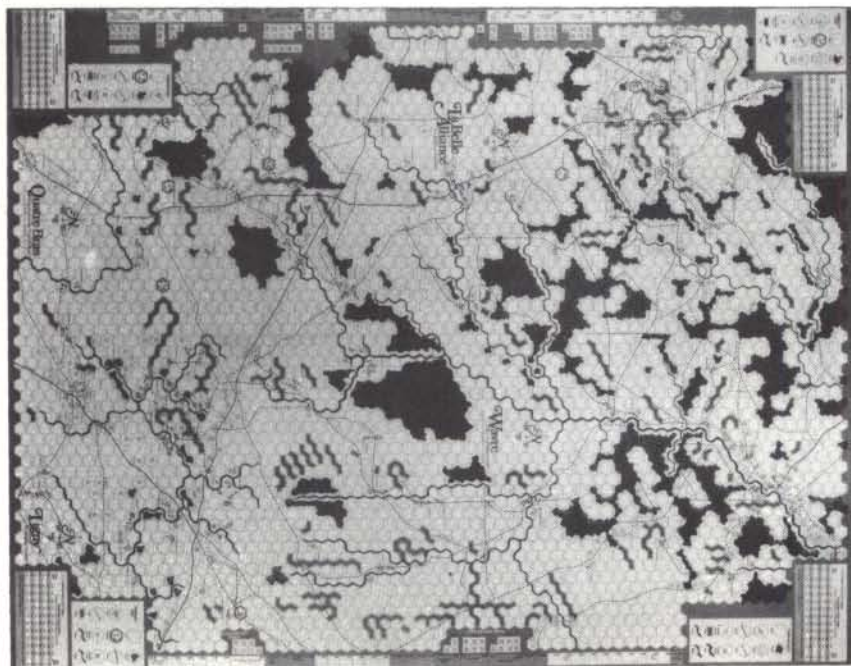
**THIS OFFER IS OPEN ONLY TO
S&T AND PHOENIX SUBSCRIBERS.
THE CLOSING DATE
FOR ORDERS IS 28th APRIL
1978. NO DISCOUNTS MAY BE
TAKEN ON THIS OFFER.**

Ligny: the Prussian I, II and III Corps concentrate to face the French invaders. Napoleon waits until late in the afternoon to launch a concerted attack by the Imperial Guard and the IV Corps, which drives the Prussians back in disarray. The Prussians are badly hurt; but it is not the decisive defeat that Napoleon had hoped for.

At Quatre Bras, a wild battle occurred. Initially the French II Corps and Cavalry Corps face a lone division of Dutch Belgian Infantry; but the cautious French advance is thwarted and British reinforcements begin to arrive. Throughout the day, Ney, who is commanding the French forces at the battle conducts piecemeal attacks against an increasingly strong British position; it is the British who hold the ground at the end of the day.

Wavre: Grouchy is several miles away from the Prussians as the 18th dawns. By 12pm he has not yet begun to move his army, and despite the fact that the sounds of a heavy cannonade are coming from the west in the general vicinity of Waterloo he does not move towards them.

Napoleon bivouacs in front of the low ridge which cuts across the Brussels road near **La Belle Alliance**. Napoleon pushes directly up the road towards Waterloo and Brussels. The battle reaches a climatic pitch when the French Old Guard assault the wavering centre of the British line. But the Guard is repulsed, sent reeling back by a blast of British musket and artillery fire. The French army breaks, and begins its long retreat to Paris.



So you think you want to design a game?

NOTES ON SELECTING GAME IDEAS
AND SETTING UP A DESIGN
BOB McWILLIAMS

The following is a personal view of some major considerations required in deciding on a subject, format and system for concentrating your game design talent on. I make no claims that the list is exhaustive, merely my own approach to the problem.

(1) How to get started and points to note about whether to start at all

I usually start from one of two premises — (a) that a subject that I am particularly interested in, which hasn't been done yet, would make a good game; (b) what (if anything, nowadays) has not yet been covered in a general sense. Both these categories can be further divided in that 'Having been done' can mean either a subject (i.e. battle, campaign, war) or a treatment (i.e. the way in which treated — level of complexity, realism, scale of game, etc). This may sound like common-or-garden good sense but I have found that all my games ideas have started out as one of these categories (which may indicate a fundamental truth about the nature of inspiration or narrow-mindedness on my part).

Having arrived at a possible subject or subjects, the next main question is, can I get sufficient hard data on all relevant aspects of the game, to the relevant level of detail? The chicken and egg situation may apply here, if the subject chosen has little available data — this may dictate the level of the game.

I will launch into the second part of the section heading with McWilliams' Hypothesis — that game designing is the best way to discover character defects — far better than psychoanalysis and (slightly) cheaper to boot. What you can (definitely) look forward to is a lengthy period of total seclusion surrounded by reams of paper, maps, references and — failed ideas, putative systems found unworkable, astounding levels of detail which are totally unplayable if possessed of less than a decade of spare time — said seclusion interspersed with violent discussions with any gamer fool enough to cross your path. There is also a very real, inherent, possibility that the evolution of the game is brought to an abrupt end as the designer is led away in the company of white coated attendants to the nearest Home for Disillusioned Game Designers. I have discovered that the true meaning of a 'De' result, game chart to the contrary, is 'Designer Eliminated'.

Seriously, you must be possessed of a reasonable amount of patience, determination, even-handedness, reasonable solvency (it does cost something even if you use home-made components) and considerable, or at least regular, spare time. You need to sustain your interest over the whole design period and you need to work logically, progressively and consistently. It's as well to return to that matter of available data — **check before commencing**. It is a sheer, literal, waste of time to start on a game only to discover halfway through that you can't get any further. This is one reason, I am sure, why SPI have a research process before design gets going full blast. Again, logical, common sense but easy to forget.

I have presumed up to now that you are interested in ending up with a game which is sufficiently different from products on the market to make its existence worthwhile. Obviously a game designer could come up with a game similar to an existing product, perhaps because the game is a particular bug of the designer — this is a possibility for personal use. With a 'different' game, two possibil-

ities occur — again, for personal use (by which I mean confined to the designer and acquaintances) or with a view to publication and, dare I say it, profit. This latter possibility has a significant bearing on the standard (in all departments) to be aimed at. It is my personal view that even games for personal use should be as 'finished' as possible, by the by, since game 'enjoyment' is as much a function of appearance and cohesive systems as it is of subject. The matter of what constitutes a marketable standard is outside the scope of this discussion but the start of this article presumes that you are aiming at a possible published game.

So far, then, I make the following points:

- (1) First choose a subject that you can turn into a game using available data;
- (2) Make sure you have the time, resources and motivation to carry it through;
- (3) Have a good idea as to the class of use you wish the finished product put to.

(2) Planning One: Workload constituents:

If you are still reading this, I presume you feel you've passed the first hurdle — but don't plunge head first into detail yet. You know what subject you are going to treat, what the end result ought to be and whether you have the resources to do it, what you don't yet know is how to do it or what the work might consist of. This last point I now discuss, the first point will follow on (I am slightly Irish). The 'workload' (producing the game) is a series of jobs which fall in categories though all these jobs interrelate to the extent that all go into making up a single finished product. It is as well to banish any thoughts that game design consists solely of formulating a set of rules. Take a look at the Design Credits on a recent SPI game. There will be found headings such as Physical Systems, Graphics, Development, Game Design (!), Play-testing, etc — all differing functions for a single end result.

My own point of view is that the workload can be categorised in the following manner;

- (1) Game Mechanics — the 'meat' of the rules;
- (2) Rules Format — producing a usable format to enable easy understanding and reference;
- (3) Graphics — producing a usable display of information to play the game — mapsheet, counters and charts.

If you are seriously intending to try and get the thing published, there is a further category:

- (4) Production Considerations — areas where game design must take account of physically converting your cherished ideas into saleable items.

Of these categories, the first is the most readily identified with wargaming. This is where all those pet ideas on movement, zones of control, combat, leaders, etc., are worked out. Thus the methodology of your combat system and its details are game mechanics — exactly how you cover those details so that none are missed and obvious loopholes covered, how the mechanics are presented — is rules format. So is the method by which the player is able to readily find his way into, and refer back to, specific queries. All that stuff at the start about General Course of Play, Game Equipment, etc., and the list of contents, all contain very little hard rules content but are vital 'lead-in' elements.

Last and by no means least is the graphics side of things. Graphics in wargame terms consists not just of pretty colours on the map. It is how you arrange

and present the information on the mapsheet and counters and charts (if any). So it is as much the arrangement of tables on the mapsheet and information on the counters as it is of actually, physically, drawing the constituent details.

For those of you concerned with that fourth category, Production Considerations, the following are words of restraint illustrated by example.

One: clarity is a worthwhile altar to kneel at. My professional life impinges on the world of contracts, so I well know just how circumlocutory can be the aim of plugging every loophole. Balance is necessary. Say what you mean, but don't try to either assume too much faith in human nature or attempt to kill the game stone dead by catering for every conceivable eventuality (I should practice what I preach).

Two: so is simplicity, by which I mean simplicity of presentation. Rules may be complex, yet still simple to work with. Also, a game producer is not going to love you if the mapsheet or counters need a five-colour printing to be workable. Most SPI games are two or three colour printings (October War is three-colour) so it is possible to simplify.

Three: degree of finish is a matter of discussion but aim at presenting to a game producer a reasonably finished product. I mean this in two senses — first, that the game should be well developed; it really should not have to come back from the producer with a list of queries as long as your arm, or a note to the effect that 'I don't seem to be able to find the CRT anywhere in the rules' or some such omission. With one or two of the more amateur games on the market, I wonder whether anyone (excepting perhaps the designer) has played the game prior to being marketed. Secondly, there is physical finish. It will help to 'sell' the idea if the producer can see a game design which is reasonably close to the way it might look when published. No need to go mad but consider that when your design is complete, the publisher's job is just beginning.

(3) Planning Two: Programming the Workload:

Have patience, not far off the end now. You now know roughly what sort of work is likely to come up in the design process though its quantity will vary with the type of game, amount of research, etc. The last job before actually going ahead and getting stuck in is working out a plan of work, in particular a logical order of things.

I can think of no worse way of starting in on a set of rules than attempting to start at page one and steadily plough through. By page three you will no longer be able to see the wood for the trees unless you have exceptional powers of organisation and a photographic memory.

I am not going to set out a plan of work, since my main point is to point out that you need one, but consider one or two things:

- (1) Do your research first — that way you avoid unpleasant surprises;
- (2) If you are like me, you can't resist the impulse to get going on the map and counters before starting those boring old rules. Resist this if you can, since the basic systems normally ought to come first. If you can't, make sure your first attempt at the map is done in some medium that can be erased where necessary (and it will be);
- (3) Besides this, think about what can be left till

AIR FORCE



& DAUNTLESS

A JOINT REVIEW OF BATTLELINE'S
NEW TACTICAL AIR SIMULATIONS
ROB GIBSON

It is an unusual departure to review two games together without indulging in critical comparison but these two are so similar in mechanics that it would be pointless to do otherwise. Both cover aspects of the air war in the 'Second World War': "Air Force" covers Western Europe 1939-45 and "Dauntless" the Pacific campaigns of 1942-45. Both use the same simultaneous movement/combat method, using aircraft type cards to provide manoeuvre, speed and other data to plot movement and fire. Aircraft are represented by individual counters representing a basic type e.g. Bf 109, Spitfire.

AIR FORCE

Basic Variant	Primary Variant	Additional Variants Included
Bf 109	Bf 109 E-3 Bf 109 F-3 Bf 109 G-5	F-4/B, F-4/R1 G-6, G-6/U4, G-6/R1, G-6/R2
Bf 110	Bf 110C-1 Bf 110 G4/R3	G-2/R3 A-8/R1, A8/U11
FW 190	FW 190 A-8	
Ju 87	Ju 87B-2 Ju 87D-5	G-1
Ju 88	Ju 88A-1 Ju 88C-6C	
Me 262	Me 262A-1a	A-2a
He 111	He 111H-3	
Spitfire	Spitfire 1A Spitfire 5 Spitfire LF.9E	5C
Hurricane	Hurricane 1 Hurricane IIB	IIC, IID
Wellington	Wellington B.3	
Lancaster	Lancaster B.1	B.3, B.10
Tempest	Tempest F.5 Srs 2	
Mosquito	Mosquito FB.6 Mosquito B.4 Srs 2	NF. 19 PR. 4
Thunderbolt	P-47B/C P-47D/G	
Mustang	P-51B/C P-51D/K	F-6D/K
Liberator	B-24D B-24J	
Fortress	B-17F B-17G	Fortress IIA, YB-40



DAUNTLESS

Basic Type	Primary Variant	Additional Variants Included
Emily	H8K.2 (Model 2)	
Frank	Ki84 - 1a	1b and 1c
George	NIKI - Jb (Model IIB)	
Tojo	Ki-44 - IIB	
Kate	B5N2 (Model 23)	
Val	D3A1 (Model II)	
Oscar	Ki43 - 1c	
Betty	G4M2a (model 22a)	G4M2e
Tony	Ki61 - 1b	1a, 1a (mod) 1b (mod) 1 - KA1c, 1- KA1d
Zeke	A6M2 (Model 21) A6M5b (Model 52b)	A6M2 - N Model 52, 52a, 53c
Nick	Ki - 45 - KA1a	KA1b, KA1c, KA1d
Avenger	TBF/TBM-1C	-1P, -1CP
Devastator	TBD - 1	
Wildcat	F4F - 4	
Dauntless	SBD - 5	-3
Helldiver	SB2C/SBW/SBF-1C	A-25A
Corsair	F4U-1A/FG-1A	-1C, -2N
Lightning	P-38G P-38L	F-5A, F-5B "Droop Shoot" P-38L, P-38M, F-5F, F-5G
Warhawk	P-40C P-40N	
Marauder	B-26B	
Black Widow	P-61A/B	
Airacobra	P-39D	P-39D - 1, P-40D
Havoc	A - 20G	A - 20G with alt. nose armament, P-70A-2
Superfortress	B-29A - BN	Stripped B-29A for night incendiary raids
Mitchell	B-25C/D	C - 1, ground attack variants, G
Hellcat	F6F - 3	-3N
Buffalo	F2A - 3	



The details of how to play are contained in a nicely produced 16-page booklet (two per game). These are split into a Basic Game which allows the absolute beginner to absorb the game mechanics — basic air combat, if you like, and an Advanced Game, which takes in Spotting, Non-plotted Movement, Bombing and Rocket Fire, Training and Experience ("aces"), Blind Spots, Bailing Out, etc., etc.

The scenarios include sub-variants for basic games and advanced game players and solo scenarios (to get flying experience in, no doubt!). Although each scenario has realistic matching of sides in terms of aircraft type, all except one in each game are truly hypothetical i.e. not based on any real or "what-if" situation — it's largely a question of 'X' aircraft per side, an area of clear sky and accomplish your mission on the endless geomorphic map board. However, this is a small criticism of two excellent games (watch this space for a few historical scenarios in forthcoming issues, folks!).

As has been said elsewhere, both these games are easy to learn and play and, what is more, fun to play. Having played World War Two air combat with miniatures and spent hours clambering wearily over the numerous tables to determine a microscopic non-vital hit, I strongly recommend these two games to any air war fanatic.

To give potential buyers some idea of the scope of the game, both games include counters for barrage balloons, light and heavy flak, vehicles and ships ("Dauntless" only). The aircraft cover is detailed above and in the adjoining panels.

A final pleasing touch about both games was the provision of a clear plastic multi-compartment tray for game counters — much better than little plastic bags, I feel.

Interpreting the Rules

A McGEE

In a perfect world rule-writing would be an exact science; as matters stand, every wargamer is familiar with that infuriating situation where he wants to carry out some devastating manoeuvre but cannot deduce from the rules whether it is permitted or not. This is particularly trying for the novice player for whom a game may be entirely ruined by uncertainty over the rules. Many inexperienced players will also have been subjected to the experience, when playing an expert, of being victims of some weird and wonderful tactical stroke, justified by some rather questionable rule interpretation. This, too, can turn an otherwise enjoyable game into a farce and it is my aim here to suggest ways in which troublesome or difficult rules may be reduced to their proper place as the servants, rather than the masters, of the wargamer/historian.

I shall consider first the plight of the novice, uncertain about the application of a particular rule (if all the rules baffle you, either get a simpler game or take up tiddlywinks). To the player in this position I offer this advice: first, check the rules thoroughly to make sure that the point is not covered in another section. This sounds obvious but many games by smaller publishers suffer from badly-organised rules and it is easy to overlook some small point tucked away somewhere. One particularly useful hint, incidentally, when trying to establish whether a unit can do two things on the same turn, is to check the "sequence of play" if one is provided. Often this will show that the desired combination cannot be achieved without going out of the set sequence. In other matters it will be necessary to use common sense and apply general principles gleaned from other games. For the inexperienced player who may have seen only a few games, this is bound to be difficult so here is a summary of the most common rule systems.

A. Movement

In general, units pay 1 movement point (MP) to enter a clear terrain hex. For mechanised units, this may be reduced to ½ MP if the hex contains a road. Entry into mountain, forest or desert hexes generally costs at least 2 MP and there may be a movement penalty for crossing a river; land units are not normally permitted to cross larger expanses of water.

There is usually some restriction on the number of units which may occupy one hex at a given time. The further back one goes in time, the smaller is the number allowed. Pre-mechanisation games usually have a limit of 1 or 2 units, whilst 3 is a common figure in more modern games. In naval games, there is often no limit and tactical air games either prohibit two units from stacking together or allow them only if they are at different altitudes.

Zones of Control are another common bone of contention. The more ancient the period of the game the more freely opposing units can normally move through each other's Zones of Control. In more modern games units commonly have to pay a MP penalty to enter/exit opposing ZOC or else cannot do so without combat.

B. Combat

Doubts often arise as to whether a particular unit is in a position where it may attack. Usually a unit must be adjacent to one which it wishes to attack and there may be a Movement Point penalty for attacking, in which case check to see that the

unit has enough MP left. In tactical games the position is different, most units having a Range Allowance, the maximum number of hexes through which they may project their Attack Strength. In these games determining the Line-of sight is often a problem and rules for this can be extremely complex. As a general rule, units at ground level have their LOS blocked by virtually any protruding terrain feature (but not by units, enemy or friendly). Units on higher ground can normally ignore these features (except mountains) and for units firing from an elevation to ground level the LOS is usually blocked if the blocking terrain is nearer to the firing unit than to the target.

It is common for units defending in wood/mountain hexes, on slopes or behind rivers to be doubled (in both strategic and tactical games) and in tactical games units in woods are often immune to attack except from adjacent hexes.

Problems can arise when a unit is required to retreat after combat. Such retreat is not normally permitted when it would require violation of stacking rules or entry into an enemy-occupied hex or entry into a prohibited hex. In these circumstances the unit is usually eliminated instead.

C. Supply

Supply rules often stipulate that a supply line may not exceed a given length. When this length is given in movement points it is necessary to measure the length of each unit's line as if that unit were crossing those hexes i.e. a supply line 5 MP long is not necessarily the same as a supply line 5 hexes long.

Another point concerned with supply lines is that often they are required to be "Free of enemy Zones of Control" and rules do not always stipulate whether the presence of a friendly unit in a hex along the supply line negates an enemy ZOC. It is difficult to generalise on this point but if in doubt it is probably better to rule that enemy ZOC are negated in this case.

Effects of unsupply vary according to the period. Before Napoleon hit on the idea of extensive living off the countryside, supply was crucial, and in Pre-Napoleonic scenarios an unsupplied unit is likely to be eliminated. In more modern scenarios the only effect is likely to be a halving of movement and combat values.

Having offered all this advice, let me make it clear that none of this is intended to replace the published rules for any game — if the game you are playing has explicit rules covering all the points mentioned above, then you have no need of this article. If, however, you find the rules ambiguous, difficult to understand, or totally lacking on some crucial point, my suggestions will tell you how such things are usually covered and from there it's up to you.

More experienced players will be aware that the generalisations made above are by no means the end of the problem. Now it is not my intention to tell the experts the answers, I merely want to make a few points about the methods of arriving at the answers. The first is that for some reason wargamers seem to be a notably argumentative bunch and it is a certainty that in a competitive game the two players will argue a disputed point with complete disregard for historical accuracy and

with their eyes firmly fixed on their own advantage. The standard of advocacy in these circumstances is often very impressive but it does not help with the game! Therefore I would suggest that doubtful points be resolved on the spot either by tossing a coin or by saying (and I prefer this method) that if the legitimacy of a move is questioned, then that move is disallowed. These arbitrary decisions should not be regarded as constituting a precedent and the matter can be settled more calmly and impartially afterwards — on-the-spot rules have a nasty habit of going wrong and creating more problems than they solve.

The second point really arises from the first; it is to stress the advantages of having an umpire if at all possible. I am aware of the difficulties involved but it will, I am sure, be obvious that this is the most effective way of maintaining order and keeping players from coming to blows.

The third point resurrects a hoary problem indeed — that of playability v. realism. I will not bore you with all the arguments in the case, but I think that it is worth considering the question when trying to sort out difficult rules. It is very easy to get carried away trying to recreate the historical situation and end up with an unplayable game (there is, of course, every chance that the game designer has struggled with the same problem — your perplexity over the rules shows only that he has not succeeded). Equally it is possible to err too far on the side of playability. My own view is that there is no point in producing rules which need a lawyer to understand them and a statistician to apply them, but you must be guided by your own preferences.

Of course, the whole problem would be much easier if one could consult the game designer and ask him what he intended and indeed SPI do run a Rules Question service. It would also be nice if different publishers could get together and agree on standard definitions for various terms or indeed if each publisher stuck to a standard terminology throughout his games (in this respect, SPI must earn high marks).

My final thought on this matter is that for anyone who is having trouble with a particular rule, there is a lot to be said for discussing it with others and it seems to me that it would be a good idea if the columns of "Phoenix" Magazine were to be used for this purpose.

TARGET OF OPPORTUNITY

Suggested subject for "Target of Opportunity" (the forthcoming regular column dealing with readers' comments, brief reviews, modifications, queries, etc) is Avalon Hill's game SQUAD LEADER.

Let's have your views and comments please.

Winter War

THE RUSSO-FINNISH CONFLICT NOVEMBER 1939—MARCH 1940

REVIEW AND OPTIMUM STRATEGY
RICHARD J STEPHENS

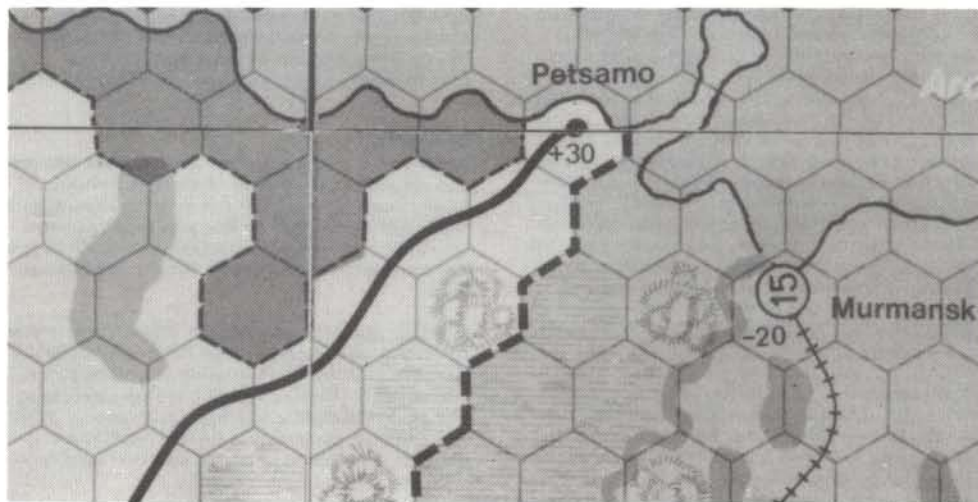
When my S&T comes through the post, I immediately look at the ratings chart to check the progress of two, in my opinion, underrated games: one is Battle for Germany and the other is Winter War, the subject of this article. It comes by way of experiment, attempting to bridge the gap between those who want reviews, game strategies and basic game skill.

Winter War is concerned with the Russo-Finnish conflict 1939-40, when the Finns held off their vastly superior foes with only courage and a will to survive. This has to be reflected in the game system, which is fairly simple in itself and which differs slightly for each player. For example, combat is mandatory for the Russians against adjacent Finnish units but is not so for the Finns. Furthermore, the Finns may "retreat-before-combat" their main units (1-1-3's and 0-0-1's), thus preventing them being attacked at the cost of conceding a hex. Whereas the Finns are always supplied in Finland, the Russian units must trace a line to a Headquarters unit within five hexes and that unit must be within ten hexes of a town — and each town can supply a maximum number of attack strength points: 15 for each except Petrozavodsk (50) and Leningrad (300). So while the Russians have greater strength, this is balanced by other considerations, as in the real war.

On the other hand, there are problems facing both players. Of these the greatest is the slowness of the units. Since the game lasts 10 game turns an average Russian unit with a movement allowance (MA) of two could cover just over half of Finland North to South (this says something for the size of the map — 47 x 23 hexes).

Another feature of the game is the number of scenarios and special events which may be activated on the roll of a die each turn. These do not intrude to too large a degree on the game but there are a couple which I do not play. One is "German threat" (where the Soviets get no 20-12-2's as reinforcements thus rendering the game slow) and the other is "Cease Fire" (where the Finns can stop the game at any time from turns 5 to 9, making the game unbalanced). It is wise to call these 'no effect' when they occur.

Having discussed how the game works, I shall consider the best strategies to be used by each player.



The Petsamo area of Northern Finland

The Finnish Player

Initially, the Finnish player deploys his units face-down along with five dummy units, to confuse the Russian player. All units are turned face-up when the Russian has deployed. The Finns must, however, place their seven 6-6-2's in their eight fortification hexes. One hex of the Ladoga Line should be left empty, since early loss of the Mannerheim Line is a disaster on three counts:

- (1) the Finns can no longer retreat-before-combat;
- (2) the Russians get 40 victory points;
- (3) the Finns have virtually no chance of stopping the Russian army.

Place also a 1-1-3 with the units on the Mannerheim Line. Without this extra unit, the 6-6-2's, doubled when defending in a fort hex, are worth 12 on defence and the Russian can easily combine a 20-12-2 and a 6-4-2 to get 2-1 odds with a half chance of an exchange (there is no De or Dr result when attacking forts except at 5-1 or 6-1). But a 6-6-2 and a 1-1-3 are worth 14 on defence, thus the Russians will have to combine two 20-12-2's to get 2-1 (as 1-1 is too dangerous with an 'Ae' Result). Some 1-1-3's should be placed to the North of the Ladoga Line to slow the Russians at that point.

The next concentration of units should be in Petsamo: place the 4-4-2 in Petsamo, with two 2-2-3's to the South-West (a mountain hex coming between these two). Even with the most powerful Russian force there, due to supply considerations, it must consist of only two 6-4-2's and 2-1-2. As the Finnish 4-4-2 is doubled defending in a Finnish town, the 6-4-2's will attack it at 1-1. As one of the 2-2-3's is adjacent to the 6-4-2, it must also be attacked by the Russian 2-1-2 at 1-1 (and it should do this first to cut off the possible retreat of the 4-4-2 from Petsamo. 1-1 is poor and the Finns may be able to counter attack and take Murmansk. Spare and dummy units should be used to fill in the gap in the centre of Finland to let the Russian player think that a continuous line has been made. This gap should be made good with the reinforcements from turns 2 and 3 and a Russian attack through here can be repulsed with ease.

Finnish moves once the game has started depend really on how the Russians attack and the Finns should use the railway (they have an extensive network in the South) to move their units where they are most needed but the Mannerheim Line

must be held for as long as possible. When it does fall, just send ahead one or two small units — they and their Zones of Control will stop the Russian advance. Otherwise, the Finns must retreat and snipe at any isolated units — but don't risk anything at low odds or let your units be destroyed.

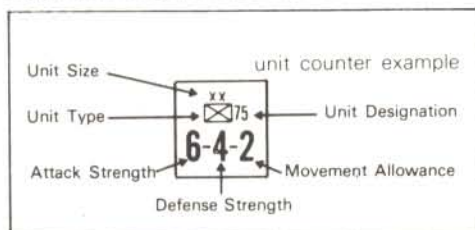
Another play is to note the maximum number of hexes the Russian could advance, for example, a force of 2-1-2's on turn 8 could only advance six hexes as the game ends on game-turn 10 and perhaps not reach anywhere important, and so all Finnish units stopping them could be removed and used somewhere else.

The Russian Player

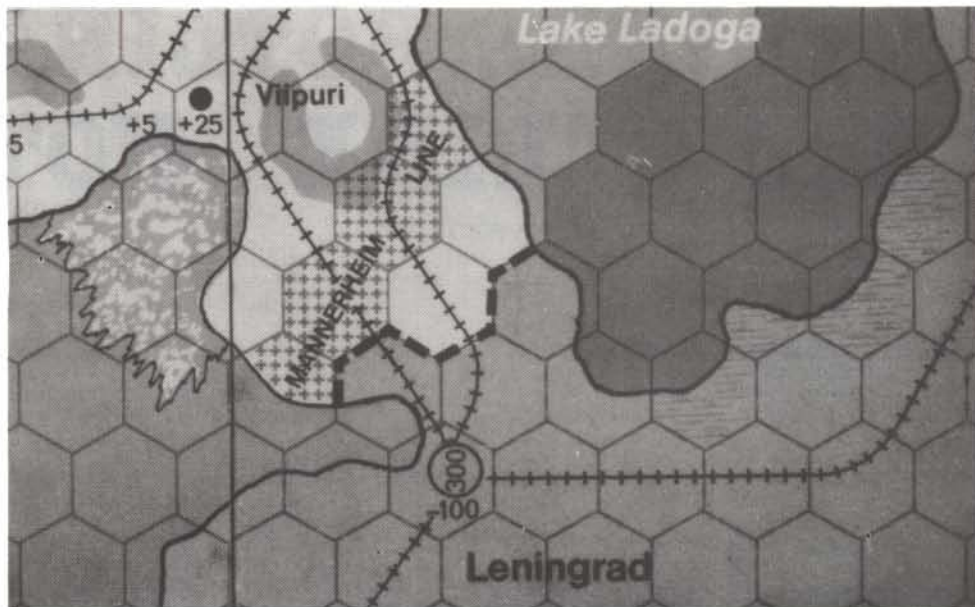
The Russian player must know what his objectives are: the Mannerheim Line (worth 40 victory points); towns, worth 30 VPs (except Viipuri — 25, and Helsinki — 50); the line of eleven hexes West of Viipuri worth 5 VPs each. He must accumulate 61 points for a marginal win, 81 for a substantive win and 101 or more for a decisive win. 31 to 60 means a draw and less than 30 means a Finnish decisive win.

At the start the Russian should react to what the Finns appear to have done. However, he must concentrate on certain points, remembering that his single railway line probably won't allow him to change his basic line of approach. He should attack the two lines of fortifications and must accept losses no matter how high they may be. Be careful not to lose everything in an exchange and then let the Finns rush forward and capture something. Moreover, don't automatically advance into a fort hex if the Finns only have to advance one hex or so to put, say, a 20-12-2, the arch-enemy of Finnish defence lines, out of supply; think ahead to what the situation would be if you did get an exchange. You will find that small units will have to be sacrificed in large numbers to attack Finnish units that are adjacent to attacking 20-12-2s — but don't let this worry you. This technique can be applied to the Ladoga Line as and when further 20-12-2s arrive as reinforcements. As for Petsamo, the Russian must commit his most powerful force and pray but if the worst happens, then have some units down South ready on the railway line to be sent to Murmansk. Be careful about attacking Oulu too soon — as I have said, Finnish reinforcements on turns 2 and 3 can mince this up. Rather launch the attack when the Finns are feeling the pinch in the South — if this is properly timed, it can really hurt the Finns. The Border Guards (1-1-4s which cannot leave the USSR) should be placed to defend Kandalashka: whereas the Russians have nothing to want in Northern Finland apart from Petsamo, Kandalashka lies a tantalising two hexes from the Finnish border.

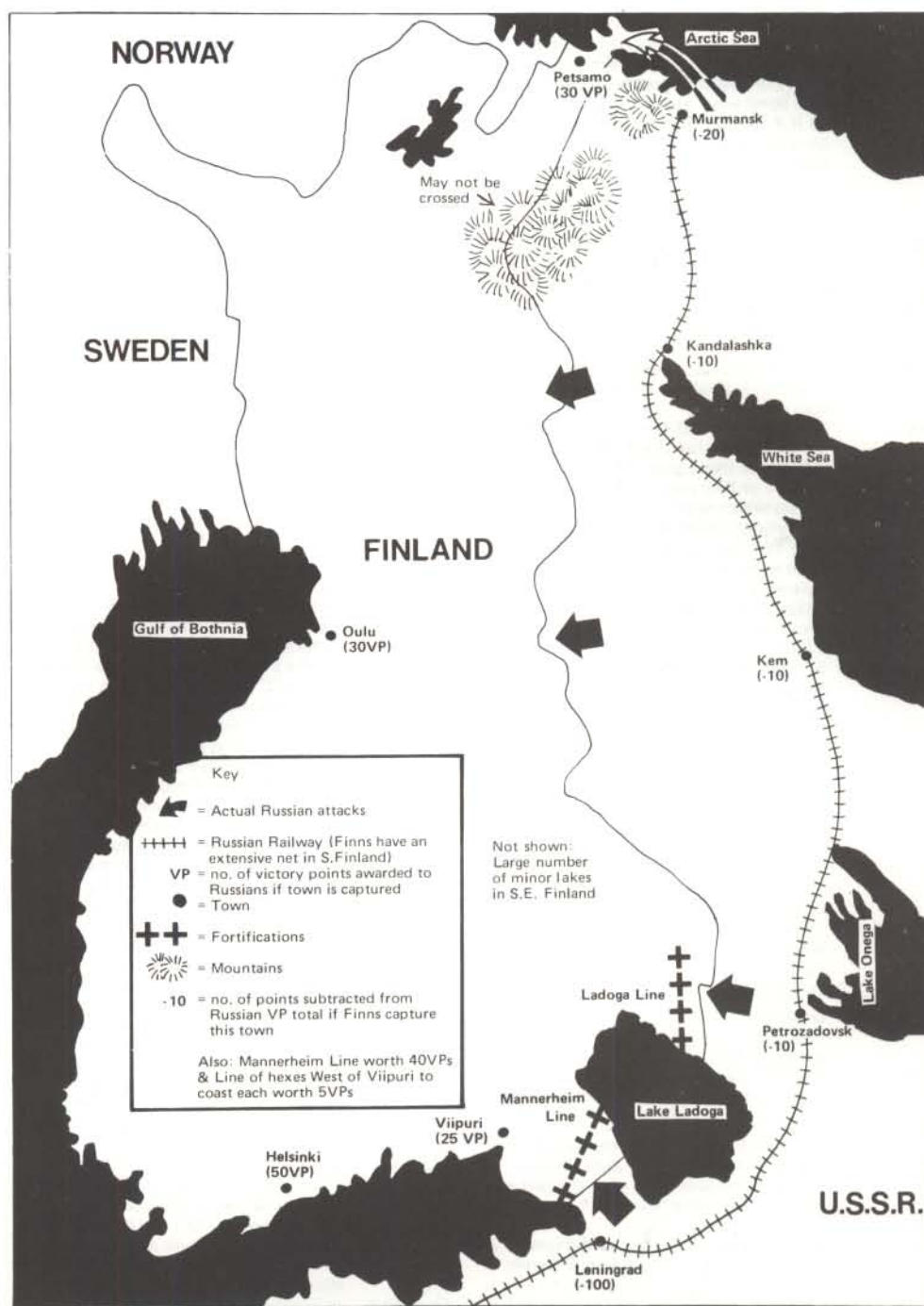
Again, for the Russians, it is a matter of reacting correctly to a given situation. For me, this is the pleasure of the game — both sides have to really think as to what should be sent where, whether to give up such and such a position and so on, thus involving strategic decisions which makes it a very interesting simulation for me.



UNIT TYPES	UNIT SIZES
	corps: XXX
	division: XX
	brigade: X
	regiment: III
	battalion: II
	patrol: ..



Southern Finland and the area of the Mannerheim Line



HOTLINE...HOTLINE NE...HOTLINE...HOT

MALCOLM WATSON

Comment: I received my copy of S&T 64 and The Phoenix too late to apply for special offers or return the Feedback.

MW: We received many complaints about this, some rather abusive and not at all what one would expect from the inhabitants of a Nation which is renowned for its sense of fair play! As you know by now the despatch of S&T 64 and Phoenix 10 was delayed first because S&T was caught up in a US dock strike that lasted from October 1st until mid-December 1977. When the issue got to Liverpool in late December it was caught in a further strike. Small wonder then that deadlines set back in mid-October were invalidated by the events that overtook us. For future reference, if you receive an issue of S&T/Phoenix too late to meet a deadline for special offers or feedback cards, do not be put off. Send your order in and we will fulfil it if we can. Send your feedback card in and we will refer to it if at all possible. Deadlines are set to bring responses in by a set time but they can be adjusted by us to suit the prevailing circumstances.

Question: Do you stock frontsheets for SPI printed games? If so, how much do they cost?

MW: Frontsheets come under the category of spare parts and are no longer available separately.

Question: Do you produce games in the UK that are not available in the USA? If not, why not?

MW: SPUK is first and foremost an organisation set up for the distribution of wargames throughout the UK. We import or buy within the UK board games which we then sell either by mail or through retail outlets. While it is true that we endeavour to offer an after sales service to cope with rules queries etc. we do not have a game design staff or an Art Department. In short, we are not wargame designers. The only way we could produce non-SPI games would be to employ game designers, either full-time or part-time or we could buy designs from outside sources. Commercially, it is more viable to produce games which are proven good sellers. It would be quite pointless to purchase a UK-designed game, produce it and then find that it will not sell because it is not an accepted brand name. To attempt such a venture we would need to have risk money that we could afford to have tied up should the game prove to be a flop. At this immediate moment we do not have such a grub stake and will therefore continue to pursue our present policy of not producing non-SPI games.

Question: Does SPUK stock Tunnels and Trolls (UK Edition) and the T&T solitaire game books?

MW: No, but you should be able to get it from Games Centre, 16 Hanway Street London W1A 2LS.

Comment: It would be a help to know what games you have in stock, say, published in Phoenix. Alternatively, list the games not in stock, whichever is the least time-consuming.

MW: This is a good idea which unfortunately would not work in practice. Phoenix is put together 1½ months prior to despatch therefore any stock situation

appearing would be at least six weeks out of date. To print such a list would be to invite complaints from customers who had ordered a game on the strength of our information only to find the game was now out of stock.

Comment: How about the dock strike. It's a pity Phoenix gets held up too because of it.

MW: As explained in Phoenix 10, Phoenix is a free gift given with S&T to S&T subscribers. It would be very costly to post the magazine separately, not to mention time-consuming.

Comment: I can see there is no call to provide normal miniatures sets in this country but I feel there is a gap between the figure game and the boardgame, however colourful the counters. What about plastic figures in a single colour — e.g. red for British Napoleonic, or vehicles, tanks, lorries etc. I am thinking of 15mm and 1/300 vehicles. Alternatively why not use 1/300 vehicles in suitable single colours embedded in clear perspex "counters" which would allow stacking. Rather De Luxe but it would look rather splendid.

MW: I cannot speak for SPI on this subject but certainly SPUK has no desire to move into the figure moulding field. As for those clear perspex counters, I shudder to think what the cost would be to produce such an item.

Question: Do subscribers automatically get the new issue of your catalogue?

MW: S&T subscribers are kept up to date with new arrivals through Phoenix. We do not send out brochures with S&T as the magazine contains extensive details on new games whilst the Phoenix contains an order form. It therefore seems that to send out a brochure also would be wasteful duplication.

Question: Any chance of supplying games with unfolded maps?

MW: Certainly... all we'd have to do is produce custom made boxes and packing material for each map size. I can just see the postman rushing about with a parcel 22"x34"x1" stuck in his sack! Any serious questions now?

Question: How much would a preprinted post card explaining shipping strike/3 month delay have cost?

MW: Firstly, it was a 2 month delay, not 3 months. The cost to post out would have been approximately £200, the print cost I would not know without looking into it. Had we sent out post cards they would have simply told you that the S&T was late, a fact that would be obvious to anyone who was aware of the deadline for despatch. We could not have given any ETA, as the situation changed from day to day with talk of getting the issue out through Canada, then talk of the strike being called off, then statements that it would go on indefinitely, so back to getting it out through Canada. We just did not know what was happening therefore could not give you firm information.

Question: What is the circulation of Phoenix and what percentage return the feedback cards. Same with S&T.

MW: The answer to both is a circulation in the UK of 2,500 with a feedback return in excess of 10% under normal circumstances.

Question: Is Cromwell in stock yet?

MW:

Not at the time of writing. We placed our order for Cromwell mid-September. It was not shipped out prior to the US dock strike which finished in December. I estimate it would be posted early January and should be with us late February, early March. This of course is subject to the goods coming through smoothly.

Question: Any chance of your importing the games of Simulations Canada (first two reviewed in S&T 64)?

MW: We have no plans to import direct from that company. In the past we attempted to cover as much of the wargames field as possible by direct import. To do this one must be prepared to act as a wholesaler since most game producers demand this. To wholesale one must carry substantial stock which can tie up cash on slow moving games. This in turn can cause the infamous cash flow problem. It is now our policy to stick to wholesaling SPI products and buy other lines from a UK agent as and when such an agency is established.

Question: Any chance of a reduction in prices of SPI products now that the £ is up on the \$?

MW: It would be nice to say yes but the answer has to be no. For an explanation please read 'News from SPUK'.

Question: Before we all rush off our cash (to SPI) to order Middle Earth, is it likely that it will be available eventually here?

MW: At this immediate moment, I cannot say for certain. SPI are negotiating for the right to sell outside the North American continent but are having problems with the royalty rates. Apparently, they are being asked to pay extra royalties on games sold abroad and possibly those sold within the USA if they are given permission to sell abroad. To accept the latter proposition SPI would need to be sure that the Overseas sales would justify the less favourable terms for internal royalties. For up to date information please see 'News from SPUK' in this or subsequent issues.

Comment: In my quest to impress upon my wargaming colleague the excellence of SPI and SPUK games, I find a handicap is that the complexity ratings for the various games is published neither in your catalogue nor in your adverts in magazines such as 'Military Modelling'. Surely it would not be too difficult or expensive to remedy this situation? This would act as an incentive for younger (10-13) wargamers to try a fairly simple game (before you start, note that introductory games such as NAW are only available when you order another game.) How many times have I heard the deathless phrase "sounds interesting, but it's too complicated for me".

MW: It would be possible, in fact probably desirable, to put complexity ratings into our brochure. When the next is printed later this year I will almost certainly take up your suggestion. Unfortunately, there is not enough space in our magazine adverts to do the same. Re: introductory games, it is true that Strike Force One is available only when you take out an S&T sub but have you considered starting people off on a folio game? As you will be aware, the Quad/folio games are based on the NAW system which makes them ideal for introducing newcomers to wargaming.

Comment: In my experience British wargamers' interests cover a wider range of military history than Americans'. Whilst S&T concentrates heavily on 20th Century affairs, I feel The Phoenix and SPUK generally should attempt to diversify more. Many smaller games manufacturers have produced excellent games from older periods: 'Bonnie Prince Charlie', 'English Civil War', 'Decline & Fall', 'Kingmaker'. Also, could you advise on how 'Solitaire' ratings are arrived at.

AIR ASSAULT ON CRETE

The First Airborne Invasion in History



Early on the morning of May 20, 1941, the German Army launched the first totally airborne invasion that the world had ever witnessed. Even the Germans themselves admitted that it was an awesome and daring undertaking. As the objective the German High Command had chosen the island of Crete, strategically located in the middle of the Mediterranean Sea between Greece, Cyprus and the coast of North Africa. Defending this rugged and isolated island were the rag-tag Allied survivors of the ill-fated Greek Campaign consisting of British, New Zealand, Australian and Greek units. Although 42,000 strong, they were woefully weak in ammunition, artillery, rifles, heavy weapons, radios, wheeled transport and other logistical equipment. Also, their ranks were swelled with large numbers of noncombatant technicians and specialists who,

valuable as they were, could not fight. The German airborne assault force consisted of the 7th Flieger Division with its four assault regiments. As follow-up support, the 5th Mountain Division was to be landed by air transport and sea convoy to relieve the main assault force. The initial airborne assault went according to plan; four separate assault forces dropped on four different objectives. One group attempted the capture of Canoa, seat of the Allied headquarters, while each of the others assaulted one of the three airfields on the island. After reaching ground, however, the situation deteriorated quickly for the German paratroopers. Surprised at the much-stronger-than-anticipated resistance, the Germans failed to capture any of their primary objectives. Only after much desperate hand-to-hand fighting did they finally grab Maleme airfield. Reinforced at last by the mountain units arriving by Ju-52 transports on the airfield, the Germans finally drove the weakened Allied forces across the mountains. In an operation reminiscent of the Dunkirk evacuations, the British Navy rescued over half of the garrison before the island fell. The Germans had won, but at a terrible price. Some parachute companies suffered over 70% casualties. Officer casualties were five times greater than expected. It was a 'very near run thing'. It was almost an Allied victory!

PLUS a Bonus Game — Invasion of Malta 1942.
Hitler's greatest mistake! What would have happened had Hitler listened to his Italian allies and invaded the British Mediterranean fortress of Malta? Now, using official Italian, German and British defence plans and attack studies, Avalon Hill has recreated the hypothetical German-Italian invasion of Malta. This fascinating game is unique in the wargaming world and is a perfect companion to Air Assault on Crete. Its small-scale mapboard and short playing time are ideal for players seeking a game that combines a one hour playing time with all of the detail and historical accuracy of a much larger game.
£9.90 Inc. P&P. (AH)

VIVA

ESPANA!

The Spanish Civil War

1936 - 39



Viva Espana is an historical simulation of the civil war in Spain from 1936 to 1939, a conflict that attracted considerable interest throughout the world at the time but has since been largely overshadowed by the incomparably greater events of the Second World War, which began shortly after the shooting ended in Spain.

On July 17 1936, a conspiracy of military officers began a civil war in Spain. To say that these officers were the sole cause of the war would be a mistake. By 1936, the Spanish government was in chaos and was well on its way to becoming communist dominated. The rebelling officers decided that a swift military takeover was the only way to save Spain from communism. What was intended as a swift military coup turned into a lengthy and bloody civil war.

For nearly three years the war raged between the forces of the Republican government and the insurgent Nationalist forces of Francisco Franco. This war was many different things to many different people. For the Nationalists it was a campaign directed against communism, atheism and liberalism. For the workers and peasants who fought for the Republic, it was an opportunity to set up a society that would be a combination of anarchism and communism. For the Republican leaders and for most of those in Western Europe who cared, it was a campaign to save Spain from Fascism. The Basques saw the war as a chance to become independent by declaring themselves neutral and hoping to be left alone.

The war soon became more than just an internal conflict. The eyes of Hitler and Mussolini focused on the war in Spain. They sent "volunteers" and equipment to Spain and the Spanish Civil War became another place to test how far the western democracies could be pushed before they acted. The Soviet Union contributed equipment to the Republican forces and the war provided a testing ground for the new weapons developed since World War I. The Spanish Civil War, in many ways, provided a frightening preview of World War II.
£6.45 Inc. P&P. (Battleline)

ALPHA OMEGA

Tactical Combat in Space

Alpha Omega is a tactical simulation of space combat in the distant future portraying the conflicts that arose between three races: Human, Drove and the Rhylish. The game provides information for setting up various types of missions or scenarios depicting the more important engagements fought between the three races. It also includes information for designing and setting up your own scenarios. Each ship counter represents a single ship which is moved across the mapboard's hexagonal grid according to the individual movement characteristics of each different ship. The scale of the game is such that each hexagon is 186,000 miles from side to side and each game Move is equal to six seconds of real time.

The 41"x26" two piece Mapboard consists of two sections printed with a hexagonal grid which is used to determine movement, firing ranges and the position of the counters. Each hex contains a four digit identification number which is used to determine the initial placement of counters for the various scenarios. Directional hexes located in four areas of the Mapboard are used to determine at a glance the directions in which ships are moving.
£8.55 Inc. P&P. (Battleline)



THE COMPREHENSIVE GUIDE TO BOARD WARGAMING

BY NICHOLAS PALMER

Filled with illustrations from different games, the Comprehensive Guide is an authoritative companion for newcomers and battle-hardened veteran players alike. After a preliminary section on the history and basic concepts of wargames, the reader is shown all the major techniques of expert play in three parts on 'Strategy', 'Tactics' and 'Winning', from the first stages of strategic planning to sophisticated approaches to political and economic aspects of complex wargames.



Over 275 different wargames are surveyed individually in Part IV, giving the reader the chance to discover exactly which are most suited to his tastes and saving him the trouble and expense of buying games which turn out to be different from what he hoped; the overwhelming majority of wargames in print, including virtually every one from the major companies, are reviewed here.

Part IV gives an illustrated turn-by-turn account of a simulation of the battle of Nordlingen, from start to finish, with an accompanying commentary illustrating the major themes from the book. There are various problems to challenge the reader, each from a situation in a different game. Appendices list addresses of companies, agents, magazines and clubs and make generally available for the first time the famous free-choice unit selection system applied to Panzerleader as well as Panzerblitz, the two popular games on armoured warfare. Novice or expert, the reader cannot fail to benefit from the author's advice.

£6.50 Inc. P&P.

OBJECTIVE: ATLANTA

Objective: Atlanta is a simulation that recreates one of the classic strategic campaigns of the American Civil War. In the actual campaign, the Union took Atlanta before the 1864 Presidential election to help Lincoln become re-elected. The scope of the game is such that the most important factors present in the actual campaign are recreated.

Objective: Atlanta is basically a two-player game. The players alternately move their units and execute attacks on enemy units while attempting to fulfil the Victory Conditions. Information is provided for setting up five scenarios and a campaign game.
£7.55 Inc. P&P. (Battleline)



FLAT TOP: CARRIER BATTLES IN THE SOUTH PACIFIC DURING 1942

Flat Top is a historical simulation that recreates some of the hardest-fought battles of the Second World War in the Pacific. All actions covered in the game took place during 1942 in the area shown on the mapboard. The scope of the game is such that all important ships and planes used by the actual combatants are represented in the game and the most important factors present in the actual battles are recreated. Although historically accurate, the side that will win is not pre-determined and will not necessarily follow the historical result.

Flat Top is basically a two-player game. It provides information for setting up various scenarios to provide a variety of games that can be played using the same rules. The scenarios depict the key battles fought and allow for both short or long games to be played.

Each hex on the mapboard is about twenty miles across. Each ship unit represents one actual ship. Each Air Factor represents about three actual operational planes. Each turn represents the passage of one hour of actual time.

The mapboard consists of two 21"x27 1/2" sections showing the terrain over which the important air and sea battles covered in this game took place.
£9.95 Inc. P&P. (Battleline)



WARGAME DESIGN

The history, Production and Use of Conflict Simulation Games by the Staff of S&T Magazine

Although conflict simulations (and especially wargames) have existed in one form or another for thousands of years, it has only been in the past few years that such games have become widely available to the general public. For the first time, with this volume, the interested reader has a comprehensive reference source that describes how the games are designed, produced, marketed and played.

The staff of Strategy & Tactics Magazine is the largest professional body of game designers and developers working in the field of commercial conflict simulation design. Their expertise has been brought to bear on the documentation of the history of this fast growing hobby. They reveal the inner workings of the design and development process of these sophisticated and highly complex games. Additionally, introductory material is provided on the general approach to the play of conflict simulations.

This book is a valuable resource for new and experienced gamers alike. Those who enjoy designing their own games will find it to be an especially useful examination of professional practice.

£5.50 Inc. P&P



AVAILABLE FROM SIMULATIONS PUBLICATIONS UK!!

STRATEGY & TACTICS 66 FEEDBACK RESPONSE CARD

Please write your answer-numbers in the response-boxes which match the question numbers found on the last two pages of the magazine. Never place more than one number in a response-box. Except when otherwise indicated in the question itself, write "1" for "YES," "2" for "NO," or "0" for "NO OPINION."

1	6	17	33	49	65	81
2	6	18	34	50	66	82
3	—	19	35	51	67	83
4	—	20	36	52	68	84
5	—	21	37	53	69	85
6	—	22	38	54	70	86
7	—	23	39	55	71	87
8	—	24	40	56	72	88
9	—	25	41	57	73	89
10	—	26	42	58	74	90
11	—	27	43	59	75	91
12	—	28	44	60	76	92
13	—	29	45	61	77	93
14	—	30	46	62	78	94
15	—	31	47	63	79	95
16	—	32	48	64	80	96

We invite you to use this space if you want to comment on your Feedback responses:
(We'd also like you to suggest titles of new games that you'd like to see.)

SPECIAL OFFERS FROM SIMULATIONS PUBLICATIONS UK

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; Dreadnought)
- No. 51 (WW1; Fast Carriers)
- No. 52 (Oil War; Island War)
- No. 53 (Punic Wars; Wargaming Hist. Update)

Blank Counter Sheets (Style 1)

- 1/2 dozen White Type "A"£1.00
- 1/2 dozen Grey Type "A"£1.00
- 1/2 dozen Tan Type "A"£1.00
- 1/2 dozen Olive Type "A"£1.00
- 1/2 dozen Grey Type "B"£1.00
- 1/2 dozen Tan Type "B"£1.00
- 1/2 dozen Olive Type "B"£1.00

Non-SPI Games

- African Campaign£3.99
- Avalanche£7.99
- Battle of Britain£2.99
- Battle for Midway£5.99
- Burma£4.99
- Chancellerville£6.99
- Coral Sea£4.99
- Custer's Last Stand£3.99
- Fall of Tobruk£2.99
- Field Marshall£3.99
- Fury in the West£4.99
- Khalkin Gol£1.99
- Port Arthur£3.99
- Salamanca£2.99
- Shenandoah£4.99
- SSN£4.99
- Tsushima£3.99
- War At Sea (Jedko)£3.99
- Wooden Ships & Iron Men (Battleline)£3.99
- Dice Set containing one each 4 sided, 8 sided, 12 sided and 20 sided die 50p per set

All prices include postage and packing
This special offer is valid on orders received up to April 28th, 1978. No discounts may be taken on the prices quoted. We reserve the right to alter or cancel this offer at any time without prior notice.

PHOENIX 12 FEEDBACK RESPONSE CARD

Please write your answer-numbers in the response-boxes which match the question numbers found on page 19 of the magazine. Never place more than one number in a response-box. Except where otherwise indicated in the question itself, write "1" for "YES," "2" for "NO," or "0" for "NO OPINION."

1	9	17	25	33	41
2	10	18	26	34	42
3	11	19	27	35	43
4	12	20	28	36	44
5	13	21	29	37	45
6	14	22	30	38	46
7	15	23	31	39	47
8	16	24	32	40	48

We invite you to use this space to comment on your feedback responses if you wish:

Simulations Series Games and QuadriGames

These games are attractively packaged using a specially designed compartmented plastic game box, and consisting of cardstock playing map (usually 22"x35"). 100 to 400 (or more) die-cut cardboard playing pieces, and complete rules.

<input type="checkbox"/> Air War '78	£7.75	KG	<input type="checkbox"/> Desert War	£5.55	75
<input type="checkbox"/> American Civil War	£5.55	65	<input type="checkbox"/> Dreadnought	£4.99	75
<input type="checkbox"/> American Revolution	£5.55	60	<input type="checkbox"/> Drive on Stalingrad(Nov'77)	£7.75	75
<input type="checkbox"/> Ardennes Offensive	£5.55	65	<input type="checkbox"/> East is Red	£5.55	60
<input type="checkbox"/> Art of Siege Warfare(Apl'78)	£16.00	2.00	<input type="checkbox"/> Fall of Rome	£5.55	65
<input type="checkbox"/> Atlantic Wall(May'78)	£15.75	1.65	<input type="checkbox"/> Fast Carriers	£6.75	90
<input type="checkbox"/> Austerlitz	£5.55	60	<input type="checkbox"/> Firefight	£7.75	85
<input type="checkbox"/> Barbarossa	£5.55	65	<input type="checkbox"/> First World War	£16.00	1.75
<input type="checkbox"/> Battlefleet Mars	£7.75	85	<input type="checkbox"/> First World War(Module 1)	£7.75	90
<input type="checkbox"/> Blitz Module System	£5.55	80	<input type="checkbox"/> Foxbat & Phantom	£5.55	75
<input type="checkbox"/> Blue & Gray Quads	£7.75	75	<input type="checkbox"/> Franco Prussian War	£5.55	70
<input type="checkbox"/> Blue & Gray II Quads	£7.75	75	<input type="checkbox"/> Frederick the Great	£5.55	60
<input type="checkbox"/> Borodino	£5.55	60	<input type="checkbox"/> Frigate	£5.55	65
<input type="checkbox"/> Breakout & Pursuit	£5.55	65	<input type="checkbox"/> Fulda Gap	£5.75	70
<input type="checkbox"/> Bull Run	£5.55	65	<input type="checkbox"/> Global War	£7.75	90
<input type="checkbox"/> CA	£5.55	65	<input type="checkbox"/> Green Fields Beyond(Mar'78)	£6.25	75
<input type="checkbox"/> Campaign for N.Africa			<input type="checkbox"/> Grenadier	£5.55	65
<input type="checkbox"/> (March '78)	£16.00	2.00	<input type="checkbox"/> Highway to the Reich	£13.00	1.65
<input type="checkbox"/> Canadian Civil War(Oct'77)	£6.25	75	<input type="checkbox"/> Invasion:America	£7.75	75
<input type="checkbox"/> Chariot	£5.55	65	<input type="checkbox"/> Island War Quad	£7.75	75
<input type="checkbox"/> City Fight(Dec'77)	£7.75	85	<input type="checkbox"/> Kampfpanser	£5.55	60
<input type="checkbox"/> Cobra(March'78)	£6.25	75	<input type="checkbox"/> Korea	£5.55	65
<input type="checkbox"/> Combined Arms	£5.55	65	<input type="checkbox"/> Kursk	£5.55	65
<input type="checkbox"/> Conquerors	£9.50	1.10	<input type="checkbox"/> La Grande Armee	£5.55	65
<input type="checkbox"/> Conquistador	£6.25	80	<input type="checkbox"/> Lee Moves North	£5.55	65
<input type="checkbox"/> Descent on Crete(Jn-Fb'78)	£9.50	1.10	<input type="checkbox"/> Legion	£5.55	65
			<input type="checkbox"/> Leipzig	£5.55	65
			<input type="checkbox"/> Marne	£5.55	60
			<input type="checkbox"/> Mech War '77	£4.99	70
			<input type="checkbox"/> Mighty Fortress(Spt-Oct'77)	£6.25	75
			<input type="checkbox"/> Minute Man	£6.25	65
			<input type="checkbox"/> Modern Battles Quads	£7.75	75
			<input type="checkbox"/> Modern Battles II Quads	£7.75	75
			<input type="checkbox"/> (Oct '77)		

<input type="checkbox"/> Moscow Campaign	£5.55	65	<input type="checkbox"/> Solomons Campaign	£5.55	65
<input type="checkbox"/> Musket & Pike	£5.55	65	<input type="checkbox"/> Sorcerer	£5.75	65
<input type="checkbox"/> Nap at War Quads	£7.75	75	<input type="checkbox"/> South Africa	£6.25	65
<input type="checkbox"/> Nap's Last Battles Quads	£7.75	75	<input type="checkbox"/> Spartan	£5.55	65
<input type="checkbox"/> NATO	£4.99	70	<input type="checkbox"/> Spitfire	£5.55	70
<input type="checkbox"/> Normandy	£4.99	65	<input type="checkbox"/> StarForce	£4.99	65
<input type="checkbox"/> 1918	£5.55	65	<input type="checkbox"/> StarForce Trilogy	£11.50	1.20
<input type="checkbox"/> North Africa Quad	£7.75	75	<input type="checkbox"/> StarSoldier	£5.75	75
<input type="checkbox"/> Objective Moscow(Feb'78)	£13.00	1.65	<input type="checkbox"/> Strategy 1	£9.50	1.05
<input type="checkbox"/> October War	£6.25	65	<input type="checkbox"/> Swords & Sorcery(Jan'78)	£7.75	85
<input type="checkbox"/> Operation Olympic	£5.55	60	<input type="checkbox"/> 30 Years War Quad	£7.75	75
<input type="checkbox"/> Outreach	£5.75	70	<input type="checkbox"/> Tank!	£5.55	65
<input type="checkbox"/> Panzer '44	£4.99	75	<input type="checkbox"/> Terrible Swift Sword	£13.00	1.50
<input type="checkbox"/> Panzer Armee Afrika	£5.55	60	<input type="checkbox"/> Turning Point-Stalingrad	£5.55	60
<input type="checkbox"/> Panzergruppe Guderian	£6.25	80	<input type="checkbox"/> Up Scope(Nov'77)	£7.75	85
<input type="checkbox"/> Patrol	£4.99	75	<input type="checkbox"/> U.S.N.	£5.55	65
<input type="checkbox"/> Prestags Master Pack	£23.75	1.70	<input type="checkbox"/> Vera Cruz(Nov'77)	£6.25	65
<input type="checkbox"/> Raid (Jan '78)	£6.25	75	<input type="checkbox"/> Viking	£5.55	65
<input type="checkbox"/> Red Star/White Star	£5.55	70	<input type="checkbox"/> Wacht Am Rhein	£13.00	1.50
<input type="checkbox"/> Red Sun Rising(Dec'77)	£7.75	85	<input type="checkbox"/> War Between the States	£13.00	1.65
<input type="checkbox"/> Rifle & Saber	£5.55	65	<input type="checkbox"/> War in the East	£13.00	1.65
<input type="checkbox"/> Search & Destroy	£5.55	70	<input type="checkbox"/> War in Europe	£24.00	2.70
<input type="checkbox"/> Seelowe	£4.99	65	<input type="checkbox"/> War in Europe Expansion Kit	£7.75	90
<input type="checkbox"/> Siege of Constantinople			<input type="checkbox"/> War in the Pacific(May'78)	£20.00	2.05
<input type="checkbox"/> (May '78)	£6.25	75	<input type="checkbox"/> War in the West	£13.00	1.70
<input type="checkbox"/> Siege of Lille(Apl'78)	£6.25	75	<input type="checkbox"/> Wellington's Victory	£7.75	75
<input type="checkbox"/> Siege of Sevastopol(Apl'78)	£6.25	75	<input type="checkbox"/> West Wall Quad	£7.75	75
<input type="checkbox"/> Siege of Tyre(Apl'78)	£6.25	75	<input type="checkbox"/> Wilderness Campaign	£5.55	65
<input type="checkbox"/> Siege of Vienna(Apl'78)	£6.25	75	<input type="checkbox"/> Winter War	£5.55	65
<input type="checkbox"/> Sinal	£4.99	65	<input type="checkbox"/> Wolfpack	£5.55	65
<input type="checkbox"/> Sixth Fleet	£5.55	60	<input type="checkbox"/> World War II	£4.99	65
<input type="checkbox"/> Sniper	£4.99	75	<input type="checkbox"/> World War III	£4.99	70
<input type="checkbox"/> Soldiers	£5.55	65	<input type="checkbox"/> Year of the Rat	£5.55	65
			<input type="checkbox"/> Yeoman	£5.55	65

<input type="checkbox"/> Solomons Campaign	£5.55	65	<input type="checkbox"/> Sorcerer	£5.75	65
<input type="checkbox"/> South Africa	£6.25	65	<input type="checkbox"/> Spartan	£5.55	65
<input type="checkbox"/> Spitfire	£5.55	70	<input type="checkbox"/> StarForce	£4.99	65
<input type="checkbox"/> StarForce	£4.99	65	<input type="checkbox"/> StarForce Trilogy	£11.50	1.20
<input type="checkbox"/> StarForce Trilogy	£11.50	1.20	<input type="checkbox"/> StarSoldier	£5.75	75
<input type="checkbox"/> StarSoldier	£5.75	75	<input type="checkbox"/> Strategy 1	£9.50	1.05
<input type="checkbox"/> Strategy 1	£9.50	1.05	<input type="checkbox"/> Swords & Sorcery(Jan'78)	£7.75	85
<input type="checkbox"/> Swords & Sorcery(Jan'78)	£7.75	85	<input type="checkbox"/> 30 Years War Quad	£7.75	75
<input type="checkbox"/> 30 Years War Quad	£7.75	75	<input type="checkbox"/> Tank!	£5.55	65
<input type="checkbox"/> Tank!	£5.55	65	<input type="checkbox"/> Terrible Swift Sword	£13.00	1.50
<input type="checkbox"/> Terrible Swift Sword	£13.00	1.50	<input type="checkbox"/> Turning Point-Stalingrad	£5.55	60
<input type="checkbox"/> Turning Point-Stalingrad	£5.55	60	<input type="checkbox"/> Up Scope(Nov'77)	£7.75	85
<input type="checkbox"/> Up Scope(Nov'77)	£7.75	85	<input type="checkbox"/> U.S.N.	£5.55	65
<input type="checkbox"/> U.S.N.	£5.55	65	<input type="checkbox"/> Vera Cruz(Nov'77)	£6.25	65
<input type="checkbox"/> Vera Cruz(Nov'77)	£6.25	65	<input type="checkbox"/> Viking	£5.55	65
<input type="checkbox"/> Viking	£5.55	65	<input type="checkbox"/> Wacht Am Rhein	£13.00	1.50
<input type="checkbox"/> Wacht Am Rhein	£13.00	1.50	<input type="checkbox"/> War Between the States	£13.00	1.65
<input type="checkbox"/> War Between the States	£13.00	1.65	<input type="checkbox"/> War in the East	£13.00	1.65
<input type="checkbox"/> War in the East	£13.00	1.65	<input type="checkbox"/> War in Europe	£24.00	2.70
<input type="checkbox"/> War in Europe	£24.00	2.70	<input type="checkbox"/> War in Europe Expansion Kit	£7.75	90
<input type="checkbox"/> War in Europe Expansion Kit	£7.75	90	<input type="checkbox"/> War in the Pacific(May'78)	£20.00	2.05
<input type="checkbox"/> War in the Pacific(May'78)	£20.00	2.05	<input type="checkbox"/> War in the West	£13.00	1.70
<input type="checkbox"/> War in the West	£13.00	1.70	<input type="checkbox"/> Wellington's Victory	£7.75	75
<input type="checkbox"/> Wellington's Victory	£7.75	75	<input type="checkbox"/> West Wall Quad	£7.75	75
<input type="checkbox"/> West Wall Quad	£7.75	75	<input type="checkbox"/> Wilderness Campaign	£5.55	65
<input type="checkbox"/> Wilderness Campaign	£5.55	65	<input type="checkbox"/> Winter War	£5.55	65
<input type="checkbox"/> Winter War	£5.55	65	<input type="checkbox"/> Wolfpack	£5.55	65
<input type="checkbox"/> Wolfpack	£5.55	65	<input type="checkbox"/> World War II	£4.99	65
<input type="checkbox"/> World War II	£4.99	65	<input type="checkbox"/> World War III	£4.99	70
<input type="checkbox"/> World War III	£4.99	70	<input type="checkbox"/> Year of the Rat	£5.55	65
<input type="checkbox"/> Year of the Rat	£5.55	65	<input type="checkbox"/> Yeoman	£5.55	65
<input type="checkbox"/> Yeoman	£5.55	65			

Strategy & Tactics

Current Issue	£2.25
SUBSCRIPTIONS	
6 Months (3 issues)	£5.25
1 Year (6 issues)	£9.90
Moves	
Current Issue	£1.25
SUBSCRIPTION	
1 Year (6 issues)	£6.00
S&T BACK ISSUES	
(without games)	
Book 1 (I-6)	£2.00
Book II (7-12)	£2.50
Book III (13-15)	£2.50
Book IV (16-18)	£2.50
Book Set (I-IV)	£8.50
S&T nrs.19 through 61 are available at £1.75 each (without games). Later issues as they become available.	
MOVES BACK ISSUES	
Moves nrs.1 through 31 available at £1.35 each (later issues as they become available).	
GAME DESIGN EQUIPMENT	
Blank Hex Sheets (16mm hexes)	
prices per 1/2 dozen sheets:	
Short Grn, numd(blk)	£3.00
Long Grn, numd (blk)	£3.00
PLASTIC GAME BOXES	
Six plastic boxes	£6.00
Twelve plastic boxes	£11.00
BLANK COUNTER SHEETS	
1/2 doz. Mod. colour 'A'	£3.75
1/2 doz. Mod. colour 'B'	£3.75
1/2 doz. Nap. colour 'A'	£3.75
1/2 doz. Nap. colour 'B'	£3.75
USE THIS SPACE TO ORDER UNLISTED PRODUCTS, SPARE PARTS, SPECIAL OFFERS, ETC.	

Z-pack Games: Identical to above (WITHOUT PACKAGING)

The components of these games are identical to the SSG and QuadriGames, but are packed in Minigrip plastic bags instead of boxes.

<input type="checkbox"/> Air War '78	£6.75	40	<input type="checkbox"/> Desert War	£4.55	40
<input type="checkbox"/> American Civil War	£4.55	40	<input type="checkbox"/> Dreadnought	£3.99	40
<input type="checkbox"/> American Revolution	£4.55	25	<input type="checkbox"/> Drive on Stalingrad(Nov'77)	£6.75	40
<input type="checkbox"/> Ardennes Offensive	£4.55	25	<input type="checkbox"/> East is Red	£4.55	25
<input type="checkbox"/> Art of Siege Warfare(Apl'78)	£14.00	1.40	<input type="checkbox"/> Fall of Rome	£4.55	30
<input type="checkbox"/> Atlantic Wall(May'78)	£13.75	1.05	<input type="checkbox"/> Fast Carriers	£5.75	55
<input type="checkbox"/> Austerlitz	£4.55	25	<input type="checkbox"/> Firefight	£6.75	50
<input type="checkbox"/> Barbarossa	£4.55	25	<input type="checkbox"/> First World War	£14.00	1.15
<input type="checkbox"/> Battlefleet Mars	£6.75	50	<input type="checkbox"/> First World War(Module 1)	£6.75	55
<input type="checkbox"/> Blitz Module System	£4.55	45	<input type="checkbox"/> Foxbat & Phantom	£4.55	40
<input type="checkbox"/> Blue & Gray Quads	£6.75	40	<input type="checkbox"/> Franco Prussian War	£4.55	35
<input type="checkbox"/> Blue & Gray II Quads	£6.75	40	<input type="checkbox"/> Frederick the Great	£4.55	25
<input type="checkbox"/> Borodino	£4.55	25	<input type="checkbox"/> Frigate	£4.55	30
<input type="checkbox"/> Breakout & Pursuit	£4.55	30	<input type="checkbox"/> Fulda Gap	£6.75	35
<input type="checkbox"/> Bull Run	£4.55	30	<input type="checkbox"/> Global War	£6.75	55
<input type="checkbox"/> CA	£4.55	30	<input type="checkbox"/> Green Fields Beyond(Mar'78)	£5.25	40
<input type="checkbox"/> Campaign for N.Africa			<input type="checkbox"/> Grenadier	£4.55	30
<input type="checkbox"/> (March '78)	£14.00	1.40	<input type="checkbox"/> Highway to the Reich	£11.00	1.05
<input type="checkbox"/> Canadian Civil War(Oct'77)	£5.25	40	<input type="checkbox"/> Invasion:America	£6.75	40
<input type="checkbox"/> Chariot	£4.55	30	<input type="checkbox"/> Island War Quad	£6.75	40
<input type="checkbox"/> City Fight(Dec'77)	£6.75	50	<input type="checkbox"/> Kampfpanser	£4.55	25
<input type="checkbox"/> Cobra(March'78)	£5.25	40	<input type="checkbox"/> Korea	£4.55	30
<input type="checkbox"/> Combined Arms	£4.55	30	<input type="checkbox"/> Kursk	£4.55	30
<input type="checkbox"/> Conquerors	£8.50	75	<input type="checkbox"/> La Grande Armee	£4.55	30
<input type="checkbox"/> Conquistador	£5.25	25	<input type="checkbox"/> Lee Moves North	£4.55	30
<input type="checkbox"/> Descent on Crete(Jn-Fb'78)	£8.50	75	<input type="checkbox"/> Legion	£4.55	30
			<input type="checkbox"/> Leipzig	£4.55	25
			<input type="checkbox"/> Marne	£4.55	25
			<input type="checkbox"/> Mech War '77	£3.99	35
			<input type="checkbox"/> Mighty Fortress(Spt-Oct'77)	£5.25	40
			<input type="checkbox"/> Minute Man	£5.25	30
			<input type="checkbox"/> Modern Battles Quads	£6.75	40
			<input type="checkbox"/> Modern Battles II Quads	£6.75	40
			<input type="checkbox"/> (Oct '77)		

<input type="checkbox"/> Moscow Campaign	£4.55	30	<input type="checkbox"/> Solomons Campaign	£4.55	30
<input type="checkbox"/> Musket & Pike	£4.55	30	<input type="checkbox"/> Sorcerer	£4.75	30
<input type="checkbox"/> Nap at War Quads	£6.75	40	<input type="checkbox"/> South Africa	£5.25	30
<input type="checkbox"/> Nap's Last Battles Quads	£6.75	40	<input type="checkbox"/> Spartan	£4.55	30
<input type="checkbox"/> NATO	£3.99	35	<input type="checkbox"/> Spitfire	£4.55	35
<input type="checkbox"/> Normandy	£3.99	30	<input type="checkbox"/> StarForce	£3.99	30
<input type="checkbox"/> 1918	£4.55	30	<input type="checkbox"/> StarForce Trilogy	£10.50	1.20
<input type="checkbox"/> North Africa Quad	£6.75	40	<input type="checkbox"/> StarSoldier	£4.75	40
<input type="checkbox"/> Objective Moscow(Feb'78)	£11.00	1.05	<input type="checkbox"/> Strategy 1	£8.50	70
<input type="checkbox"/> October War	£5.25	30	<input type="checkbox"/> Swords & Sorcery(Jan'78)	£6.75	50
<input type="checkbox"/> Operation Olympic	£4.55	25	<input type="checkbox"/> 30 Years War Quad	£6.75	40
<input type="checkbox"/> Outreach	£4.75	35	<input type="checkbox"/> Tank!	£4.55	30
<input type="checkbox"/> Panzer '44	£3.99	40	<input type="checkbox"/> Terrible Swift Sword	£11.00	90
<input type="checkbox"/> Panzer Armee Afrika	£4.55	25	<input type="checkbox"/> Turning Point-Stalingrad	£4.55	25
<input type="checkbox"/> Panzergruppe Guderian	£5.25	25	<input type="checkbox"/> Up Scope(Nov'77)	£6.75	50
<input type="checkbox"/> Patrol	£3.99	40	<input type="checkbox"/> U.S.N.	£4.55	30
<input type="checkbox"/> Prestags Master Pack	£21.75	1.10	<input type="checkbox"/> Vera Cruz(Nov'77)	£5.25	30
<input type="checkbox"/> Raid (Jan '78)	£5.25	40	<input type="checkbox"/> Viking	£4.55	30
<input type="checkbox"/> Red Star/White Star	£4.55	35	<input type="checkbox"/> Wacht Am Rhein	£11.00	90
<input type="checkbox"/> Red Sun Rising(Dec'77)	£6.75	50	<input type="checkbox"/> War Between the States	£11.00	1.05
<input type="checkbox"/> Rifle & Saber	£4.55	30	<input type="checkbox"/> War in the East	£11.00	1.05
<input type="checkbox"/> Search & Destroy	£4.55	35	<input type="checkbox"/> War in Europe	£21.00	1.90
<input type="checkbox"/> Seelowe	£3.99	30	<input type="checkbox"/> War in Europe Expansion Kit	£6.75	50
<input type="checkbox"/> Siege of Constantinople			<input type="checkbox"/> War in the Pacific(May'78)	£17.00	1.45
<input type="checkbox"/> (May '78)	£5.25	40	<input type="checkbox"/> War in the West	£16.00	1.45
<input type="checkbox"/> Siege of Lille(Apl'78)	£5.25	40	<input type="checkbox"/> Wellington's Victory	£11.00	1.10
<input type="checkbox"/> Siege of Sevastopol(Apl'78)	£5.25	40	<input type="checkbox"/> West Wall Quad	£6.75	40
<input type="checkbox"/> Siege of Tyre(Apl'78)	£5.25	40	<input type="checkbox"/> Wilderness Campaign	£4.55	30
<input type="checkbox"/> Siege of Vienna(Apl'78)	£5.25	40	<input type="checkbox"/> Winter War	£4.55	20
<input type="checkbox"/> Sinai	£3.99	30	<input type="checkbox"/> Wolfpack	£4.55	30
<input type="checkbox"/> Sixth Fleet	£4.55	30			
<input type="checkbox"/> Sniper	£3.99	40			
<input type="checkbox"/> Soldiers	£4.55	30			

HOW TO ORDER

PLEASE READ CAREFULLY THIS ENTIRE SECTION

Please enclose payment with your order; make cheques or money orders payable to Simulations Publications U.K. DO NOT SEND PAYMENT IN CASH. Goods may be paid for by a bank or National Giro credit transfer, see instructions below. All payments should be made in UK funds. Fill out your order form, being very specific as to the description and quantity of each separate item desired. Enter your a/c code and the remittance enclosed in the boxes provided. When paying by credit transfer, enter the amount to be transferred followed by the letters C.T. When taking discounts (see heading 'discounts'), insert your S&T subscription code in the box provided. Print clearly your full name and postal address on the label provided (this will be used to label your parcel), then send your order to: Sales Dept., Simulations Publications U.K., Freepost, Crown Passages, Hale, Altrincham, Cheshire WA15 6BR.

No postage stamps need to be affixed to orders coming to that address. The Freepost service applies to orders posted in the UK only. Prices overleaf include post and packing in the UK, Ireland, the Channel Islands and British Forces. Overseas customers see the section headed Foreign Orders. Goods will normally be despatched within one day from receipt of order if in stock. If goods are out of stock you will be advised of this situation. To pay by Credit Transfer, instruct your bank to credit the following Account with the correct remittance: SIMPUBS LTD (A/c No. 0065561)

LLOYDS BANK LTD, HALE, 30-13-63

For payment by National Giro Transfer send payment to: Simulations Publications UK (A/c No. 698 3154)

Prices are subject to change without prior notice. Please enclose a stamped, self addressed envelope with all queries.

Complaints If you wish to complain about any aspect of our service, please write to Customer Service giving full details of that complaint. If non-delivery of an order is the subject of the complaint, be sure to tell us exactly what you are missing, when the item(s) was ordered and give your A/c code.

Special Offers: Please note that we are not bound by SPI terms of business. Special offers made in S&T, Moves, the SPI Catalogue or Brochure do not apply to transactions through S.P.U.K. unless specifically stated by us.

Foreign Orders: Due to the high cost of overseas postage, we must levy an 'overseas postal surcharge'. These surcharges are based on the total weight of any order. The weight of each individual game is given in kilos on the order form. Please calculate the total weight of your order, compare this weight with the tables below, and add the correct amount to your remittance.

Foreign Order Payment: Overseas customers are strongly advised not to pay by Eurocheque as such payments are subject to bank charges which we must pass back to you. This will involve you in frustrating delays and costs which can be avoided with most other methods of payment.

Foreign Customers: Please note that SPI products may be obtained through the following outlets:-

Bayada & Tortell, Simon House, Sisters Street, Paola, Malta.
Broese Kemink BV, P O Box 38 Stadhuisbrug 5, Utrecht, Holland.
Buchversand Werner Fuchs, Gerberstr 1, 4006 Erkrath, W. Germany.
Citta Del Sole S.P.A., 20123 Milano Via Camperio 10, Italy.
Hobbies & Models (Pty) Ltd, P O Box 1997, Johannesburg 2000, S.Africa.
The Tin Soldier, Dendermondse Stwg 10, 2700 Sint Niklaas, Belgium.
Hobby Service, Box 318, 13103 Nacka, Sweden.

DISCOUNTS

Customers who hold a current subscription to Strategy & Tactics, which was taken out with S.P.U.K. are entitled to Standard and Multiple Games Order (M.G.O.) Discounts: details as follows:-

STANDARD DISCOUNTS

	DISCOUNTS
1-2 Simulations Series Games and QuadriGames	10%
1-2 Z-pack Games	10%
Folio Series Games, any quantity	10%
Hex Sheets, any quantity	10%
Counter Sheets, any quantity	10%
Standard Games Boxes, any quantity	10%
*Strategy & Tactics, any quantity	10%
*Moves, any quantity	10%

*Note: Discounts may be taken only on the single issue price of the magazines, discounts may NOT be taken on the subscription prices.

MULTIPLE GAME ORDER DISCOUNTS

	DISCOUNTS
3-5 Simulations Series, QuadriGames & Z-packs	15%
6-11 Simulations Series, QuadriGames & Z-packs	20%
12+ Simulations Series, QuadriGames & Z-packs	25%

Note: The M.G.O. Discount is calculated on the quantity of Simulations Series and /or QuadriGames bought in any one order and this replaces the standard discount.

Foreign subscribers who hold a subscription through S.P.U.K. do qualify for the discounts as detailed above, however the overseas postal surcharges must still be paid in full. Games that have been announced in S&T or Moves but have not yet become available through SPUK may not be ordered in advance with a claim for discount unless otherwise stated by us. We reserve the right to terminate or modify our discount schemes without prior notice.

OVERSEAS POSTAL SURCHARGES

How to calculate the surcharge due on your orders.

Table A below puts all European countries into six postal zones. First locate the postal zone allocated to the country of destination for your order. Next calculate the total weight for your order. All game weights are given in Kilos or part Kilos on the order form. Cross index the order weight with your postal zone on Table B. The figure arrived at is the surcharge that you must add to your payment to cover overseas postage. Non-European customers should follow the same procedure using the 'outside Europe' column of Table B.

TABLE A

Postal Zone:	
1.	Canaries, Denmark, Gibraltar, Greenland, Luxembourg.
2.	Austria, Belgium, Germany, Sweden, Switzerland.
3.	Czechoslovakia, Hungary, Iceland, Italy, Netherlands.
4.	Corsica, Finland, France, Portugal, Turkey.
5.	Azores, Norway, Poland, Romania, Yugoslavia.
6.	Albania, Bulgaria, Cyprus, Greece, Malta, Spain.

TABLE B

Postal Zone	Up to 1 KG	Up to 3KG	Up to 5KG	Up to 10KG	Up to 15KG	Up to 20KG
1	£2.40	£3.10	£4.00	£5.40	£7.80	£9.70
2	£2.60	£3.50	£4.30	£5.80	£8.40	£10.40
3	£2.80	£3.70	£4.70	£6.20	£9.00	£11.20
4	£3.00	£3.80	£4.70	£6.20	£9.50	£12.00
5	£3.20	£4.00	£5.20	£7.00	£10.00	£12.60
6	£3.40	£4.30	£5.90	£8.00	£11.30	£14.00
Outside Europe	£3.00	£4.00	£5.00	£7.50	£10.50	£15.00

Over 20KG not accepted by the Post Office, calculate as 2 or more orders. Orders whose total weight falls between any two weights shown above must pay the surcharge levied on the higher weight (e.g. an order weighing 3½KG pays the 5KG surcharge, an order weighing 5½KG pays the 10KG surcharge, etc.).

Games weighing up to 1KG may be sent 'small packet' at the rates detailed below. The packaging used for 'small packets' is not as substantial as that used for normal posting. 'Small packets' rates are considerably lower than letter or parcel post and customers may opt to use this form of postage at their own risk. Whilst the packaging used for 'small packet' is quite sufficient for unboxed games, there is a possibility that boxed games may suffer damage in transit if 'small packet' is used. Customers wishing to make use of the 'small packet' service should state so on their order and should calculate the postal surcharge on table C below. Please be aware that we will not accept responsibility for damage or loss incurred when the 'small packet' service is used. N.B. The following countries accept 'small packets' only up to 500G: Australia, Burma.

TABLE C

	250G	500G	1KG
All countries	.30p	.50p	.85p
*Orders for hex sheets (½doz) treat as 1KG			
*Orders for plastic boxes treat as 2KG per ½ dozen.			
Orders for periodicals (marked P on order form) add 50p per issue.			
Orders for 'Phoenix' magazine add 15p per issue.			
Orders for Folio Games treat as .25KG Small Packet			
*Cannot be sent small packet.			

Please be aware that these charges are for the average additional handling and postage costs we incur when fulfilling a non-U.K. order.

Foreign orders are shipped via surface mail (allow six to eight weeks for delivery).

Customers are wholly responsible for any import duties their nation imposes.

SIMPUBS LTD, T/A SIMULATIONS PUBLICATIONS U.K., CROWN PASSAGES, HALE, ALTRINCHAM, CHESHIRE, U.K.
Tel: 061 941 1533 V.A.T. REG No. 150 8824 65

MW: I agree that British wargamers' interests are more varied than American. This point has been made by SPI themselves. At the risk of stating the obvious, we do carry a diverse stock. 3 out of 4 titles quoted by you are sold by SPUK. As for Phoenix, that is not in my province but no doubt your comment has been noted by the Editor. Re: the 'Solitaire ratings', you will need to get that information through SPI as they are the people that set the ratings.

Comment: In response to Feedback questions 27-31 in S&T 64 concerning a computer umpired mail game, I have enquired among my colleagues (of the Stockport Grammar School Wargame Society and the Mailed Fist Wargame Society) as to their reactions to the proposal. The reactions have been of 100% support for such a scheme providing it would be run within the UK on a fortnightly or perhaps weekly basis (calm down! It can be done — the Institute of Chartered Accountants have been running their very similar 'Business Game' on a weekly basis). Presumably with the aid of a computer from UMIST (Univ. of Manchester Wargame Society could assist here) and a copy of SPI's program. Most of the people who have expressed interest feel that a semi-feudal setup is best, so can it be done? It seems much too good an idea to miss.

MW: I will be with SPI in April and will see what they have in mind and if it can be implemented in the UK.

Question: Does it always take two weeks to answer a rules query? I expected a prompt answer in view of the fact that games I order arrive within a week of sending my order.

RS: There are three people whose prime function is the receipt and despatch of orders. There is one person who, apart from answering rules queries, also handles complaints, general queries, the checking of incoming shipments, wholesale orders, sales and advertising statistics and the bulk of incoming telephone calls. All written enquiries are dealt with in their order of arrival and do take preference over most other activities. Also, the nature of incoming correspondence requires more man hours than an incoming order. An "average" order requires 30 minutes to record and despatch (and that's spread between three people). The "average" rules query requires an hour, and is handled by one person. In short, rules queries are very time consuming.

hard cover complete with dust cover bestrewn with hexagons and a layout from S.P.I.'s "NATO" game upon it, a book. Mr Nicholas Palmer is the author of this historic work. I say historic because it is, in good sooth, the very first book to be written upon board games. Its title is "A Comprehensive Guide To Board Wargaming" and it is not just a good book, it's fun to read.

In two parts, the book sets out to be a guiding light to the tyro, and to be a source of information and elucidation for the hardened gamer. In the first part Mr. Palmer covers the history of the development of board gaming, the basic mechanics, of the game system so beloved of all of us, various levels of game thinking and tactics provides us all with some interesting problems to solve on the way. These problems are of the nature of "here are the enemy, here are your forces, here is your objective, what are you going to do about it?" This is excellently presented and Mr. Palmer is careful (or clever enough) not to set himself up as an oracle for the comments to the problems are not offered as the only possible solution, only as possible way of working. This kind of problem setting would be a pleasant feature of "Phoenix" — Ed. please copy. The second part of the book is a guide to all the wargames on the market when the book went to press which judging from the introduction was sometime in late 1976. This dating will explain a sad omission. In 'Appendix B' there is a list of publications, useful addresses and so on. The most important publication is missing from this role of honour. I refer, of course to the "Phoenix" but no doubt in the second edition of the book this omission will be remedied. I am confident that there will be a second edition of the book because I believe that many wargamers will want to see the book on their own shelves and to give it as presents to friends who are not yet introduced to the hobby for the book is also a fine introduction to board wargaming with a text supported not only by fine illustrations and sample games, but also by a free game. Nestling in the fly leaf at the back of the book is a copy of S.P.I.'s "Strike Force One" and good fun it is too. It must be a record for the smallest board war game in the world — do the Guinness Book of Records know? For the record "The Comprehensive Guide to Wargaming" is by Nicholas Palmer, published by Arthur Barker and costs £6.50 which is not a lot for a very good and useful and, I say it again, a historic record of the state of the art at this time.

To turn now from game history back to military history which is, Oh, best beloved, the very stuff of our hobby, and look at some more books on that subject. Of necessity, these must be briefer mentions than usual since I have a lot of ground to cover since last I wrote this column.

Firstly two atlases both, I suggest, useful if not indispensable for the wargamer. The first is from Seely Service and is by that apparently indefatigable cartographer Arthur Banks. If you've read ten books on military history the odds are that about half of them had maps by Arthur Banks. This work is called "A World Atlas Of Military History" and covers the period 1860-1945. Perhaps one of the most tumultuous periods in world history, covering from the American Civil War throughout the Franco-Prussian War, the Crimea, Boer War right up to the First and Second World Wars, Mr. Banks could hardly have given himself more work. The result has been well worth the effort for the book is a most useful quick reference book showing, as it does, terrain, principal commanders, numbers, basic dispositions and movements of the armies involved in all major wars and as far as I'm able to tell all the minor ones as well. There are one hundred and sixty pages of maps and an index that runs to twenty three pages. Mr. Banks is to be congratulated but I think he must feel a bit like Alexander.....has he any world left to conquer? £8.50 is the very reasonable price asked for this invaluable work. Another of the sort comes from Arms and Armour Press. "The Atlas Of Naval Warfare" by Helmut Pemsel costs £10.95 and covers naval warfare from Salamis to Vietnam. It is more than an atlas it is also a brief chronology and the text contains a commentary on the history which the dates give. But the wealth of the book lies in the careful matching of text and maps with diagrams of the ships taking part in the actions. Not all the ships are shown of course but vessels typifying the principal ships are there and

for players of 'Wooden Walls...', "C.A." or any of the others this book is an absolute must not only as a source of scenarios but, hopefully, as a source of new design ideas because, as I've said here once before, no one has got the navy bit right yet — although "Jutland" and "Wooden Walls" both come near. "Nuf said...for the navy freaks this book is an absolute imperative. And is published by Arms and Armour Press at £10.95.

Late last year Ronald Lewin was awarded a prize for a biography of Field Marshal Sir William Slim which is entitled "Slim" (Leo Cooper, £7.50) and is a marvellous book which should have had mention in this column long ere this but for pressure on space. This prize rather overshadowed another book by this very fine historian and writer. Called "The Life And Death Of The Afrika Korps" it's published by Batsford at £5.50. The title says it all but doesn't describe the marvellous way in which the author tells the story, a story which is probably well known to most wargamers and yet is here as compelling as it must have been to read over the breakfast table during the days when it was actually happening. This is not unconnected with the fact that the author fought against Rommel's troops in North Africa and so an immediacy is brought to the story which otherwise might be missed. It doesn't matter how often you've gamed it or read it..... read this book. You will be glad you did. There are ten maps and almost twice that number of illustrations, most of which haven't been published before.

And now for something completely different "A Dictionary Of Chivalry" by Grant Underen published by Penguin Books in hard back in their "Kestrel" imprint, this is a re-issue of a book published by Longmans and is a most interesting study of the days when knights were bold and paper wasn't invented. Virtually every name you've heard of in the Arthur Mee stories of the Round Table is mentioned here and a close description of tactics in siege and on the field of honour are also available. The illustrations are a little on the romantic side for us hardened gamers but the gen is good and the book will be well thumbed after only a little while on the shelf. £5.95 is asked for this volume and while it's not my period I'm sure there will be many gamers glad to spend that for a very useful book.

Three books now from Ian Allan. The first two are from the pen of that prolific writer Alfred Price. The first is called "Blitz On Britain" and is a history in brief of the principal bombing attacks on Britain during the Second World War. In considering this the author touches, of necessity, on the war of radar and night fighters and target marking but all to the benefit of the book which, although brief is thorough and fascinating in that it is the first book dealing with the subject written after the opening of that section of the Public Records Office and so contains information that hasn't been available before. £4.95 is the price that Ian Allan are asking for this volume and that's a fair price.

I wish I could have been as enthusiastic about the same writer's "Luftwaffe Handbook". This is a much less substantial book and I should have been much happier to see a larger book with more consideration given to a very complex military and political subject. History shouldn't be made too complex but neither should it be skimmed over and I'm afraid that's my feeling about Mr. Price's other book. At £3.50 it is not expensive but that's no recommendation.

Lastly, and from the same publisher comes "F-4 Phantom" by Bill Gunston. Needless to say this is a must for all "Foxbat and Phantom" players following, as it does, the development of this incredible aircraft from its earliest beginnings right up to the present day. It's a remarkable history for an aircraft whose design has been called, more than once, "The final victory of brute force over ignorance." The author makes it clear that he has not sought to write the definitive version of the history of the phantom but he has surely done the next best thing, and done it in a manner which entertains even folk like me who are not all that turned on by a lengthy list of mod. or mark numbers. £3.95 secures a fun book and good pictures.....can't be bad.

BUY THE BOOK

HAMISH WILSON

It has not escaped my notice, oh, best beloved that there are those amongst you who have lamented, bewailed and even complained that this column has contained no reviews of books dealing with war games! Oh! ye of little faith — and even less knowledge of the publishers' lists.... know ye not that our sport, hobby, passion, interest and fun has yet to have anything more robust than papered covered magazines printed about it? But now I have news for you. For from the august stable of Weidenfeld and Nicholson — masquerading under the name of "Arthur Barker" comes a book. Yea, printed upon paper, containing illustrations and with a

Game Designers' Workshop

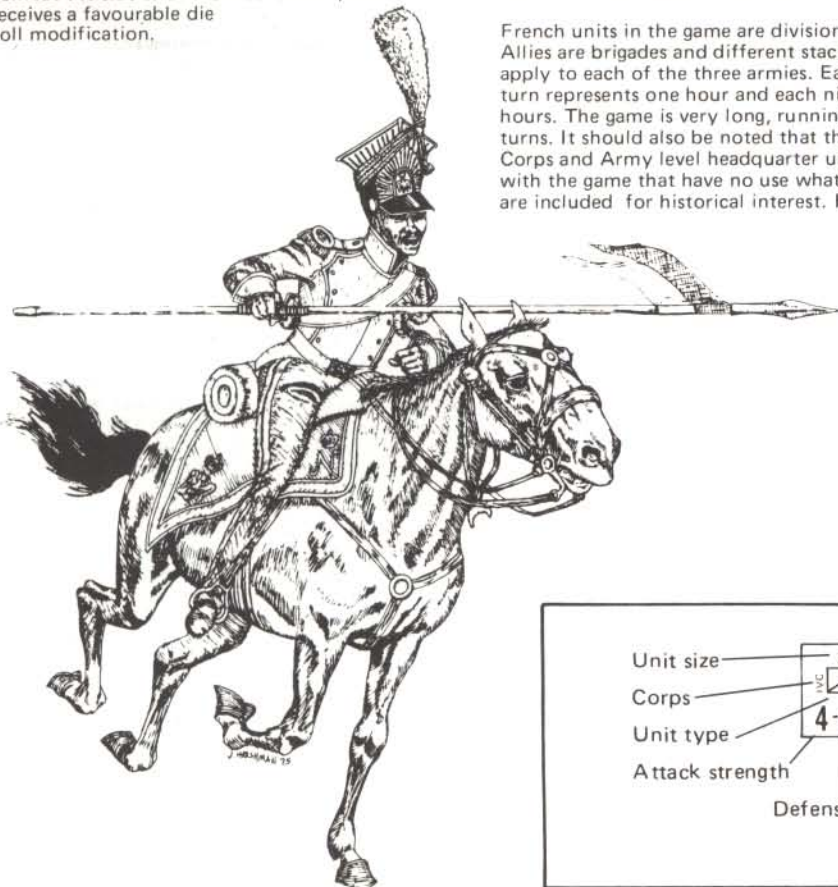
1815:

The Waterloo Campaign

DAVE MYLIE

1815 — The Waterloo Campaign is one of the latest in a long line of Waterloo games. Coming as it does from Game Designers' Workshop it hardly needs to be said that physically the game is superb. The counters have an almost plastic feel to them, although the Anglo Allied army is presented in a bewildering variety of colours for the various nationalities involved. The map measures 28" x 22" and the terrain is presented in pleasant shades of green and brown and blue. There are charts for terrain, combat and orders of battle. The rules are a real surprise being almost simple in comparison with previous GDW games (anyone who has Narvik, Crimea, Torgau etc. will know what I mean).

The game is an operational simulation of the three days campaign and is similar to SPI's N.A.W. system. For example, the turn sequence is the simple movement/combat, and units may not leave a zone of control except via combat. The combat results table incorporates retreats, losses, exchanges and disruptions. There is a limited step reduction in that units are inverted for the first loss and removed for the second. Terrain in combat has the effect of adding to the die roll rather than affecting the strength of a unit. Certain units have a shock effect on combat, this is signified by the presence of an asterisk in the top right corner of the counter. In any given combat the side with the most shock points receives a favourable die roll modification.



1815 has a certain flavour which is due in part to the rules governing the use of cavalry and artillery. Cavalry cannot be used as more mobile infantry but has to be carefully preserved and used sparingly. After a cavalry unit has attacked it becomes blown and is halved in movement and cannot attack for a complete turn. If the blown cavalry is attacked solely by enemy cavalry it is also halved on defence. Blown cavalry is therefore vulnerable to counter attack. Cavalry and horse artillery may retreat one hex before combat if attacked solely by infantry. Artillery units may attack in the same fashion as other units or they may bombard from one or two hexes distant. If an artillery unit has not moved in the turn it may bombard. The difference between attack and bombard is that if artillery bombards it uses its huge defence strength. For example, the Prussian 1st Corps artillery has an attack strength of 22. Artillery if positioned well can be potentially devastating. Artillery in this game is something to keep out of the way of and is also extremely difficult to successfully attack.

Units which become disrupted are subject to a loss of morale, they may not attack and their defence and movement is halved. All disrupted units are undisrupted in the 5am turn of the following day. In addition French and British troops may roll a die for recovery of morale after the movement phase of each turn.

French units in the game are divisions while the Allies are brigades and different stacking levels apply to each of the three armies. Each daylight turn represents one hour and each night turn two hours. The game is very long, running to 49 game turns. It should also be noted that there are Corps and Army level headquarter units included with the game that have no use whatever, they are included for historical interest. It seems a

	Infantry
	Cavalry
	Foot Artillery
	Horse Artillery
	Headquarters
	Disrupted marker
	Blown marker
	Bombardment marker

pity that GDW could not have incorporated these units into the mechanics of the game. Players win by eliminating enemy units and exiting the map (French only) just North of Waterloo.

In view of the fact that it is such a long game, the following is an attempt to provide a shorter scenario based on the Waterloo battle on the third day of the campaign.

Anglo Allied O.B.

I Corps	All units
II Corps	2nd Allied Division 4th British Infantry Brigade (from 4th Allied Div.)
Reserve Corps	5th & 6th Allied Divisions 1st Nassau Regiment Reserve Artillery The Brunswick Corps
Cavalry Corps	All units

French O.B.

Imperial Guard	All units
I Corps	All units
II Corps	All units except for 7th Inf.Div.
VI Corps	All units except for 21st Inf.Div.
III Cav. Corps	All units
IV Cav. Corps	All units
3rd Cav. Div.	(from III Corps)
5th Cav. Div.	(From I Cavalry Corps)

Prussian O.B.

I Corps	All units (arrive 3pm)
II Corps	All units (arrive 4pm)
IV Corps	All units (arrive 2pm)

All units are considered at full strength and the game commences on the 1pm turn. Victory conditions are the same as for the standard game except that the French start with 30 victory points.

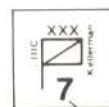
The Allies deploy first on or north of the line of hexes 0522, 0924, 0926, 1026, 1028, 1229, 1234. All units of the Anglo Allied army are deployed in this way.

The French deploy second on or south of the line of hexes 1223, 1227, 1428, 1431, 2135. All units of the French army are deployed in this way.

The Prussian army arrives one corps at a time at the village of Lasne.

The game ends at 10pm and victory is assessed as per the standard game.

Unit size
Corps
Unit type
Attack strength
Defense strength
Shock points
Unit designation
Movement allowance



Movement allowance



The area of the 1815 mapsheet required for the short scenario described opposite, showing the basic positions of the opposing battle lines.

Scenario: SPI's MUSKET & PIKE WINCEBY 11th October 1643 JOHN LEE

First Player — Royalists
15 HC 6 DR Stacking 2

Deploy at least 8 hexes south of road junction
(remember that the compass rose is upside down
— see errata).

Second Player — Parliamentarians
1 PP 1 PM 17 HC 2 LC Stacking 2

Deploy at least 10 hexes north of road junction.

Game Length — 10 Turns.

Victory Conditions — control of road junction at
the end of the game.

Historical Notes

In the first campaign of the Civil War on 11th
October 1643, a Royalist Force of 2,500 men
under the command of a veteran soldier — Sir John
Henderson — was sent to relieve Bolingbroke Castle.

The Parliamentarians sent 2,000 Cavalry and a
small detachment of foot under the command of
Manchester, Cromwell and Fairfax to halt the
Royalists.

Henderson positioned himself on a ridge, then sent
his Dragoons to meet the Roundheads who were
deployed near Winceby Farm. When Cromwell
charged the Dragoons with his troop he had his
horse shot out from under him, thus putting him
out of the battle.

Meanwhile, Fairfax with a second troop of Cavalry
attacked diagonally across the field and the Royal-
ists under Savile, caught on the flank, broke and
fled. Many of the retreating men were trapped in a
field surrounded by a high hedge where they were
cut to pieces. Henderson was forced to retreat.

As Manchester said later — "Our men had little else
to do but to pursue a flying enemy which they did
for many miles."

This battle convinced Parliament that the man to
lead the new model army was Thomas Fairfax.

Abbreviations

HC — Heavy Cavalry DR — Dragoons
PP — Professional Pikemen LC — Light Cavalry
PM — Professional Musketeers

AH's ALEXANDER! REVIEWED BY ANDREW HICKS

Alexander is a simulation of the Battle of Arbela,
331 BC. There are two gradations of play;
advanced and basic. What the advanced game
loses in playability it gains in simulation accuracy.
The mounted mapboard is a rather peculiar and
confusing mess of greens and browns with a
superimposed hex grid. The counters vary in size
from fairly large phalanx units to small, round
leader pieces. The Macedonian counters are blue,
the Persian counters red. There are many types of
units in the game: infantry, phalanxes, missile
units, cavalry, chariots, horse archers and elephants
(!). Some units are designated as mercenaries and
rules have been formulated for their use. No
storage space is provided for the counters.

There is a separate chart for combat results upon
which there are four C.R.T.'s showing different
morale levels for the attacker. This system is
readily adaptable for miniatures.

The rules are clear with a helpful section at the end
of the booklet entitled 'Questions and Answers on
Combat of Play'

The outward appearance of the game does not
arouse much interest but this belies its intrinsic
appeal.

The commanders are allowed to set up their
troops on, or one hex behind, their historical order of
battle. Both armies start off with a morale factor
of twenty. The routine of play starts with the
Macedonian Player moving his units, then the odds
of any attacks he wishes to make are computed.
The attacks are then resolved and any factors lost
by either side are computed on the Temporary
Morale Scale. After the Macedonian Player has
completed these three stages, the Persian Player
repeats the same sequence. At the end of the turn,
the amount recorded on the Temporary Morale
Scale is added to the current amount showing on
the Morale Status Gauge of each respective player.

A movement factor is given to each piece which is
printed on the counter. Movement in the advanced
game becomes much more involved than in the
basic game, with specialised manoeuvres such as
retrograde, sidestep, cavalry manoeuvres and horse
archers' split move. In the basic game, units may
move up to their maximum movement-ability,
subject to terrain and stacking limitations.

Being a tactical game, there are three areas in
which a unit can be attacked: the three hexes in
front of a unit are regarded as the front, the two
hexes to either side but slightly below the unit are
regarded as the flank and the hex directly behind the
unit is regarded as the rear. If a combination of
attacks are made on a unit, then the worst of the
two attacks is computed i.e. if the Thracian Light
Infantry attacks the Coelo-Syrian unit in the flank
and the Third Hypasist Infantry unit attacks it in
the rear, then it would be taken as though both
units were attacking the rear of the unit.

Printed on the bottom of the counters are three
numbers: the first gives the attack and frontal
defence factor, the second the flank defence factor
and the third the rear defence factor. These are
used when different attacks are made on a unit, or
when a unit is attacking i.e. in the example of the
attack previously described: the two Greek Units
would use their first combat figure, the Persian
Unit would use its third. In this example, it would
be an automatic victory for the Greeks as the rear
defence strength of the Coelo-Syrian Unit is 0.

The only time when there may be combat of
units that are not adjacent to each other is when
a missile unit is firing at an enemy unit. In this
case a range of two hexes is the maximum.

The difference between the advanced and basic
game rules may be compared to the difference in
StarForce i.e. the advanced rules cater for much
more tactical game than the basic game — although
the basic game offers some tactical experience.
The rules are made readily comprehensible by the
use of many diagrams throughout the booklet
which, apart from making the rules clearer, reduces
the number of words needed to explain them.
At the end of the Rules Booklet there is a section
for designer's notes and a historical summary.

To summarise. For those people who like tactical
games, Alexander will probably suit them. How-
ever, in these times of economic stringency, the
purchase of Alexander will make a nasty hole in
one's pocket.

SIXTH FLEET

GLENN ROBINSON

US/Soviet Naval Warfare in the Mediterranean in the 1970's

Scale is 8 hours per turn and 45.4 nautical miles a hex. Game Sequence is Combat/Move. Turn 1 is only a Soviet move phase, Turn 2, 3, etc. are NATO Combat/Move: Soviet Combat/Move. There are two scenarios — one of 10 turns and one of 21. Reinforcements arrive between turns 10 and 11. There are two main terrain features — the Aegean Sea which doubles defence and movement cost and impassable terrain. All units are written in the same style: from top left to bottom left it is Anti-Air; Anti-Surface; Anti-Submarine. From top right to bottom right it is: Movement Allowance; Defence Strength; ECM level.

Zones of control (ZOCs) DO force combat but only one unit in the stack need attack or if next to two enemy units then only one of them must be attacked. Units must stop upon entering a ZOC. You cannot leave a ZOC unless you are faster, an aircraft, a submarine or if it is an aircrafts ZOC you are in. Only submarines may move directly from one ZOC to another. No unit may retreat through a ZOC. ZOCs of units that haven't an attack strength of the correct type may be ignored by the moving unit.

Combat is by differential (attacker minus defender) and this is checked against the highest ECM of the defending units. This yields a range on the combat table i.e. 1-3. A die is then rolled. If a 1, 2 or 3 results then the defender is retreated one hex (the standard result). Air units do not retreat, they are destroyed. No unit may retreat through a ZOC or impassable terrain. Units that do not have the appropriate attack strength are not penalised but those who produce a minus differential must themselves retreat one hex. The enemy may advance after this combat as can a normal victorious unit. The stacking for ships/subs is 3 units and 6 aircraft (can be in same hex). Units are attacked in the order they are stacked, from top to bottom. The only way to skip a unit is if you don't possess the right attack strength.

Air units MUST return to a national airbase or carrier the move after being flown out, or they are destroyed (count towards victory). If all that remains is to fly to a friendly airbase of a different



nation then they are still lost but DO NOT count towards victory. Units on an airfield hex are presumed to be kept permanently aloft on CAP. USA carrier aircraft can operate from US land bases but land aircraft are only allowed on a land base. Victory points are gained for each destroyed enemy unit and for territorial gains. There are provisions for using Arab/Israeli aircraft in the game.

Picture 1

This shows the general layout of the game. All units that are IN a hex are at the bottom of the stack. The middle unit is the one directly above and the one 60 to the right is the top one. This idea is carried on for the stacks of 6 aircraft. To the left of Sardinia and also to the left of the Mediterranean are the American carriers with their aircraft below them (they are on top of the carrier but had to be separated for the photograph). The mass of two-tone units on the heel of Italy and dotted round elsewhere are aircraft that halve their attack strengths on a night (every 4th) turn.



Picture 2
 Turn 1. Close up of the main area of action in the game. Second only to the destruction of the American carriers, the airbase on Crete is the linchpin in the NATO defence. The Soviet player in his first move (which this is) must attempt to neutralise this base with his airpower (whilst not allowing them to be cut off). The initial set-up hexes can be seen in this photograph. The Soviet air corridor has been hampered by the Greek ship at the top of the Aegean. The other Soviet vessels are going to the Aegean or have surrounded the carrier fleets with their ZOCs.

Sample Surface Naval Unit				
Fleet Nationality and ID number				
Anti-Air Strength	9	US	4	Movement
Anti-Surface Strength	9	6	2	Defense Strength
Anti-Submarine Strength	9	CG	4	ECM Value
Ship Type and Silhouette				



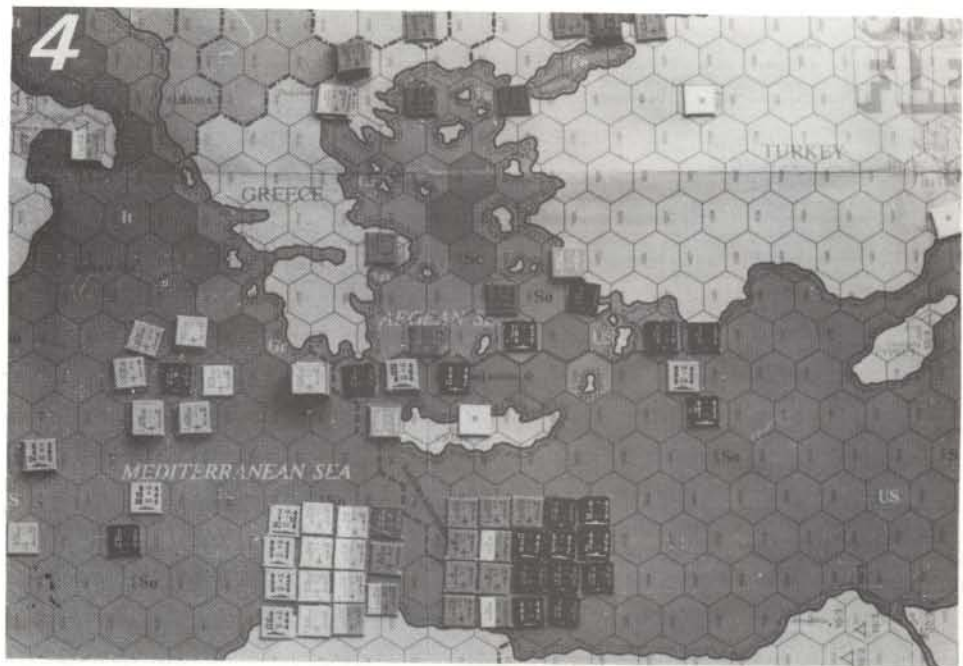
Picture 3
 End of turn 4. Crete and Eskisehir have been destroyed, as has one of the American carriers. The other is still fighting desperately. The US nuclear subs have infiltrated into the Aegean. Most die rolls in this area are 1s and 2s. The Soviet aircraft have just flown to their bases. The US carrier aircraft are all operating from Sicily until the fate of the last carrier is resolved. Its loss would be crippling to NATO.

Sample Air Unit				
Nationality and ID number				
Anti-Air Strength	8	So	7	Range Allowance
Anti-Surface Strength	12	42	3	Defense Strength
Anti-Submarine Strength	0	▲	0	ECM Value
Type and Silhouette and Carrier-based Indication				



Picture 4
 End of turn 10. All destroyed units are at the bottom of the photograph (as in picture 3). The US carrier has finally got away. The Soviets have not cleared the Aegean but more important than that, the Turkish subs that start the game in the Dardanelles have not been touched. If the game carries on then the Soviet Black Sea fleet will find them very hard to move, with Adana gone the Turks have no more bases, whilst the British still have Limassol but no aircraft. Overall then a rather abstract but good simulation. There is no easy win for anyone although NATO is the favorite.

Sample Submarine Unit				
Nationality and ID number				
Anti-Air Strength	0	It	2	Movement Allowance
Anti-Surface Strength	12	22	8	Defense Strength
Anti-Submarine Strength	16	SS	4	ECM Value
Ship Type and Silhouette				



BEGINNERS TIP

K NEWALL

Strategy & Tactics magazine in its title sums up what is needed in almost all war games and a good player needs skill in both fields. I have been playing simulations for just two years now and although a great strategist (my opponents may not agree) I am afraid I all too often fall short on the tactical side. This is a pity really because great strategic moves cannot be made without the tactics to back them up.

This failing of mine became most apparent when I tried Battle for Germany against an opponent who was, I must admit, a better tactician than myself. I watched in amazement as my East Germans melted away like butter on a hot plate!

I had deployed my Germans something like that shown in diagram 1. (This is the set up at the start of the Russian Combat Phase in turn 2). Experienced gamers can perhaps see the danger immediately as did my opponent. His now legendary battle cry "Ah! Ah! Surround and kill!" sums up why my deployment was such a blunder. The point is that in Battle for Germany and other games with rigid and semi-rigid Zones of Control it is impossible to surround a solid line in the movement phase. However, such a line as I had formed (single units on adjacent hexes) is very vulnerable to being surrounded in the combat phase by a well co-ordinated pincer attack. (See diagram 1 and notes).

The best policy therefore is to maintain, as much as possible, the positions in the initial set up i.e. singly, and if possible, doubly stacked units every alternate hex. Now even if you are pushed back you cannot be destroyed at such low odds as 1:2 (See diagram 2).

Although I have based the above advice on Battle for Germany, it is a general principle to be applied to all games where it is impossible to surround units in the movement phase.

[7.0] ZONES OF CONTROL



GENERAL RULE:

The six hexagons surrounding a hex constitute the Zone of Control of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes, and inhibit the movement of Enemy units. All units must cease movement when they enter an Enemy controlled hex.

CASES:

[7.1] EFFECTIVENESS OF ZONES OF CONTROL

[7.11] All units exert a Zone of Control at all times during the entire Game-Turn. The presence of Zones is never affected by other units.

[7.12] Units do not pay any additional Movement Points to enter an Enemy controlled hex (as in some other SPI games).

[7.13] Units may only leave an Enemy controlled hex at the beginning of their Movement Phase. A Friendly unit may never move directly from one Enemy controlled hex to another. It may, however, leave an Enemy controlled hex at the beginning of the Movement Phase, go to a non-Enemy controlled hex and then enter another Enemy controlled hex.

[7.14] Friendly Zones of Control never affect Friendly units; only Enemy units.

[7.15] Obviously, if a given unit is in an Enemy controlled hex the Enemy unit is also in its controlled hex. The two units are equally and jointly affected.

[7.16] Zones of Control extend into all six hexes adjacent to the controlling unit's hex, with the exception of blocked and lake hexesides.

[7.17] There is no additional effect of having more than one unit casting its Zone onto a given hex.

The notes to the diagrams concentrate on the situation on the bend of the Vistula.

DIAGRAM 1

Russian Player Turn 2

Pol. on 2623 attacks German Infantry 20 (2-3-5) on 2523. Die roll = 4 (@ 1:1). German retreats to 2522, Pol. advances.

1st Guards (7-7-4) and 3rd Guards (6-4-6) on 2224 attack 56 Panzer (4-3-5) on 2324 @ 2:1. Die roll = Ex. Loose the 6-4-6 and advance the 7-7-4.

The relatively strong German stack on 2424 (a 4-3-5 & 3-4-4, total strength 7) is now attacked by the 3rd and 8th Russian Guards armies (7-7-4's) @ 1:1. A 3 is rolled and, being unable to retreat, the Germans are destroyed.

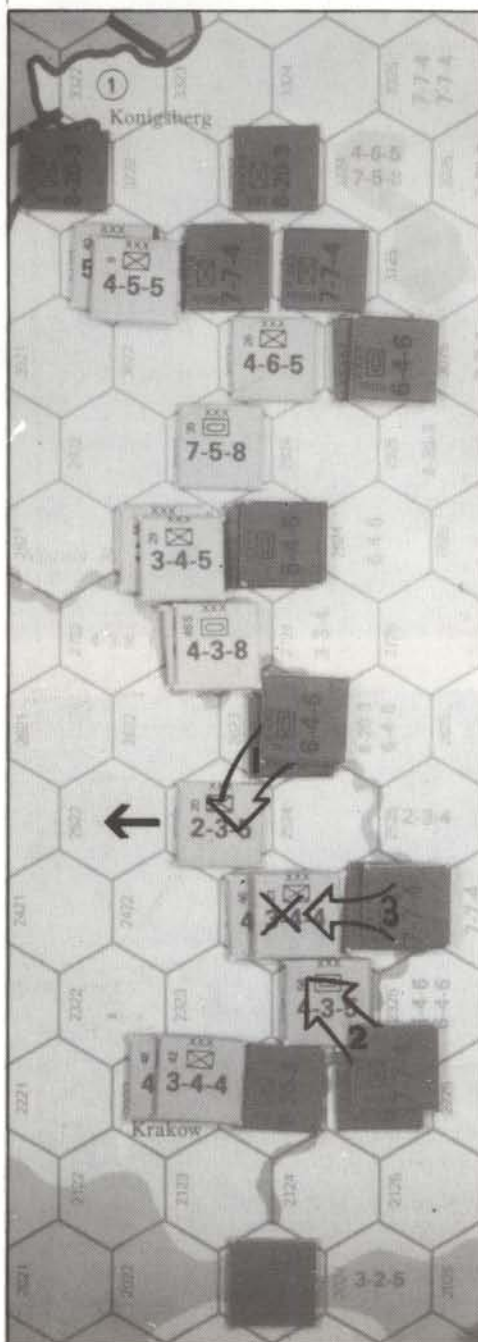
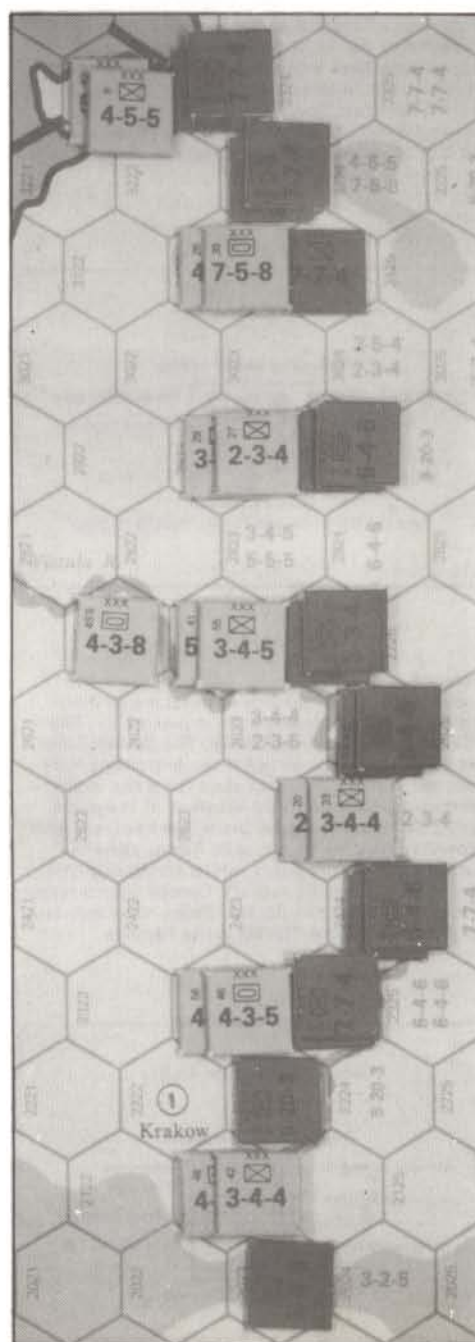
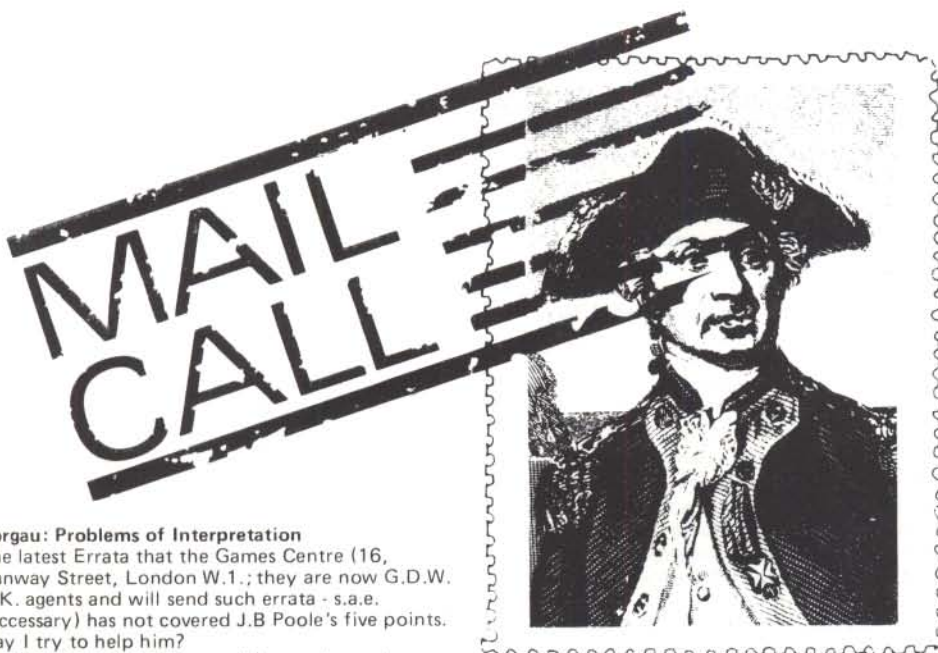


DIAGRAM 2

Unfortunately the bend of the river has had to be evacuated due to the rather lucky advance of the Ukrainian Front (8-20-3) over the river following a successful 1:2 attack.

(Experienced gamers please note that this deployment as shown is not necessarily the best possible one for this game but is merely to describe the points made in the text.)





Torgau: Problems of Interpretation

The latest Errata that the Games Centre (16, Hanway Street, London W.1.; they are now G.D.W. U.K. agents and will send such errata - s.a.e. necessary) has not covered J.B Poole's five points. May I try to help him?

b) (Rule 13 middle paragraph) a routing unit immediately executes a retreat move & then becomes disordered (i.e. it is no longer routing)

c) Yes, melee strength of disordered units is $\frac{1}{4}$ (Effects of Formation on Combat chart bottom line)

d) In offensive fire all units have a maximum of 4 shots (Rule 11 first para.); so offensive artillery have 4 shots, unless they move or have their LOS blocked by the move of a friendly unit (Case K). Movement points spent next to an enemy unit is the criterion for defensive fire.

a) and e) are suggestions for rule changes not problems of interpretation. It might be interesting to make morale test causes affect the adjacent hex but they don't. I feel sure that to extend the defensive fire capacities of artillery at range would help the Austrians (see my complaint in Mail Call of no.9). Is the restriction realistic? Well in a game with sequential moves it seems to me realistic to limit defensive fire to "targets of opportunity" strictly defined.

There are of course many more potential ambiguities lurking in these rules. The one I and my opponents have been most evenly and bitterly divided on is: (Rule 11 the para. above the cases) the number of defensive fires due to unit A when an enemy unit moves from a position adjacent to unit A onto unit B. Anyone solved that one conclusively yet?

Peter Hatton

Rob Gibson's 'Action off Vestfjord' raises a few queries in my mind. The Official History ('War at Sea' by Roskill) takes a rather different view of the matter, as it obviously doesn't consider the two sides equally matched, Captain Roskill asking (in effect) how Renown could have been exposed to such danger, and finds the German withdrawal incredible. Roskill also gives Renown 9 destroyers in escort, surely (the British forces having originally consisted of Renown, Repulse and ten escorting destroyers, Repulse was unable to keep up with the rest of the force and one destroyer lost time searching for a man swept overboard, became detached from the rest of the force and ended up ramming Hipper instead).

Why, then, does Mr Gibson consider the sides equal? I would like him to explain how he calculated the gunnery strength of the German ships, which seems to be crucial to game balance. I note that in an article in Phoenix 10 (Devising a new Scenario) he calculates the gunnery strength of 'Graf Spee' as 14, noting as he does so that Scharnhorst and Gneisenau had 9 x 11" guns of the same type as Spee's. Surely this means that the gunnery strength of 16 which he gives is a bit on the low side for Scharnhorst and Gneisenau?

On the calculation of gunnery strength, surely there should be some heed taken of the rate of fire of the guns, even if such details as differences in muzzle velocity are ignored. The weights quoted by Mr Gibson are not, as he claims, the weight of explosive in the shell, they are the weight of the shell, only 20-25% of which was the High Explosive bursting charge.

R. J. Campbell

With reference to Ralph Vickers' review of GDW's 'Russo-Japanese War' in Phoenix 10. I'm not leaping to GDW's defence; since I have neither seen nor played the game, I have no opinions. But the naval combat rules to which he objects so strongly have, in fact, a firm historical basis. Naval gun-laying in this period and for a long time after, depended crucially on being able to observe the fall of shot. If several ships were to fire at one target, it would make it difficult to ascertain which splashes were your own. Furthermore, if your own ship were being fired on, there would be a forest of shell splashes much closer to hand, obscuring the view (amongst other things) and making accurate rangefinding even more difficult. It therefore made sense on several counts for each ship to engage its opposite number; there would be no confusion in observing the fall of your own fleet's shot, and neither would any enemy ship be given the opportunity of any free gunnery practice.

In 'Dreadnought' SPI skillfully bring out both of these effects; as a reduction in combat strength if several ships fire at one target, and a die roll modifier if the firing ship is itself being fired on. It seems that GDW have included at least the former. As for excess divisions, if one side indeed had more than three, may I submit that the excess ships wouldn't be able to see a damn thing to fire at amidst all the smoke? they did burn coal, after all.

Of course, general principles of this sort were made for the obedience of fools and the guidance of wise admirals. Applied rigidly to any and every situation they could easily become as 'mindless' (Mr Vickers' word) as the British Admiralty Fighting Instructions of the 18th Century. Surely the player of Tsushima is being made to decide whether the advantages of concentrating his fire outweigh the disadvantages (-2).

In the real battle, of course, Togo crossed the Russian T and rightly concentrated his fire on the two leading enemy ships. If the GDW combat system renders this impossible, then they have indeed goofed. Otherwise 'Tsushima' is merely a strategic game with an abstract tactical flavouring, in the tradition of such games as Midway, Fast Carriers and The Conquerors.

The crack about the spelling of 'Oslyabya' is easily explained in terms of translation from the Cyrillic alphabet - Mr Vickers' choice has clearly come via the French of Jaques Mordal, GDW's choice hasn't (and neither has mine).

May I, in conclusion, express the nervous hope that I'm not triggering off another Frederick of the Palatinate saga.

Jim Hind

I noticed in the last issue of the Phoenix the continuing requests for a game to be included in the magazine. Ignoring the obvious drawback of the necessary large increase in the subscription that this must involve, I feel, that as it is impossible to devote sufficient time to all the games already in print, this should be one of your last priorities. If more money is made available to the Phoenix, from whatever source, I would prefer to see it used to increase the quality of the magazine, rather than trying to compete against S&T with nowhere the same resources.

I was sorry to read that SPUK are going to stop their spare part service. Whilst appreciating the difficulties in this area I hope, as one who likes to box the S&T issue games, that it will still be possible to obtain boxes and frontsheets.

Finally, I wonder if those beginners, who keep requesting help and advice on how to play, might appreciate the Series Replay type of article such as features in the General. Although very few players would be rash enough to rate themselves as experts, with the vast number of games available, it should be possible to illustrate the basic tactical and strategic options with this method.

Doug Davies

I must write and complain that in the October issue of Phoenix there was an article that was no more than free and very bias advertising. Drew Mackie one of the designers wrote an article on the use of Bonnie Prince Charlie as a teaching aid in schools. In this the game is referred to as useful for teaching history to schoolchildren and students. It is only fair to point out that as an historical simulation Bonnie Prince Charlie is no more than a joke!

Bonnie Prince Charlie is an area movement game of the Scottish Rebellion of 1745 with a tactical matrix system for combat derived from 1776. Although the physical quality of the game is quite good the rules leave a lot to be desired. They are too brief and are open to many interpretations. The game is unbalanced (I have only seen one heavily engineered Scottish victory in 6 games). The game system is of an artificial kind (as in diplomacy) and victory depends on a simple points accumulation system so all in all there is very little to relate to any historical happening (even the geography of the British Isles is more than a little suspect).

Bonnie Prince Charlie is certainly a good game for a laugh after a few drinks, to call a game with such a low complexity rating an historical simulation as an insult. To pass it off in schools as an education aid is outrageous.

K. A. Smith

I was particularly pleased to see in Phoenix 11 Tony Jones article on a solo scenario for Rich-Ofen's War; it seems to me that Phoenix has rather tended to neglect the many solo wargamers around the country, probably unjustly, and I hope that we shall see more articles on the same subject.

Next, a plea for more historical articles; I realise that Phoenix is basically aimed at the gaming aspects of the hobby rather than the simulation side (or perhaps you would dispute this?) but it seems to me that there is in any case room for the historical article, which should be of interest to people on both sides of the playability/realism fence.

I turn now to the vexed question of publishing games in Phoenix. UK Wargamers have managed to survive the financial consequences of this step (as well as producing a magazine larger and of higher physical quality than Phoenix) and it seems to me that Phoenix is in some danger of being left behind. Presumably cost is a major stumbling block, but I for one would be quite prepared to see the distribution of Phoenix entirely separated from that of S&T and to pay the extra price involved in having games in the magazine; perhaps it is time for you to re-assess the position and to ask the readers what they feel about the matter.

A. McGee

A REAR-AREA RAID

A GAME HISTORY OF AH's PANZERBLITZ FRANCIS COMERFORD

A strong reconnaissance battalion races through the steppes of Western Byelorussia. It's early Autumn. During the Summer the Wehrmacht was thrown from these steppes. Now the battalion is determined to delay further Russian advances. Its objective is to cause confusion in the rear area of the Russian line by attacking any vulnerable target.

One such target is an Army HQ now lying only a few kms away. The HQ is located in Bednost, a small town situated on a low flat topped hill, known to the Germans as Hill 132.

The Russians, surprised by this sudden penetration of their lines, react as swiftly as possible. In Bednost, heavy MG's and 57mm anti-tank guns are sited while cooks and clerks are hurriedly marshalled into emergency units.

To the north in the neighbouring town of Golod, three rifle companies and two batteries of artillery are loaded into trucks in preparation for a rush to Bednost. More important, to the east a large relief column hurries to Bednost. It consists of a battalion of T-34/85 tanks, a Motor/Rifle battalion and a mixture of supporting tanks and tank destroyers numbering about 50 AFV's. This column is only 4 kms away as the crow flies or 7 kms on the road which twists amidst very difficult terrain.



Then the Germans attack at Golod. The truck convoy is hustled out by a light armoured force consisting of Lynx reconnaissance tanks. Three more armoured car platoons circle Hill 132 and set up road blocks determined to slow the Russian relief column.

At Hill 132 itself, the bulk of the German troops led by four batteries of tank destroyers charge the slopes and half circle Bednost. A battery of the superb Jagdpanthers leads as the Germans attack Bednost from the rear.

Russian anti-tank units fire defiantly at these leading Jagdpanthers but to little effect. The clerks sortie out but, badly armed, their attack has even smaller effect. Isolated in the open, only a few hundred metres from the Jagdpanthers, these clerks won't last long.

Meanwhile, the Russian relief columns charge the German roadblock. The Germans retire but the column is delayed. 32 trucks out of Golod, finding the road to Bednost blocked, are forced to proceed along a stream bed. The remainder set up a mortar battery on a road-commanding hill hoping to regain control of the road.

At Bednost, fighting continues. The long 75mm guns of the S&G 111/75 tank destroyers are directed at the town. One third of the town, the Army HQ and a guard consisting of an anti-tank battery, were all blown out of existence. Jagdpanthers overrun the hapless clerks and elite panzergrenadiers assault other clerks entrenched in surviving sections of the town.

Yet somehow the clerks hold out — in the town, anyway — in a small wood to the northeast, two companies of clerks and supporting heavy machine guns are gunned down.

The main relief column is disgraced when 10 T-34C's fail to destroy 7 lightly armed armoured cars, which they managed to corner against a wood. Another two armoured car platoons are trapped in a forest road but burst out. The armoured cars, some sporting 75mm anti-tank guns, overrun a Russian Rifle company. It's a death ride however, as only 250 metres from the site of this wild attack the armoured cars are pinned against a slope. The huge SU-152 assault guns and smaller yet still deadly SU-100's are responsible for the destruction of these road blocking armoured cars.

Now free to advance, the Russian tanks charge recklessly up Hill 132. Outnumbered by this wild horde, but with superior guns (88's) and the crucial advantage of first fire, the Germans make a mistake — they decide to fight it out. A hasty retreat would mean abandoning a battery of Jagdpanthers, an infantry company and a platoon of engineers. The Germans hope to maul the Russians badly enough to escape with the whole force.

They initially do well, destroying 20 T-43/85's but revenge is swift. The deadly 88's of the two batteries

of Jagdpanthers will never fire again. The engineers and a platoon of infantry are overrun. Meanwhile, as the Golod convoy at last arrives the clerks, strengthened, rally and destroy an armoured car platoon.

The Germans pull out beaten. They have to abandon two platoons of infantry. One is destroyed almost immediately as 60 Russian tanks open fire on sixty men crouching helplessly on a ground strewn with wreckage. The second platoon was caught by the SU-152's a few minutes later, trying to reach the cover of the woods north of Bednost.

There's some feinting and a little fighting as the surviving S&G 111/75's lead the Germans towards the South West and the German lines. A little chase results as the Germans try to trap a Russian trucked unit. The last German armoured car platoon is wiped out when the Russians send armour to bail their trucks out.

As the end turn arrives a very strong Russian force holds Bednost and the roads leading to it. Much of this force is truck infantry who never found it necessary to dismount in the forty-eight minute long raid. A strong Russian armoured force is trailing the retreating Germans who now number — one light tank platoon, two S&G 111/75 platoons, two mortar batteries and ten half tracks.

Victory point wise the Russians won this battle. Chiefly because the Germans hit, in this "hit and run" type of battle, but did not run.

The game was situation 14 from "A Wargamers Guide to Panzerblitz" (an absolute must for Panzerblitz). It was a short and enjoyable game.



NEWS FROM S.P.I.K.

MALCOLM WATSON

In this issue's Hotline, I have been asked if prices will come down now that the pound has strengthened against the dollar. Pleasant though that prospect may be, I'm afraid that SPI are putting up the price of their \$8.00 games to \$9.00 and a number of their \$9.00 games to \$10.00. Thus any benefit we might have felt from the more favourable rate of exchange has been snatched from us. Frustrating though this is, it is only fair to point out that SPI have held down their prices to the UK market for quite some time. The base price for S&T (which governs the UK subscription cost) has been held since May 1974. This is considerable achievement in the face of continued inflation but as always that inflation wins out in the end. That base price is going up by \$1.00 per issue but the present UK S&T prices will be held for the time being. \$8.00 and \$9.00 game base prices to us have been held since December 1975 (despite an increase brought into force in the States early last year — SPI's agents were given a stay of execution on that increase but it has now caught us up), once again, no mean achievement in the economic climate that has existed over the past few years. Moves prices are also to go up but, and this is the saving factor, the higher priced games will not. When I say that it is the saving factor, what I mean is that by virtue of the fact that we are making a larger profit on the games presently costing £7.75 and upwards (due to the better rate of exchange) we will be able to hold down the prices of our £5.55 games, which should go up to £5.99 based on the new prices and present rate of exchange. Thus, rather than churn out a fresh price list at this point in time we will adopt the swings and roundabout method — what we lose on the standard games (and subs) we will gain on the other items in the range. When we come to drawing up our new brochure later this year all prices will be reviewed and brought into line with the situation current at that time.

Avalon Hill UK implemented a price increase at the beginning of February. Most games have gone up by between .75p and £1.25p each due to a manufacturers price increase. Full details can be found in the centre spread price list.

Going back to SPI for a moment, it is their intention to drop a number of titles from the

range as they go out of print. Needless to say, these will be the least popular games and we have sufficient stock to ensure supply at the normal rate of demand up to the end of 1978. Also, SPI intend to sell Folio Games as Z-pack items without the folders or any form of exterior publicity material (just the game and the plastic bag). SPUK will eventually be obliged to adopt a similar stance but at present no changes will be made.

The 'Lord of the Rings' saga continues unresolved due to the inevitable wheeling and dealing on the royalties/copyright front. The indications are favourable and I believe that we will obtain permission to sell the game, in which case the Campaign version will be produced in the UK. The Folios will also be made available but will be imported. Hopefully, by the time the next Phoenix goes to press we will have a decision on this subject.

It is our intention to produce 4 Quad games in the UK this year starting with Napoleon's Last Battles in April, followed by West Wall Quads, North Africa Quads and Napoleon at War Quads (not necessarily in that order). These, coupled with 'Lord of the Rings' (hopefully) will cover all UK production for the year.

Once again, the reaction to the Phoenix feedback was not sufficiently high to be of any use. Undoubtedly the reason for the poor response was the late arrival of S&T 64. The issue did not get to most subscribers until on or around the deadline for the return of feedback cards. As mentioned in Hotline, in the event that the issue is late, send in those cards anyway as they do help us and we do want to hear from you.

S&T 66 looks like being a couple of weeks late. It was despatched behind schedule due to SPI's involvement in an inventory check.

Games now in stock — Up Scope (SPI) and Red Sun Rising (SPI).

New games expected in the near future are: Objective Moscow (SPI — mid April); Descent on Crete (SPI — mid May); Green Fields Beyond, War in the Pacific (SPI — mid June); Swords & Sorcery (SPI — mid July); Submarine (Avalon Hill — mid April £8.95); Napoleon (Avalon Hill — mid March £8.95). Other up and coming games from Avalon Hill are: The Rising Sun (the Pacific Version of Third Reich), Bismark (3 level game based on the hunt for the Bismark), Trireme (Tactical level game of ancient naval warfare), Tales of the Old West (Role playing game of the old West), Normandy Beachhead (Tactical/operational level game of the landings and breakout). No prices or availability dates are to hand yet.

Highway to the Reich second edition rules should be available by the time you read this. If you bought HWTR through us or one of our retail outlets you are eligible for a free copy of these rules. To obtain them, just send a 9"x12" self addressed envelope with 15p postage stamps affixed along with the original front cover of your first edition rules. N.B. photostats of rules covers will not be accepted as proof of your eligibility on this service.

Finally, the next issue of Phoenix will be the first to be produced under the Editorship of John Spence. John is the Regional Director of the 'Avalon Hill International Kriegsspiel Society', a society set up to encourage play by mail games. He has been wargaming for a number of years and is well thought of by those in the hobby who have come into contact with him. John will have a team of writers who will contribute a main article for each issue, around which he will build up the content from articles submitted in the normal way.

Ray Bowden will continue as Art Director and will work alongside John. I would like to take this opportunity to thank Ray for the huge volume of work that he has put into Phoenix. Very few people know just how much Ray has done for the magazine. Quite frankly, if it were not for him the Phoenix might never have got off the ground at all. Pressure of work has forced him to run down his involvement but hopefully he will continue his association for years to come. Thanks Ray!

FEEDBACK

Phoenix 12

Published March/April 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 card is April 28th, 1978.

- (1) Did you send in the Phoenix 11 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 the item 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 you 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.
- (10) Indicate which area in the UK your orders usually go: (1) SW England; (2) SE England; (3) London; (4) N.Ireland; (5) Midlands; (6) NW England; (7) NE England; (8) Wales; (9) Scotland; (10) West Country
- (11) Do you think this issue was better than the last? (1) Yes; (2) No; (3) about the same.
- (12) Rate the overall presentation of this issue (1-9)
- (13) Do you intend to submit material for publication in Phoenix (other than in Mail Call)?

Rate the following articles on a 1-9 scale:

- (14) So you think you want to design a game?
- (15) Airforce & Dauntless Joint Review
- (16) Interpreting the Rules
- (17) Winter War — Review and Optimum Strategy
- (18) Hotline

- (19) Buy the Book
- (20) 1815: The Waterloo Campaign
- (21) Scenario: Winceby 1643
- (22) Alexander! Review
- (23) Sixth Fleet
- (24) Beginners Tip
- (25) Mail Call
- (26) Rear Area Raid
- (27) News From SPUK
- (28) This issue has been set in a smaller size of type than generally used (until issue 11). Do you feel that it is an improvement?
- (29) How many board wargames do you have? (Quad games count as four).
- (30) How long have you been playing board wargames? (Put number of years in box)
- (31) Do you prefer longer articles in Phoenix? (1) Yes; (2) No; (3) entirely dependent upon the quality of the article
- (32) Do you prefer shorter articles in Phoenix? (single page or less) (1) Yes; (2) No; (3) entirely dependent upon the quality of the article.
- (33) Would you like to see game replays in Phoenix?
- (34) Would you be willing to run such a service?
- (35) Would you be interested in game problems?
- (36) Would you be willing to produce such problems?



Continued from page 5

later. Obviously rules format is one, since it doesn't matter how the rules are written at first, as you're likely to be making changes. As a purely personal preference, I would leave optional scenarios as the last rules item along with victory conditions, which I don't normally consider until playtesting is under way.

- (4) A final point — always keep a spare blank pad handy for jotting down ideas which come to you about one facet of the game whilst working on another. Such is the interrelationship of game design that you may interrupt one rules section to note ideas on another entirely different.

Lastly, I hope that the foregoing has whetted a few appetites (more likely put you off). If the UK games scene is not to become entirely swamped by American know-how and snazzy production, now is the time to get a healthy home grown product more in the limelight.



Wargames & Fantasy Games!

SPI, AH, GDW, TSR & more.

All indoor games
50-54 Manchester St.,
LIVERPOOL.

051-236-2605

MAIL ORDER ENQUIRIES INVITED.

WEHRMACHT

DO YOU LIKE REFIGHTING THE EASTERN FRONT?

BUT.....

- (a) are fed up spending move after move trying to capture Brest-Litovsk?
 - (b) think that killing Stalin is a stupid victory condition for an adult game.
 - (c) have worked out how to take Kharkov in Turn One and don't think this is realistic.
- WELL YOUR TROUBLES ARE OVER!**

Fusilier Games, a British board games group have just published **WEHRMACHT: The War in Russia: 1941-45**, which fulfils the two basic requirements of a corps level game of the Eastern Front in World War Two.

1. IT IS ENJOYABLE TO PLAY
2. IT IS AN ACCURATE SIMULATION OF THE EVENTS AND POSSIBILITIES OF THE CAMPAIGN.

WEHRMACHT, with 255 die cut counters, 3 colour map, rule book, set-up cards, scenario and playing game sheets and counter bags comes in a large minigrip bag and is available from FUSILIER GAMES, 27 Ashvale Place, ABERDEEN.

Price £3.00 (inc. p&p) £3.25 Overseas.

Foreign cheques add 50p.

*Sept Release: **BATTLE FOR ROME: Anzio-Cassino.**

NEW RELEASE

Fusilier Games proudly present their **NEW RELEASE**. — **BATTLE FOR ROME: Anzio-Cassino. 1944** Yes, for the first time you can purchase a simulation of this epic struggle for the Italian capital. Our new game, with 420 die-cut counters, 4-colour map of both Anzio beachhead and the Cassino line, rules folder, set-up sheets etc. all in a minigrip bag is available from Fusilier Games, 27 Ashvale Place, Aberdeen, Scotland.

Price £3.00 inc. p&p. Overseas add 25p for seamail, 75p for airmail. Foreign cheques add another 50p.

We are an amateur concern intending the production of a wide range of military simulations in the months to come. Future intended releases will be advertised here.

NOW IN STOCK



FIRE & MOVEMENT No.9

PRICE 95 p INC. P&P FROM SPUK