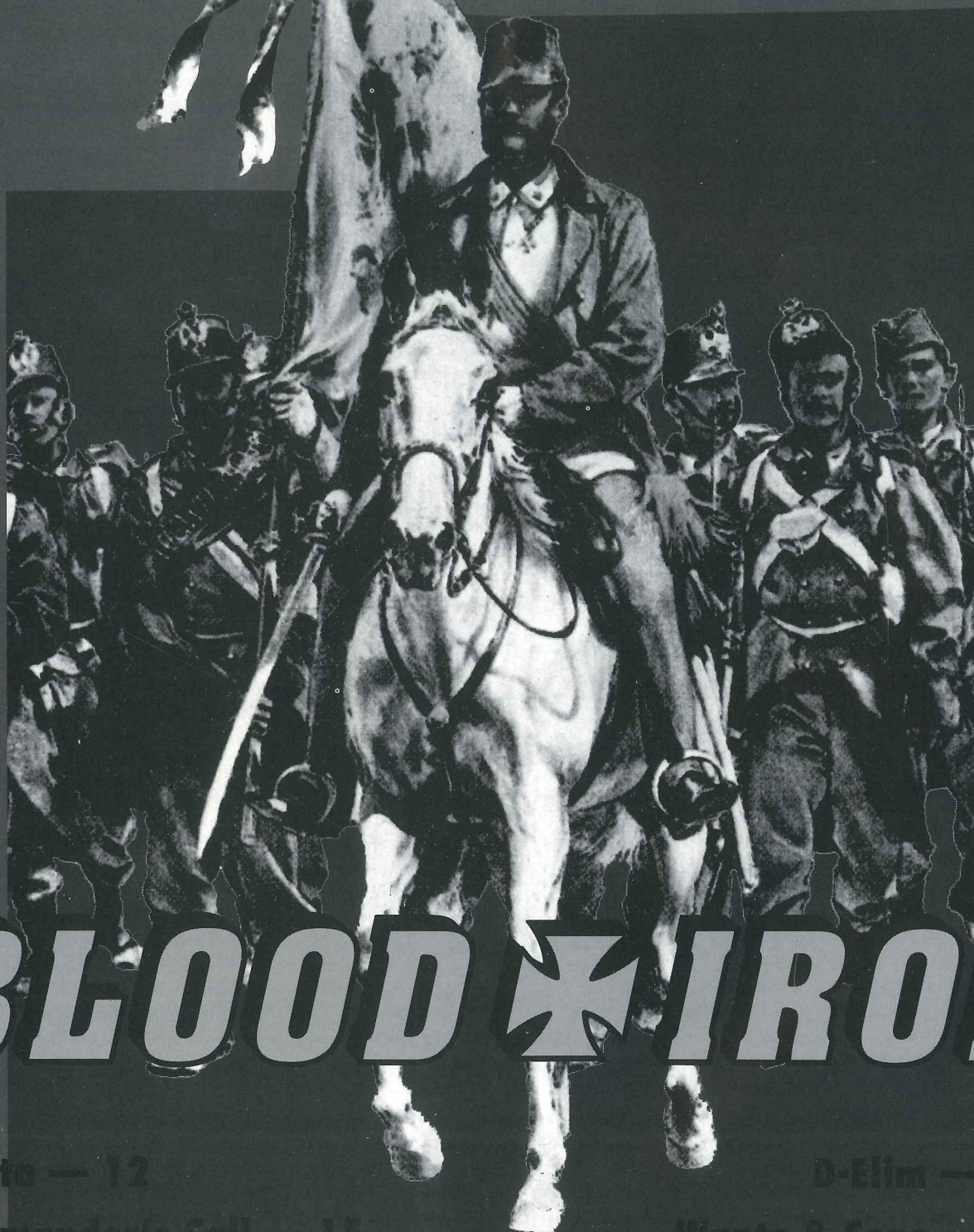


COMMAND

GAME SUPPLEMENT



BLOOD & IRON

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

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

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

The rules are numbered to help you find the ones you need. The first number indicates the major rules section. The number to the right of the decimal point indicates specific rules within each major section. For example, section 7.0 deals with the concept of "Zones of Control," and rule 7.3 within that section explains specifically how movement is affected by them.

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

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

All rules marked with an asterisk — * — are intended for advanced players. Ignore all these rules and any references to them during your first few matches. You won't get the full competitive or historical experience of playing with all the rules that way, but you will become accustomed to the rhythm and flow, and that will make playing later with all the rules easier.

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

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1.0 Introduction

1.1 *Blood & Iron* is a two-player wargame covering the battle of Koniggratz (3 July 1866), the decisive battle of the 7 Weeks War between Austria and Prussia. One player takes the role of Gen. (Feldzeugmeister) Benedek, commander of the Austrian North Army, while the other player represents Gen. Moltke, commanding the combined Prussian forces of Prince

Frederick Charles (1st Army), Crown Prince Frederick William (2nd Army) and Gen. Herwarth (Army of the Elbe).

1.2 Game Scale. Each hex on the map equals approximately 500 yards from side to opposite side. Each complete game turn represents one hour

The infantry and cavalry pieces represent brigades. One strength point represents 700 - 800 men. An Austrian artillery unit represents several batteries totaling 18 to 24 rifled pieces, and each Prussian artillery unit represents several 12- to 18-gun batteries of both rifled and smoothbore types.

***1.3 Time Limits.** After players are familiar with the game, we recommend limiting each player to no more than 8 minutes per movement phase. This will not only speed the game, it will more accurately present players with the necessity of making hurried decisions "under fire." If the optional Command Control rules are used (see 16.0), the Austrian player should be allowed 12 minutes per movement phase.

2.0 Game Components

2.1 A complete copy of *Blood & Iron* includes: one 34x22" map, one set of rules, and 200 die-cut playing pieces. Players must provide two standard (six-sided) dice to resolve combat.

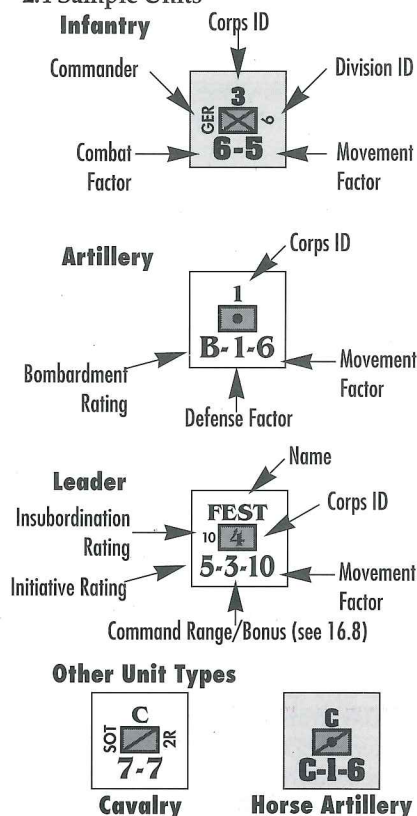
Beginners Note. The dice have nothing to do with moving units; they are used to resolve the uncertainties inherent in even the best-planned battles. See 11.0.

2.2 The Game Map. The mapsheet portrays the battlefield area northwest of the fortress town of Koniggratz in Bohemia (now part of the Czech Republic). It shows all the terrain significant for the battle. A hexagonal grid has been superimposed over the map to regulate movement and the exact positioning of the playing pieces. A unit is always in one hex or another, and each hexagon (or "hex") has a unique, four-digit identifier number, which can be used to quickly find or record locations. For example, Lipa is in hex 3014.

2.3 The Units. The 200 die-cut, cardboard playing pieces in the game (called "units," "counters," or "unit counters"), should be carefully punched out and sorted by side and type after you've read through these rules. Trimming the dog-ears off their corners with a fingernail clipper will greatly facilitate handling and stacking during play.

The Battle of Koniggratz

2.4 Sample Units



Beginners Note. Set aside all artillery and leader counters before starting play. Ignore all references to such units throughout the rules below.

2.5 Nationality. All units printed with the blue background are commanded by the Prussian player; all units printed with the white background are under the command of the Austrian player. For simplicity sake, the word "Austrian" will henceforth refer to both Austrian and Saxon units unless specifically noted.

2.6 Unit I.D. Each combat unit in the game belongs to a larger organization. All Austrian units are identified by corps; Prussian units by corps and division. Each infantry/cavalry brigade also has an abbreviation of its commander's name (their full names are listed in the box on the right). Reserve artillery units are marked "RES" and cavalry corps units are marked "C."

The corps ID affects stacking (see 8.0). The other identifying information is provided for historical interest only.

2.7 Combat Factor. This number is a quantification of a unit's ability to participate in combat. See section 11.0.

2.8 Bombardment Rating. This is a quantification of an artillery unit's ability to shoot at (and hit) enemy units. See 13.0.

Prussian Abbreviations

First Army

Cavalry Corps

B-B: Bismarck-Bohlem

GRO: Groeben

MEC: Mecklenberg

PFU: Pfuel

RHE: Rheinbaben

2nd Corps

BUD: Buddenbrock

GOL: Goltz

HAN: Haneckenn

JAN: Januschowsky

SLA: Schladerndorf

WIE: Wietersheim

WIN: Winterfeld

3rd Corps

GER: Gersdorf

HAR: Hartmann

KAM: Kaminsky

KOT: Kotze

SIM: Schimmelmenn

4th Corps

BOS: Bose

BOT: Bothmer

GOR: Gordon

SCI: Schmidt

SWA: Schwarzhoff

VAL: Valentini

Second Army

Cavalry Corps

FRA: Franckenberg

SOE: Schoen

WIT: Witzleben

Guard Corps

ALR: Albrecht

ALV: Alvensleben

BUR: Budritzki

LOE: Loen

OBE: Obernitz

PRI: Pritzelwitz

1st Corps

BAR: Barnekow

BUD: Buddenbrock

BRE: Bredow

MAL: Malotki

PAP: Pape

5th Corps

HOR: Horn

OLL: Ollech

TIE: Tiedemann

WIT: Wittig

WNU: Wnuck

6th Corps

HAN: Hannenfeld

HOF: Hoffman

KRA: Kranach

Elbe Army

ADV: Advance Guard

GLA: Glasenapp

HIL: Hiller

KOT: Kotze

LWH: Landwehr

SOL: Scholer

STU: Stuckradt

SWA: Schwarzkoppen

WEG: Wegerer

Austrian Abbreviations

North Army

BEN: Benedek

Cavalry Corps

APP: Appel

BEL: Bellegarde

BOX: Boxberg

FRA: Fraticievis

MEN: Mengen

SCI: Schindlocker

SOL: Solms

SOT: Soltyk

WAL: Wallis

WES: Westphalen

WIN: Windischgratz

1st Corps

GOND: Gondrecourt

LEI: Leiningen

PIR: Piret

POS: Poschacher

RIN: Ringelsheim

2nd Corps

THUN: Thun-Hohenstadt

HEN: Henriquez

SAF: Saffran

THO: Thom

WUR: Wurtemberg

3rd Corps

ERNST: Erzherzog Ernst

APP: Appiano

BEN: Benedek

KAL: Kalik

KIR: Kirchberg

PRO: Prochaska

4th Corps

FEST: Festetics

BRA: Brandenstein

FLE: Fleischacker

JOS: Josef

POE: Poeckh

6th Corps

RAM: Ramming

HER: Hertwegk

JON: Jonak

ROS: Rosenzweig

WAL: Waldstatten

8th Corps

WEB: Weber

FRA: Fragnern

KRE: Kreysern

ROT: Rothkirch

SUL: Schulz

10th Corps

GABL: Gablenz

GRI: Grivicics

KNE: Knebel

MON: Mondl

WIM: Wimpffen

Saxons

ALB: Crown Prince

Albert

BIE: Biedermann

BXB: Boxberg

CAR: Carlowitz

HAK: Hake

HAU: Hausen

PGS: Prince George of

Saxony

South Army

E.ALB: Erzherzog Albert

Cavalry

BUJ: Bujanovics

PUL: Pulz

5th Corps

LEI: Leichtenstein

BAU: Bauer

MOR: Moring

PIR: Piret

7th Corps

MORO: Morolele

HOH: Hohenvest

SCU: Scudier

WEL: Welersheimb

9th Corps

HART: Hartung

BOC: Bock

KIR: Kirchsberg

WEC: Weckbecker

2.9 Movement Factor. This is a measure of a unit's ability to move across the hex grid on the map. See section 9.0.

2.10 Markers. The Game Turn and Weather markers are used to track the current turn and current weather state (see 6.0). The retreat ("R") markers are used in combat

(see 12.7). The Reserve markers are used with the Austrian command rules (16.7).

2.11 Charts. The Combat Results Table (CRT), Bombardment Table, Turn Record Track, Weather Track, and Terrain Effects Chart (TEC) are on the map. The Prussian Reinforcement Schedules are on page 6.

3.0 Setting Up

3.1 Determine who will command which side. After that, separate the informational markers from the combat units of both sides. Set the markers aside, within easy reach.

3.2 Set Up varies by scenario. Follow the scenario instructions (see 17.0) for specific deployment locations and reinforcement schedules. We recommend beginners start with the Morning Battle Scenario (17.1).

4.0 How To Win

4.1 In general, each player is trying to destroy his opponent's army and capture or protect key terrain. The degree to which a player succeeds or fails is measured in Victory Points ("VPs"). See section 17.0 for the specific victory conditions for each scenario.

4.2 Concession. The game may end at any time if one of the players feels his situation has deteriorated to the point where continued play serves no purpose. In such cases, that player should simply declare his concession, and the other is immediately considered the winner.

5.0 The Turn Sequence

5.1 Each game of *Blood & Iron* is divided into "Game Turns," each of which is divided into two "Player Turns" (one Prussian Player Turn, and one Austrian Player Turn). Each player turn is divided into steps called "Phases". Every action taken by a player during his turn may only be performed in the sequence given below. Once a player finishes a given phase, he may not go back to carry out some forgotten action or redo one he's now thought better of, unless his opponent graciously permits it.

Beginners Note. Don't feel compelled to be gracious; this is war.

5.2 Sequence Outline. The complete Game Turn Sequence is given below in outline form. An expanded sequence is presented on the map. The Prussian Player Turn is always the first player turn.

- I. Game Turn Weather Determination
- II. Prussian Player Turn

- A. Prussian Offensive Artillery Bombardment Phase
- B. Prussian Movement Phase
- C. Austrian Defensive Artillery Bombardment Phase
- D. Prussian Combat Phase
- E. Prussian Rally Phase

- II. Austrian Player Turn

- A. Austrian Offensive Artillery Bombardment Phase
- B. Austrian Movement Phase
- C. Prussian Defensive Artillery Bombardment Phase
- D. Austrian Combat Phase
- E. Austrian Rally Phase

6.0 Weather

Beginners Note. Skip this section. In your play, weather is always clear.

6.1 On the day of the battle a persistent light rain fell that became a heavy driving rain at times. By late afternoon, the rain gave way to clearing skies. In the game, the level of precipitation can change each turn although light rain is most likely.

6.2 Weather Procedure. In the Weather Check portion of the game turn sequence, the Prussian player rolls one die and compares the result to the die roll range in the box on the mapsheet containing the weather marker. The range of numbers there determines if the weather marker shifts left or right.

6.3 Clear Weather Effects. There are no penalties on clear weather turns.

6.4 Light Rain Effects. Offensive and defensive artillery bombardment die rolls are increased by 1 for this turn. There are no other effects.

6.5 Heavy Rain Effects. All artillery die rolls are increased by 2 for the turn. All units have their movement factors (see 9.0) cut in half for the turn (in all terrain).

7.0 Zones of Control

7.1 In general, the location of a counter in a particular hex represents that unit's central location. Most units are able to project a degree of influence on the hexes immediately around their position. These projections are called "Zones Of Control" (or "ZOC").

All units except leaders project ZOCs into the six hexes surrounding their location hex. Units project their ZOCs through the entire game turn. ZOCs are never "negated" by the presence of units, either enemy or friendly (exceptions, see 7.2, 7.7 and 16.4). More than one unit(s), from both sides, may simultaneously project ZOCs into a given hex(es), with no qualitative or quantitative effects on the ZOC.

7.2 Terrain Effects on ZOCs. ZOCs do not extend into town hexes, but do extend out of them. Units therefore can retreat through

towns (see 7.6 and 12.5), and units in towns are never required to attack out (see 11.0).

7.3 EZOC Movement Effects. All units must stop their movement each turn when they first enter an Enemy Zone Of Control ("EZOC"). Units beginning their movement in an EZOC may only move one hex that turn. They generally may move from EZOC to EZOC (but see below).

7.4 ZOCs & Disruption. Disrupted units and units not in command control (see 16.0) that begin their movement in an EZOC may not move directly into another EZOC.

7.5 EZOCs & Combat. At the start of any Combat Phase, each unit in an EZOC must attack (see 11.0).

7.6 EZOCs & Retreats After Combat. Units may not retreat into an EZOC (see 12.5).

7.7 EZOCs & Advances After Combat. EZOCs do not affect advance after combat (see 12.8).

***7.8 EZOCs & Retreated Units.** Units marked with an "R" marker (see 12.7) may not enter an EZOC and must retreat at the end of a friendly combat phase if still in an EZOC.

***7.9 EZOCs & Artillery.** During the Movement Phase, artillery units (including horse artillery) may never voluntarily move into an EZOC unless a friendly infantry/cavalry unit is already in the EZOC hex when the artillery enters.

***7.10 EZOCs and Cavalry.** Cavalry exerts no EZOC against non-disrupted enemy infantry. Non-disrupted infantry is therefore not required to attack cavalry, and non-disrupted infantry may move and retreat freely through cavalry ZOCs.

8.0 Stacking

8.1 Piling more than one of your unit's into the same hex is called "stacking." A maximum of two friendly units, of any types, may stack in the same hex. Opposing units may never stack together.

8.2 Stacking & Movement. In a single movement phase, any number of units may pass through a hex occupied by friendly units, but stacking restrictions apply during movement.

8.3 Disruption & Stacking. A disrupted unit and undisrupted unit may occupy the same hex.

***8.4 Advanced Stacking Restrictions.**

- 1) Only units from the same corps may stack together. The Elbe Army, Saxon

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Army, and each Austrian cavalry division are treated as individual "corps" for stacking purposes.

- 2) Infantry and cavalry units may not stack together (even if they belong to the same corps)
- 3) Artillery units may stack with any other type of unit.
- 4) "RES" artillery units may stack with any unit belonging to the same army.

***8.5 Stacking and Bombardment.** A single artillery unit may bombard only one unit, not a stack (see 13.3).

***8.6 Austrian Leaders** don't count toward the stacking limit. Any number may stack in the same hex with one or two friendly combat units.

9.0 Movement

9.1 In general, every unit in the game has a "Movement Factor" (or "MF") printed on its bottom-right corner. Units expend Movement Points (MPs) to move across the map. The exact MP cost to enter a hex depends on the terrain in that hex.

Units move from hex to adjacent hex (no skipping of hexes is allowed), in any direction or combination of directions the moving player wishes. A player may move all some, or none of his units in each of his Movement Phases. Moving units are not required to expend all their available MPs before stopping. MPs may not be accumulated from turn to turn, nor may they be loaned from one unit to another.

Because stacking restrictions do apply during movement, units should be moved one at a time to avoid confusion and disputes (see 8.0).

9.2 Off Map Movement. Units may not move off the map or to the east bank of the Elbe River. The Elbe River Bridges are used only for victory conditions (see 17.0).

9.3 Enemy Units. Units may never enter hexes containing enemy units (*Exception, see 16.9).

9.4 Terrain & Movement. Each hex a unit enters costs it a number of its MPs. Crossing certain types of hexsides requires an additional MP cost. All these costs are listed on the Terrain Effects Chart. Hexside terrain costs are paid in addition to the cost of entering the adjacent hex.

A unit may always move one hex even if it does not possess the movement points to pay all the costs involved in entering that hex (this includes EZOC to EZOC movement, where allowed). This one-hex movement costs all the unit's available

movement points. Terrain prohibited to that unit during normal movement is still prohibited.

9.5 Highways cost only 1/2 MP per hex, regardless of the terrain in the Highway hexes. For example, a unit could move from 4226 to 3722 for a total of only 3 MPs (0.5 MP per hex).

To use the Highway bonus, units must travel along the course of the Highway. They must move from highway hex to contiguous highway hex, across hexsides through which the highway runs. For example, if a cavalry unit in 4226 moved directly from that hex to 4225, it costs 1 MP. Even though both those hexes are highway hexes, they are not directly connected by highway, so normal cross-country MP rates apply.

A unit moving at the highway movement rate may not enter an EZOC. It must pay the full terrain cost of the EZOC hex.

9.6 Roads. Units may use Roads like Highways, except that Roads cost 1 MP per hex. A unit moving at the road movement rate may not enter an EZOC. It must pay the full terrain cost of the EZOC hex.

9.7 Bridges cross Creek and River hexsides and negate the costs of those hexsides. Artillery (including horse artillery) may cross Rivers only at Bridges. To "cross" a bridge a unit must be traveling using the Road or Highway movement rate — the unit may not use a bridge if a hex at either end of the bridge is in an EZOC.

9.8 Elevations. There are four levels of terrain in the game. Level-1 is the lowest and Level-4 is the highest. All units pay +1 MP each time they move from a lower Level hex to a higher Level hex. Highways and Roads negate the lower-to-higher Level MP cost. There is no MP cost to move from a higher Level to a lower Level.

***9.9 Artillery Movement.** Artillery units with their "MOVED" sides showing are flipped so their combat sides show at the beginning of every friendly Movement Phase. Artillery units that move during their Movement Phase are immediately flipped so their "MOVED" sides show.

Note artillery is more heavily affected by terrain than infantry or cavalry.

***9.10 Horse Artillery Movement.** Only horse artillery units that move more than 1/2 their movement allowance (fractions rounded up) are flipped to their "MOVED" sides. If they have moved 1/2 their movement allowance or less, they may remain

on their combat sides. Horse artillery pays the same terrain MP costs as artillery.

***9.11 Leader Movement.** Leaders pay 1 MP per hex entered, regardless of terrain.

10.0 Reinforcements

10.1 In general, new units that enter the game after play begins are called reinforcements. Reinforcing units are moved onto the map any time during the owning player's Movement Phase. Reinforcements have their full movement allowances available and may participate in combat on the turn of entry.

10.2 Entry Areas. Most of the hexes around the map edge are divided into Entry Areas, lettered A to I. Reinforcements moving onto the map do so through the Arrival Area assigned to them. Reinforcements pay the terrain cost for the first map hex entered. This hex may be in an EZOC, but if it is, the reinforcing unit ends its movement in that hex. If all the hexes in an Arrival Area are occupied by enemy units, no reinforcements may enter the map there and must be rerouted (see below).

If reinforcements arrive using Highway/Road movement, treat reinforcements arriving on the same hex as a column — each succeeding unit pays 1/2 MP or 1 MP more than the preceding unit.

10.3 Rerouting Reinforcements. A player may reroute any reinforcements that are designated to enter play on a particular Entry Area. Rerouting is the owning player's option. Not all the units that were to arrive in a particular area must be rerouted, nor must all rerouted units be rerouted to the same adjacent Entry Area.

To reroute, take the unit to be rerouted (on its scheduled arrival turn) and place it by an Entry Area adjacent to its original one. On the next game turn roll one die. On a "1," "2," or "3," they enter the map that turn. On a "4," "5," or "6," they will arrive on the next turn. Reinforcements may be rerouted any number of times.

10.4 Delaying Reinforcements. A player may voluntarily delay the arrival of his reinforcements simply by not bringing them onto the map on their scheduled turn. Such units may still be entered and/or rerouted on later turns. Reinforcements may be delayed any number of turns.

10.5 Splitting Reinforcements. A player is free to split a group of reinforcing units that are scheduled to arrive at the same time and area. Some may be rerouted to adjacent areas, others may be delayed, in

any combination desired. Care should be taken to keep stacks of rerouted units separate from other arriving stacks for determining entry time.

10.6 Prussian Historical Reinforcements. The Historical Reinforcement Schedule below lists the turn and location of entry for each Prussian reinforcement (the number is the turn, the letter is the

entry area). Units not listed are not used with this schedule.

***10.7 Variable Prussian Reinforcements.** The Variable Reinforcement Schedule (the right-most column on the table below) lists two or three possible entry turns and/or entry areas for each reinforcement group. The first number indicates the turn the units are available. The numbers next to

each entry area letter indicate the die roll needed for the unit to enter there.

During the Movement Phase of the first possible entry turn for a group, roll one die; if the result is equal to the listed die roll number or within the listed range of numbers, the group arrives on that turn at the appropriate entry area. An "A" under the die roll column means the no die roll is needed; the group arrives automatically on that turn if it hasn't already arrived.

Roll for each reinforcement group on each listed turn until the group enters. Note it is possible for the *2nd Army Cavalry Corps* not to arrive at all.

Example. On Turn 5, the Prussian player rolls a 3 for the group consisting of the *16th Division* and a B-1-6 artillery unit (Elbe Army). The group arrives that turn at Entry Area F.

Prussian Reinforcement Schedule

Group	# of Units	Historical Arrival	Variable Arrival
1st Army			
7th Div	3	2C	1 1-5C 2 2-4C, 5-6D
Cav Corps	6	3E	2 1-2E 3 1-2E, 3-4D 4 1-3E, 4-5D, 6F
Reserve Art	3	6D	5 1-3D 6 1-5D 7 1-3D, 4-6E
Elbe Army			
14th & 15th Divs., ADV, C-1-6 Horse Art.	8	3G	3 1-3G 4 1-3G, 4-5F 5 1-2G, 3-4F, 5-6H
16th Div., B-1-6 Art.	3	4G	4 1-4G 5 1-2G, 3-4F, 5H 6 1G, 2-4F, 5-6H
KOT Cavalry	1	8G	7 1-3G 8 1-5G 9 1-6G
LWH Div., C-1-6 Art.	1	13G	12 1-4G 13 1-6G
2nd Army			
Cavalry Corps	3	-	6 1B 10 1B, 2C 14 1C, 2D, 3E
6th Corps	4	8A	7 1-3A 8 1-3A, 4-5B 9 1-3A, 4-5B, 6C
1st GD Div., ALR, RES Art.	6	8B	7 1-2B 8 1-2B, 3-4C 9 1-2B, 3-4C, 5-6D
2nd GD Div., GD art	4	9B	8 1-3B 9 1-2B, 3C 10 1-2B, 3-4C, 5-6D
5th Corps	7	9B	8 1-2B 9 1-2B, 3C 10 1-2A, 3-4B, 5-6C
1st Corps	7	10C	9 1-2C 10 1-3C, 4-5D 11 1-2B, 3-4C, 5-6D

11.0 Combat

11.1 In general, combat between adjacent opposing units is mandatory. During a Combat Phase, all enemy units in friendly non-artillery ZOCs must be attacked, and all friendly non-artillery units in EZOCs must attack.

The player whose Player Turn it is, is considered "the attacker," and the other is "the defender," regardless of the situation on the map.

No attacking unit may attack more than once in a single combat phase. No defending unit may be attacked more than once in a single combat phase. The attacker may resolve his combats in any order he chooses.

11.2 Combat Procedure. For each combat:

- 1) Determine which units will be involved (11.3-11.4)
- 2) Determine the odds (11.5)
- 3) Roll the dice (11.6)
- 4) Determine the results (11.7)
- 5) Modify the results for terrain (12.9)
- 6) Apply the results (12.3).
- 7) Conduct Advance after Combat (12.8).

11.3 Multiple Hex Combat. A defending stack of two non-artillery units is treated as one unit for defense strength purposes. Stacked non-artillery attacking units may attack different defending hexes.

A given attacking unit may attack into as many of the surrounding six hexes as necessary to fulfill the attack requirement.

A defending hex may be attacked by every adjacent attacking non-artillery unit.

Any combination of attacking units and defending units on any number of hexes

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may participate in a single combat as long as all attacking units are adjacent to all defending units.

11.4 Indivisibility of Units. No unit may split its combat factor between combats.

11.5 Determining Odds. Add up the combat factors of all attacking units involved in the battle; then add up the combat factors of the enemy units defending in the battle. Divide the defender-total into the attacker-total. The result will correspond to one of the odds ratios atop the columns on the Combat Results Table (CRT), on the map. If the result is between two of the columns, round down (to the left, in the defender's favor).

Treat all odds greater than 6:1 as 6:1; treat all odds lower than 1:5 as 1:5. Make all column adjustments before rounding to those columns.

Examples.

1) Attacking units with 26 attack factors attack defending units with 7 defense factors. This yields an odds ratio of 3:1 (read "3-to-1"): $26 \div 7 = 3.71$, or 3.71:1. Rounded in the defender's favor this becomes 3:1.

2) Attacking units with 5 attack factors attack defending units with 11 defense factors. This yields an odds ratio of 1:3 ($1\text{-to-}3$): $5 \div 11 = .45$, or .45:1 or 1:2.2. Rounded in the defender's favor this becomes 1:3.

11.6 Combat Die Roll. Roll two dice. Cross-index the die roll number with the appropriate odds column. The numbers in the box are the combat results (see below).

12.0 Combat Results

12.1 In General. Combat results are given as Loss Points or No Effect. The attacker's result is found to the left of the slash and the defender's to the right of it. The results may be modified for one or both sides by terrain (see 12.9).

12.2 The Results

No Effect. A dash ("-") means there is no effect for that side. This result is *never* subject to loss point modifications.

Loss Points. A "0," "1," "2," "3," or "4" means the affected side receives that number of loss points, subject to modification for terrain (12.9).

12.3 Satisfying Loss Points. Loss points must be satisfied by some combination of unit disruption (12.4) or retreats (12.5). Only units which participated in the combat are affected.

When both sides receive loss points, they are applied alternately, one at a time, with the side having the greater number taking the first loss point. If both sides receive equal loss points, the attacker takes his first one first. Loss points are applied alternately until all have been applied, or one side is eliminated or retreats.

If one side is totally eliminated or retreats, all remaining loss points are ignored. When only one side receives loss points they are applied as the owning player wishes without any effect to the other side.

If the defender's hex is empty as a result of the combat and the attackers have not retreated, they may conduct an advance after combat (12.8).

12.4 Unit Disruption. One loss point may be satisfied by disrupting one affected unit. Flip the unit from its front side to its reverse side. An already disrupted unit is eliminated (removed from the map) when disrupted again. (artillery units are eliminated if disrupted). Any number of loss points can be taken as unit disruptions.

12.5 Retreats. One loss point can be satisfied by retreating *all* affected units. The owning player moves all his affected units one hex away from their combat positions. A loss point taken as a retreat eliminates all loss points remaining to both sides, regardless of the number left.

If a player elects to retreat, all his affected units must do so. Any unit that cannot retreat within the following restrictions is eliminated (removed from the map), without regard to its current disruption status.

Stacks of units may retreat as stacks or may be split as the owning player desires.

A unit may not retreat into any of the following:

- 1) an EZOC (whether or not the EZOC hex is occupied by a friendly unit);
- 2) an enemy occupied hex (except if occupied solely by enemy leader—see 16.9);
- 3) a prohibited hex or hexside;
- 4) a friendly occupied hex in violation of the stacking restrictions;
- 5) off the map or to the east bank of the Elbe River.

12.6 Retreat Directions. If several possible retreat hexes are available to a unit, the owning player should make his decision based on the list given below:

Austrian and Saxon units: toward the east side of the map;

Prussian 1st & Elbe Army units: toward the west side of the map;

Prussian 2nd Army: toward the north side of the map.

12.7 Retreat Effects. Mark any retreated unit (attacker or defender) with an "R" marker (with the proper color scheme showing). Units under an "R" marker may not enter an EZOC, may not attack if already in an EZOC, and may not bombard (for artillery). If in an EZOC at the end of a friendly (only) combat phase, the unit must retreat. There is no additional effect for subsequent retreats. "R" markers are removed at the end of the friendly movement phase if the unit is not currently in an EZOC. If the unit is in an EZOC at the end of a friendly combat phase, it must retreat; if unable to do so, it is eliminated.

12.8 Advance After Combat. Anytime the defenders in a combat have vacated their hex due to retreat only, the attacking side has the option of occupying the vacated hex. Up to two attacking units may advance into the vacated hex and stacking restrictions must be observed.

If the defender's hex is vacated, but the defender satisfied all loss points by eliminating units through disruption, the attacker may not advance into that hex.

The only artillery units that may advance after combat are horse artillery units, and only if they are not on their "MOVED" sides.

Victorious defending units never advance after combat.

12.9 Loss Points & Terrain. The terrain occupied by the defender and the attacker can raise and lower the Loss Points of a combat result. If more than one terrain type can affect the result for the defender, select the one that most benefits the defender (that is, it lowers the loss point number). If more than one terrain type affects the attacker's result, select the one that least benefits the attacker (that is, it increases the loss point number). Only one terrain type can affect each side's result.

12.10 Woods & Towns (-1 defender). If all the defender's units in a combat are in Woods or Town hexes, subtract 1 from any loss point results for that side. For example, all the defenders are in Woods, a combat result of "1/1" becomes a "1/0."

12.11 Fieldworks (-2, Austrian defender only). If all Prussian attacking units in a combat are coming across fieldwork hexes, subtract 2 from the Austrian defender's loss point number. Even just one attacking unit coming through a non-fieldwork hexside is enough to nullify this subtraction.

12.12 Uphill Attacks (+1 attacker). If all the attacking units in a combat are on a lower level(s) than the defender(s), add 1 to the attacker's loss point number.

12.13 Steep Hexsides (+2 attacker). If all the attacking units in a combat are on a lower level(s) than the defender(s) and all attackers are crossing Steep hexsides, add 2 to the attacker's loss point number. (Note: This modifier replaces the +1 for Uphill Attacks.)

12.14 River Hexsides (+1 attacker). If all attacking units in a combat are coming across creek hexsides, add 1 to the attacker's loss point number. Even just one attacking unit coming through a non-Creek hexside is enough to nullify this addition. Bridges, however, don't nullify this addition.

12.15 Other Terrain. Units may not attack across Elbe River hexsides, even if crossed by a Bridge. Creeks, highways, roads and railroads have no effect on combat; only on movement.

Combat Example: Two Prussian units (a 9-5 and 5-3) attack two Austrian units (8-4 and 6-4). The odds are 1-1 (18 attacking 14). The Austrian units are stacked in a woods hex.

The Prussian player rolls a "6," yielding a "1/1" result, one loss point for each side. Since the Austrian stack is in a woods hex, the defender's result is reduced to "0." The Prussian player can choose to disrupt one of his units, or he can retreat both units.

* 13.0 Artillery

Beginners Note. Skip this rules section entirely. Do not use the artillery units.

13.1 In general, artillery units can bombard enemy units at a distance. All artillery attacks are considered "bombardment," as opposed to regular combat. No artillery unit with its "MOVED" side showing may bombard.

Each player may make artillery bombardments during two phases: once in his own player turn, during his Offensive Artillery Phase, and once during his opponent's player turn, during the Defensive Artillery Phase.

Offensive and defensive bombardments are resolved the same way, but defensive bombardments may only be made against enemy units within two hexes of the bombarding artillery unit.

13.2 Bombardment Procedure.

1) Declare which artillery units will fire at a single target (13.3). Each firing unit must have a line of sight to the target (13.4-13.5).

Each artillery unit's bombardment is resolved separately, in the following steps:

- 2) Determine the range to the target and the die roll needed to hit the target (13.6-13.7).
- 3) Roll one die; modify the die roll if necessary (13.8).
- 4) Apply any hit (13.9).

13.3 Target Declaration. Before a player fires artillery at a given target, he must indicate all artillery units he will direct against that unit. Once committed to a target, an artillery unit may not be redirected against another target that same phase, no matter what the outcome of any other bombardments. If the target hex contains more than one unit, only one unit may be the target of a single bombardment. Leaders may not be bombarded.

A bombarding player need not declare all his bombardments before resolving the first, just those against one target hex at a time. (Resolve the bombardments against one target, declare all the artillery assigned to bombard the next target, resolve those, declare, resolve, and so on.)

In any single Artillery Bombardment Phase, no hex (*hex*, not unit) may be targeted by more than two artillery units. In the Defensive Bombardment Phases, only enemy units within two hexes of firing artillery unit may be targeted for bombardment. In the Offensive Bombardment Phases, any enemy units within range (see 12.9) may be targeted.

Regardless of which Bombardment Phase it is, if a hex adjacent to an artillery unit is enemy occupied, that artillery unit may only bombard that adjacent enemy occupied hex. If several adjacent hexes are enemy occupied, only one of them may be bombarded by the artillery unit.

13.4 Line Of Sight. To bombard an enemy unit, a firing artillery unit must be able to trace an unblocked "line of sight" ("LOS") from the center of its own hex to the center of the target hex. If any intervening hex contains "blocking terrain," the bombardment may not take place. If the LOS runs congruent to a hexside (it runs exactly between two hexes), it is blocked only if both hexes adjacent to that hexside contain blocking terrain. A hex is considered to contain blocking terrain if any such terrain is in the hex — the actual terrain pattern on the map need not intersect the LOS line.

The terrain in the artillery's hex and the terrain in the target hex do *not* block LOS — only the terrain between the two may block LOS.

13.5 Blocking Terrain.

Same Level: If the artillery unit and the target hex are on the same level, the LOS is blocked when it passes through:

- 1) any Woods or Town hex on the same level; or
- 2) any hex at a higher level.

Higher to Lower: If the artillery unit is on a level higher than the target hex, the LOS is blocked by:

- 1) any Woods/Town hex exactly halfway between the two or closer to the target than to the artillery (*except for Austrian artillery inside fieldworks — see below); or
- 2) any hex at a higher level than the artillery unit's hex; or
- 3) any hex at the artillery unit's level if it is halfway between the two or closer to the target than to the artillery (*except for Austrian artillery inside fieldworks — see below).

Lower to Higher: When the firing artillery unit is on a level lower than the target hex, the LOS is blocked by

- 1) any Woods/Town hex exactly halfway between the two or closer to the artillery than to the target; or
- 2) any hex at a higher level than the target hex; or
- 3) any hex at the artillery unit's level if it is halfway between the two or closer to the target than to the artillery.

Note. Only terrain can block LOS. Units of either side do not block LOS.

LOS Examples.

1) The LOS between an artillery unit in 2325 and target hex 2327 is blocked by the town in 2326.

2) The LOS between an artillery unit in 2532 and target hex 2231 is blocked by the town in 2331 because the town is closer to the target. The LOS between 2532 and target 2229 is clear (the town is closer to the artillery).

3) The LOS between 2713 and target hex 2412 is blocked by 2512 because it is higher than the target and closer to the target than to 2713. Note an Austrian artillery unit firing from 2814 to 2412 would not be blocked (see 13.10).

4) The LOS between 3030 and target hex 3532 is not blocked by 3231 because it is closer to 3030.

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13.6 Range. The Range is the number of hexes from the artillery unit's hex to the target unit's hex. When counting range, don't count the artillery unit's hex; do count the target unit's hex.

13.7 Hit Possibility is determined by consulting the Bombardment Table (printed on the map). Cross-index the firing artillery unit's bombardment rating with the row corresponding to the range to the target hex. The number in the box is the hit number. The bombarding player's die roll must be less than or equal to the hit number.

13.8 Bombardment Modification. Only weather affects the bombardment die roll. During Light Rain Turns, add 1 to the die roll. During Heavy Rain Turns, add 2 to the die roll.

13.9 Bombardment Results. If a non-artillery target unit is hit and has its front (normal strength) side showing, flip it to its reverse (Disrupted) side.

If the target unit is a Disrupted infantry or cavalry unit, or any artillery unit, it is eliminated only if 1) the hit number is asterisked ("*"), 2) the die roll is a "1" before modification, and 3) the modification does not convert the hit to no effect. If the disrupted/artillery unit is not eliminated, treat the result as no effect.

13.10 Austrian Fieldworks. Austrian artillery units bombarding from within a fieldwork receive important benefits. A hex is considered to be within a fieldwork when at least one of its adjacent sides is a fieldwork hexside and the hexside's "points" are pointing away from the hex in question. For example, hex 2818 is inside a fieldwork, hex 2718 is not.

To receive the bombardment benefits, the LOS of the artillery unit within the fieldwork hex must pass through one of the adjacent fieldwork hexsides. For example, a bombardment with an LOS from 2818 to 2516 would benefit from the fieldwork hexside; a bombardment from 2818 to 3019 would not.

An Austrian artillery unit bombarding from a fieldwork receives the following benefits:

- 1) any terrain that would normally block its LOS and is lower than the artillery is ignored;
- 2) if there is a parenthesized Hit Number adjacent to the normal Hit Number, the parenthesized one is used instead.

Only Austrian artillery units receive fieldwork benefits. Bombardment die rolls are still affected by weather.

13.12 Defending Artillery. Artillery stacked with a friendly infantry or cavalry unit does not contribute to the defense of that hex in regular combat. Such artillery units share the fate of the last infantry/cavalry unit stacked with it (no effect, retreat, elimination — if the last unit is disrupted by combat, treat as no effect for the artillery unit).

If an artillery unit starts an enemy Combat Phase alone in a hex, it defends against any attacks with its printed defense factor of 1, even if it is on its "MVD" side. A stack of artillery units will defend with a combined defense factor of "2."

14.0 Disruption & Rally

14.1 In general, infantry and cavalry units can be disrupted (flipped to their reverse sides) as the result of combat (12.4) or bombardment (13.9). Artillery units are eliminated if disrupted.

Disrupted units move, attack and defend normally using their lower reverse-side values, and exert ZOCs. Units may remain disrupted indefinitely. A unit may be disrupted, rallied (14.2), and disrupted again any number of times in the course of a game.

A disrupted unit which receives another disruption is eliminated (but see 13.9).

All units begin the game undisrupted.

14.2 Rally. In his Rally Phase, a player may attempt to rally (undisrupt) units and return them to their front (normal) sides.

To rally, a disrupted unit must be at least four hexes from the nearest enemy unit. Roll one die for each disrupted unit. Austrian/Saxon units rally on a die roll of 1 through 3; Prussian units rally on a roll 1 through 4.

* 15.0 Cavalry

Beginners Note. Skip this section. In your play, treat cavalry as fast infantry.

15.1 Cavalry & Combat. Whenever cavalry attacks or defends against an enemy force containing at least one undisrupted infantry unit, and the defender in that battle is on clear terrain, the combat factor of each cavalry unit (on both sides) in that combat is reduced by one-half (round fractions up).

Whenever cavalry attacks or defends against an enemy force containing only disrupted units, and the defender in that battle is on clear terrain, the combat factor

of each undisrupted friendly cavalry unit in that combat is doubled.

15.2 Withdrawal Before Combat. When defending against an enemy force composed of any unit-type mixture other than all cavalry, an undisrupted defending cavalry unit may "withdraw before combat." Before the die is rolled, the owning player announces "withdrawal," and retreats his cavalry (using the normal retreat after combat procedure — see 12.5), but withdrawing cavalry is not marked with an "R" marker. The combat die roll is aborted and the attacker may advance after combat (see 12.8).

Defending cavalry have this withdrawal option even if there are other friendly non-cavalry defenders in the same combat. In such cases, make the withdrawal, recalculate the odds against the non-cavalry units left behind, and resolve the combat normally.

Disrupted cavalry may not use the withdrawal before combat option.

15.3 Death Ride. Whenever undisrupted cavalry attacks a defending hex containing at least one infantry unit, the attacking player may declare (before any leaders are committed) that the cavalry will charge as a "Death Ride." All attacking cavalry in that combat must be part of the "Death Ride," none may be withheld.

Death Riding cavalry combat strengths are not halved as in normal cavalry vs. infantry combat; they use their printed combat strengths.

Before any attacker loss points are applied, each cavalry unit is automatically disrupted. The attacker combat result is then applied.

* 16.0 Command Control

Beginners Note. Skip this rules section entirely. Do not use the leader units.

16.1 In general, only units in command control may expend all their Movement Points. Command control must be established every turn for each Austrian infantry corps, the Austrian cavalry, the Austrian artillery and the Saxon army.

Units not in command control may move only half their movement points (rounded up). Units not in command control may still enter EZOC, and those that begin their Movement Phase in an EZOC may exit them. However, units not

in command control that begin their Movement Phase in an EZOC may not move directly from one EZOC to another.

16.2 Prussian Command Control. Each Prussian unit must be able to trace a path of hexes of any length free of Austrian ZOCs to the west or north map edge. If such a path cannot be traced, the unit is out of command control.

16.3 Austrian Command Control is based on their corps organizations. For Command Control purposes, the Saxons, Austrian Cavalry and Reserve Artillery are each considered a corps. Austrian corps are moved one at a time — all movement for one corps must be completed before the movement of the next is begun. The corps may be moved in any order the Austrian player wishes.

Each Austrian corps has a corps commander leader unit which has a command rating number printed on it. To move a corps, the Austrian player rolls two dice and compares the result to the corps commander's command rating. If the result exceeds the rating then that corps is not in command control. If the result is equal to or less than the rating, it is in command control.

16.4 Austrian Command Range. As an additional restriction, Austrian units must be within their corps commander's "command range" to be in command control — this is relevant only if the corps commander himself is in command via the die roll procedure in 16.3.

The command range (the middle number on each corps commander's counter) is the maximum number of hexes a unit can be away from the leader and still be in command. When counting the range in hexes, don't count the leader's hex, but *do* count the unit's hex.

Command range cannot be traced into enemy occupied hexes and EZOC hexes not occupied by a friendly unit. Units outside of their corps commander's command range are not in command and are subject to all the out of command restrictions.

The corps commander must be the last counter moved in each corps.

16.5 Insubordinate Subordinates. During the battle, several of the Austrian corps commanders simply ignored Benedek's orders and did as they thought best. If the command roll for an Austrian corps is equal to or greater than the corps commander's insubordination rating, the units of that corps are moved by the *Prussian* player.

Units of such errant corps have their full movement allowance, even though they failed their command control check; however, units outside the leader's command range still move only half. Units which start the move in command control range of the corps leader must be moved in such a way that they will be in command control at the end of the movement phase. The Prussian player may move these units any way he desires, within the normal movement restrictions. The Austrian player controls the corps the remainder of his player turn, including his Combat Phase.

If the cavalry corps becomes insubordinate, the Prussian may move only 1/2 of the cavalry units; the other 1/2 do not move at all.

16.6 Austrian Cavalry and Reserve Artillery. Benedek acts as the corps commander for each of these corps. Make one roll for each corps using Benedek's command rating. Rule 16.4 does not apply to cavalry or artillery — these units may be anywhere on the map and are not required to be within any hex range of Benedek.

16.7 Reserves. The two Austrian "Reserve" markers may be used to designate one or two corps as reserves. Place the Reserve marker on the corps commander(s) at the start of the Austrian player turn. The corps may not be moved or engage in combat (to include bombardment). The Austrian player makes no command control roll for reserve corps.

To be placed in reserve, no unit of the corps may be within 5 hexes of any Prussian unit. If a Prussian unit comes within 5 hexes as a result of Prussian movement, or advance or retreat after combat, do not remove the Reserve marker — the corps will not be available for reserve status in the following Austrian player turn.

Any two corps may be placed in Reserve status. A single corps may be placed in and out of reserve as many times as the Austrian player desires. Units in reserve may still roll for rally (14.2).

16.8 Benedek. Subtract two from the command control die roll for any Austrian corps commander who begins the turn within four hexes of Benedek. Benedek must be the last piece moved during the Austrian movement phase. This bonus number is the middle number on the bottom of Benedek's counter.

16.9 Leader Casualties. Whenever a leader is caught alone in a hex by an enemy unit (this is the sole exception to the prohibition against entering an enemy occupied hex),

roll two dice. On a roll of "2" or "3," the leader becomes a casualty; on any other result the leader escapes; place him atop the nearest friendly unit (regardless of intervening enemy units — he gets there no matter what).

16.10 Replacement Leaders. When a leader becomes a casualty, his counter is flipped to its Replacement Leader (reverse) side, and those lower leader ratings are used for the remainder of the game. If a Replacement Leader becomes a casualty, the Replacement Leader unit remains in play with no other effect.

17.0 Scenarios

Beginners Note. You should always play scenario 17.1.

17.1 The Morning Battle. This scenario covers only the first five hours of fighting by the Prussian 1st and Elbe Armies against the entire Austro-Saxon host.

Game Length: 5 turns — Begin 8:00 AM (Turn 4), End Noon (Turn 8).

Weather Marker: Start in the center "LIGHT RAIN" box.

Austro-Saxon Setup (set up first)

Saxons (9 units): within 2 hexes of 2523.

1st Corps (7 units): within 1 hex of 3422.

The corps is in reserve if rule 16.7 is used.

2nd Corps (7 units): in the fieldwork hexes from 3913 to 4215, inclusive.

3rd Corps (8 units): within 3 hexes of 2810.

4th Corps (7 units): in the fieldwork hexes from 3513 to 3813, inclusive.

6th Corps (7 units): within 1 hex of 3520.

Corps is in reserve if rule 16.7 is used.

8th Corps (7 units): within 3 hexes of 2819.

10th Corps (7 units): within 3 hexes of 2514.

Benedek: hex 3014.

1st Light Cavalry Division (4 units): within 1 hex of 3028.

2nd Light Cavalry Division (2 units): within 1 hexes of 4015.

1st & 2nd Reserve Cavalry Divisions (5 units): within 1 hex of 3919.

3rd Reserve Cavalry Division (2 units): within 1 hex of 3624.

Reserve Artillery (4 units): within 1 hex of 3317.

Prussian Setup

1st Army

Cavalry Corps (6 units): within 3 hexes of 1315.

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2nd, 3rd, & 4th Corps Artillery (4 units): on any level 3 hex west of the Bistritz River.

2nd Corps: 3rd Division (3 units): within 1 hex of 2009, 4th Division (3 units): within 2 hexes of 1610.

Cavalry (1 unit): on hex 2204.

3rd Corps (5 units): within 1 hex of 1806.

4th Corps: 7th Division (3 units): within 1 hex of 3105, 8th Division (3 units): within 3 hexes of 2204.

Elbe Army

One ADV infantry on 1329.

One ADV infantry on 1324.

ADV cavalry within 1 hex of either ADV infantry.

14th, 15th Divisions (4 units), 1 C-1-6 artillery unit on any hexes between 1023 and 1032, inclusive.

Prussian Reinforcements: do not use either Prussian Reinforcement Track.

1st Army: Reserve Artillery (3 units): at Area D on Turn 6.

Elbe Army: 16th Div. (2 units) and 1 B-1-6 artillery unit at Area G on Turn 6.

Victory Points (VPs): Players are awarded VPs according to the following schedule. The player with the most points wins.

Both Sides.

Two VPs for each eliminated enemy infantry or cavalry unit.

One VP for each eliminated enemy artillery unit.

Both Sides: The side that occupies or was the last to occupy the following hexes receives the listed Victory Points for those hexes at the end of the game. At the start of the game, the Austrian player controls all these hexes except Klenitz (1806) and 1324, which are Prussian controlled.

	Prussia	Austria
Cistowes (3011)	1	-
Hex 2409	-	1
Un. Dohalitz (2412)	-	1
Hex 2218	-	1
Hex 1324	-	1
Klenitz (1806)	-	15
Lipa (3014)	10	-
Problus (2722)	5	-

Prussia. Two VPs at the end of the game for each of the following hexes not occupied by at least one Austrian or Saxon infantry unit: 3513, 3613, 3713, 3813, 3913, 4014, 4114, 4215.

Prussia. Two VPs at the end of the game for each Elbe Army and/or Cavalry Corps unit within three hexes of any hex of the highway from 3317 to 4125, inclusive.

Prussia. Five VPs at the end of the game if any unit of the Austrian 1st or 6th Corps has moved; 10 VPs if both have moved.

Austria. Five VPs at the end of the game if any infantry unit of the Prussian 3rd Corps has moved.

Austria. Five VPs at the end of each game turn that there are fewer than six Prussian 1st Army units east of the Bistritz.

17.2 The Grand Battle. This scenario covers the entire day's fighting.

Game Length. 13 turns: Begin: 8:00 AM (Turn 4), End: 8:00 PM (Turn 16).

Weather Marker: Start in center "LIGHT RAIN" box.

Austro-Saxon Setup (set up first). Same as the Morning Battle Scenario (17.1).

Prussian Setup. Same as the Morning Battle Scenario (17.1).

Prussian Reinforcements: Use either the Historical or Variable Prussian Reinforcements (see 10.6-10.7).

Victory Conditions

Prussian Instant Victory. If at the end of any Austrian player turn the Prussian player is the last to occupy or move a unit through the 4 Elbe River bridge hexes (4816, 4820, 4725, 4730), the Prussian player instantly wins. If this conditions is not met, play continues through Turn 16.

Victory. Players receive VPs according to the following schedule. At the end of turn 16, the player with the most VPs wins.

Two VPs for each eliminated enemy infantry or cavalry unit.

One VP for each eliminated enemy artillery unit.

17.3 Early Start.

Game Length: 16 turns: Begin: 5:00 AM (Turn 1), End: 8:00 PM (Turn 16).

Weather Marker: Right-most "HEAVY RAIN" box.

Austro-Saxon Setup (set up first). Same as for the Morning Battle Scenario (17.1), except for the following:

Saxons: Within 2 hexes of 2320 and/or 2122.

2nd Corps: On hexes 3313, 3413, 3513, 3613, 3713, at least one unit per hex.

4th Corps: On hexes 3813, 3913, 4014, 4114, 4215, at least one unit per hex.

Prussian Setup:

2nd Corps: GOL cavalry unit: on either 1408 or 1409, rest of corps within 1 hex of 1806.

3rd Corps: 5th Division on hexes 1201 and 1202, 6th Division plus Corps artillery on hexes 1801 and 1802.

4th Corps: 8th division and Corps artillery within 1 hex of 2204.

Remainder of 1st Army and all of Elbe Army arrive as reinforcements.

Prussian Reinforcements: Use either the Historical or Variable (recommended) Prussian Reinforcements (10.6-10.7).

Victory. Same as in Grand Battle Scenario (17.2).

17.4 Austrian Offensive Scenario. This scenario postulates Benedek retreated to the east bank of the Elbe River on 1 July. As Benedek hoped, the Prussian 2nd Army remained on the east bank and invested the fortress of Josephstat. On the evening of 2 July, Benedek detached his 2nd Corps and 4th Corps to screen the Crown Prince's 2nd Army, while he personally led his remaining forces back across the Elbe at first light. On July 3, he planned to crush the Red Prince's isolated 1st Army before the Crown Prince could reinforce him.

Game Length: 16 turns: Begin: 5:00 AM (Turn 1), End: 8:00 PM (Turn 16).

Weather Marker: Right-most "HEAVY RAIN" box.

Austro-Saxon Setup & Entry. All units begin off map. The 2nd and 4th Corps are not used in this scenario.

The rest of Austrian army enters through the Elbe River Bridge hexes (4816, 4820, 4725, 4730). Only one infantry corps or two cavalry divisions may cross any one bridge in a single turn. The bridge hex counts as the first hex entered: count 1 MP for the first unit into a bridge hex each movement phase, 2 for the second and so on. Only entire corps (cavalry divisions) may enter the map, and only at the same bridge; they may not be split between turns or bridges. They may be entered in whatever order and over as many turns as the Austrian Player desires. All units are in command control the turn they enter the map.

Prussian Setup. Same as Early Start Scenario (17.3).

Prussian Reinforcements. Use the Variable Prussian Reinforcements for the 1st Army and Elbe Army only.

Beginning with the Prussian Movement Phase of the noon game turn (Turn 8), the Prussian Player rolls one die. If the result is a "1," he rolls one more die, and the result determines which 2nd Army reinforcements arrive.

Dieroll	Reinforcing Corps
1-2	Guard Corps
3-4	5th Corps
5-6	1st Corps

None or all of these units may arrive. No other 2nd Army units are used. These corps use entry areas "A," or "B," Prussian Player's choice.

Special Rules. There is no Prussian player turn on Turn 1 (but do make the weather check). Ignore the fieldwork hexsides in this scenario.

Victory. Same as for the Grand Battle Scenario, with two exceptions: 1) there is no Prussian Instant Victory; and 2) the Austrian Player receives 5 VPs for each infantry corps not entered.

17.5 Variant — The Archduke Takes Command. While Benedek was a "Soldiers' General," Archduke Albert (the son of Napoleon's Austrian nemesis, Archduke Charles) was a "Generals' General." Never very popular with the rank and file, Albert was highly respected in the academic military circles. His "royal blood" guaranteed compliance with his orders by his "blue-blooded" subordinates, an advantage Benedek never enjoyed.

Replace the General Benedek counter with the Archduke Albert counter. Increase all Austrian corps command rating numbers by one. Note there is no replacement leader for the Archduke. This rule may be used only with scenarios 17.2 and 17.3.

17.6 Variant — The Austrian South Army. After defeating the Italians at the battle of Custoza (June 23), the Austrian South Army remained in the vicinity of Verona until the disaster at Koniggratz. Only after that battle were they finally moved north to assist in the defense of Vienna. This variant assumes the South Army is rushed north after Custoza and has a good chance to arrive at Koniggratz on July 3. This variant can only be used with scenarios 17.2 and 17.3.

At the beginning of each Austrian Movement Phase, the Austrian Player rolls two dice. If the result is equal to or less than the current game turn, the South Army is available that turn. It arrives automatically on Turn 12. The South Army may be delayed, rerouted, and/or split according to the standard reinforcement rules.

All 15 units of the South Army are scheduled to enter the map at Area I. However, if the Austrian Player makes a successful reinforcement dice roll (above) and that dice roll is "doubles," any or all of the South Army may arrive by railroad. This means the Austrian player may place any number of these units, within stacking limits, on any railroad hexes not within three hexes of a Prussian unit and not on any railroad hex north of any railroad hex oc-

cupied by or adjacent to a Prussian unit. Railroad arrival is optional, and the Austrian Player may still bring these units onto the map through Entry Area I if he wishes. He may even split the units between railroad entry and normal entry.

If variant 17.5 is being used, no leader unit arrives with the South Army. However, if Albert becomes a casualty (killed, captured or wounded), Benedek becomes the Austrian leader when (if) the South Army arrives.

If variant 17.5 is not being used, Benedek is removed from the map the turn the South Army (with Albert) arrives and Albert becomes the Austrian leader. Benedek can still replace him if Albert becomes a casualty. Using this variant does not change any victory conditions.

18.0 Designer's Notes

I designed this game to be a quick and easy introduction to European battles of this period. Fought only three years (almost to the day) after Gettysburg, there were a lot of similarities with the American Civil War, which allowed me to use some standard game mechanics.

There were also important differences. As I pointed out in the accompanying article, I don't think the Prussian needle-gun is among them. However, in computing the Prussian combat strengths, when in doubt I rounded up instead of down.

The first major difference was the fact that unlike Civil War armies, these guys knew what they were doing. Both armies had a very large core of regulars, and all the troops were well-trained. This basically meant the movement, combat and command rules did not have to take into account the blundering nature of Civil War battles. Along the same lines, there were no major morale problems on either side (the Austrian rout at the end of the battle would consist in game terms of "eliminated units" — large portions of the army marched off in good order).

A second difference is the battlefield itself. Like Gettysburg, the battlefield was located in a settled area. Even the woods on the field were well used, boasting none of the thick, tangly undergrowth so common in America. This meant the movement effects of woods were less dramatic, and both commanders could see the entire battlefield without too great an effort.

Between training and the battlefield, command control did not present a major impact on either the battle or the game design. The Austrian command rules rep-

resent less ineptitude than doctrinal and personality conflicts among those commanders.

Finally, the most important difference from the Civil War was the greatly increased range and effectiveness of artillery. This was easily factored into the Bombardment Table. If you're wondering about the limitation on artillery causing the second step loss on infantry and cavalry, that was originally allowed, but during playtesting the artillery seemed too much like a "death ray" — the Prussians stayed well away from the Austrian guns, which was an ahistorical effect. ★

ERRATA

I am Spartacus!

14.7 Breaking a Siege (Clarification). An army conducting a siege that succeeds in evading or breaking off a battle may not take part in any subsequent combat that same turn in the siege works.

Cortes

11.2 Aztec Trapping Tactics (Clarification). The trapping knight may single out one Spanish unit from a stack — it need not (but may) try to trap the whole stack.

11.3 Effects of Trapping (Clarification). The trapping Aztec knight and the following Spanish unit may move *up to* three hexes; that is, the knight may move 1, 2 or 3 hexes, with the Spanish unit following.

Tet '68

Counters

This issue includes seven replacement counters covering the errata noted in issue 19. Discard the old counters and replace them with the new ones.

Victory in Normandy

11.4 (Clarification). Units *may* move from EZOC to EZOC.

Counters

(Replacements will be provided in No. 22)

The British 50th Division should be 3-5-3, not 3-4-3, on the front.

The set-up information on the German 84th Division should be 55-3905, not 55-3509.

The German 711th and 716th divisions should have a step strength of 1 on their reverse sides, not 2.

The US 7th Armored Division setup info should be "35E," not just "E."

The US 20th Corps Support unit setup info should be "45E," not "E." ★



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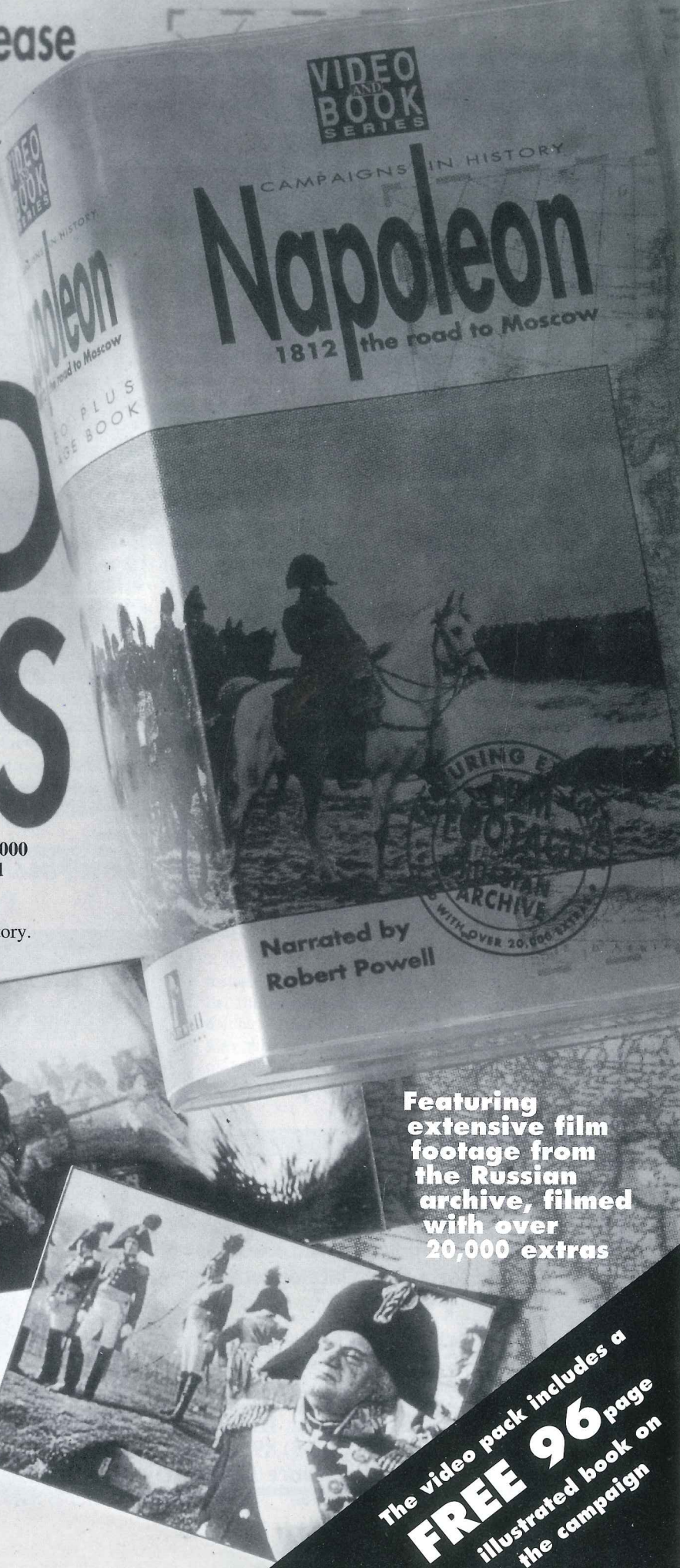
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The Battles of Spring Hill & Franklin

Embrace An

29-30 November 1864

Angry Wind

Counters shown at actual size.

In the fall of 1864, John Bell Hood—the bitter commander of the Army of Tennessee—made an effort to transfer the seat of war north from Georgia-Alabama to Tennessee. This effort culminated at the Battle of Franklin, where Hood hurled his army into a bloody, head-long assault in the teeth of a strong Union defense. The shredded remains of the Army of Tennessee stumbled forward to await its destruction at the Battle of Nashville.

Embrace an Angry Wind covers the campaign from Spring Hill to Franklin. The game allows players to start before the bungled attempt at Spring Hill and to fight (or not fight) Franklin as they choose. The two game maps are not physically joined (units transfer using off-map “tunnels”) which adds a great deal of operational maneuver to the game.

Because of the short wintry days, the game plays rapidly—even through the course of the campaign game.

While the Confederate player operates through the “Hood’s Addiction Table”, they can (and often do) win.

Embrace an Angry Wind makes an excellent starter game for players new to the successful Civil War, Brigade game series. With both the latest edition of the rules and a smaller battle to work with, new players will quickly garner the skills needed to compete successfully in the other (larger) series games.

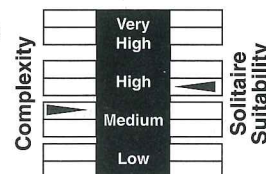


Game Data

Playing Time: 4 to 16 Hours
Players: 2 or more
Unit Scale:
Brigades
Turn Length: 30 Minutes
Hex Scale: 200 yards

Contents

- Two Full-Color, 22x34" Maps
- 280 Die-Cut Counters
- Series Rules
- Game Rules
- Four Major Scenarios
- Two Dice



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COMMANDER'S CALL

by Ty Bomba

The '92 Charlies

The time for nominations and voting on the 1992 Charles S. Roberts Awards will soon be here. To help formulate and clarify your thinking, here's the list of games we released that year (1992 included issues 14 through 19), broken out according to the awards' voting categories.

Pre-WW2 Games:

I am Spartacus!

1918: Storm in the West.

Gettysburg: Lee's Greatest Gamble

Port Arthur: A Short, Victorious War

WW2 Games:

Victory at Midway

Poland '39: The Nightmare Begins

Berlin '45: The Nightmare Ends

Post-WW2 Games

Tet '68

As far as the other award categories go, until now I've refrained from urging any names on you. This year, however, I'd like to recommend two people for consideration in your balloting.

First, I think it's time Larry Hoffman made it into the hall of fame (the "Clausewitz Award"). With all the excellent pictographic unit counters out there today, it's easy to forget all that began right here, with Larry's work on issue no. 7's *Kadesh*. I can remember when the guys from the other companies now using the same techniques were calling up to ask him for pointers on how to do it. Beyond enhancing the sheer visual enjoyment possible in wargaming, the pictographic-counter approach has also worked to give pre-20th century titles a new lease on life. And even further, there's the excellent work he's done throughout the magazine itself.

Second, I'd like you to consider Ben Knight (designer of *VaM* and *ViN*) as a recipient for the James F. Dunnigan Award for Playability & Design Elegance. I'll put it to you as simply as possible: if he doesn't deserve it, who the hell does? (I can't resist pointing out, though, I think this is one terribly misnamed award. For our hobby to have a "James F. Dunnigan Award for Playability & Design Elegance" seems to me comparable to the World War II Ger-

Blood & Iron

man army having an "Adolf Hitler Award for Excellence in Mobile Defense.")

Hobby Edition Covers

Many of you have asked why some issues of the hobby edition have black & white cover pages while others don't. The answer is simple: economics. That is, the kind of presses used in the hobby edition's print-run-range require material be set up in four-page groups (or "signatures," in printer jargon). Thus you can print a four page pamphlet, an eight page pamphlet, a 12 page pamphlet, etc., but nothing at a count that isn't evenly divisible by four. So, if we come in at a non-printable page count, usually the simplest and least expensive thing for us to do is ditch the cover page.

Sorry about that. In the future, as overall circulation continues to grow (and our printing options along with it), we'll be able to keep the cover more and more often.

New Blood For The Hobby?

Concerning the gameless newsstand edition, we keep getting comments like this from wargamers: "Selling the magazine separately is a great idea. It's sure to bring lots of new blood into the hobby."

Ah, if only it were true. But we didn't split the format expecting to bring significant numbers of new people into the hobby — and we haven't. (Though we will take credit for re-energizing a lot of people who were already in the hobby but were beginning to feel it no longer had much to offer them.)

I know for those of us who are hobbyists it seems natural that anyone who seriously pursues military history reading should be easily transferable to the next rung up on the evolutionary ladder — wargaming. Sadly, that's not the case. We learned that the hard way back at issue number three, when we "sampled" 6,000 free copies (of what we'd today call the "hobby edition") to members of the Military History Book Club. We got back precisely two subscriptions from that fiasco. One guy even returned his copy with a

message scrawled on the outside of the envelope: "Books and magazines, yes! Games, no!"

We have been getting, off the ads we've been running in the newsstand edition for "pouch game" versions of the issue games, maybe a dozen wargame orders each issue. But even of those, about half usually say in their letter something like: "I used to play these games years ago when I was young. There was another wargame magazine out then; what was it called? *Strategy* & something or other? But this is great! I didn't know they even made these things any longer!"

No, the reason we went to the split format was to allow XTR Corporation to cut what had heretofore been the "Gordian Knot" of our hobby's business end. That is, the problem was always how to expand sales beyond the finite boundaries of the wargame market without having to take time and resources away from that primary operation. The gameless magazine is our vehicle for doing that.

What would it take to bring lots of new blood into the hobby? I can tell you. And it has nothing to do with the games getting simpler, or better looking, or cheaper, or putting them into slicker packaging, or TV ads, or anything like that. Rather, research into consumer behavior shows what brings new people into a hobby — any hobby — are the hobbyists already there. That's it — that's how simple it is (or could be).

That is, if everyone reading this would make it his business to bring one new person into wargaming during the next year, why, with today's costings, technologies, etc., those new numbers (\$\$) would kick off yet another "golden era" that'd make these first two look like mere preliminaries.

Of course, you guys are mostly intellectual introverts. For the most part, you can hardly stand being in the room with the gaming chums you already put up with in order not to have to play everything solitaire. So the idea of any great numbers of you turning into proselytizers for the hobby is far fetched.

For wargaming, then, what it comes down to is this. There are about 10-15,000

COMMAND MAGAZINE 15

of us (out of what once may've been as many as 100,000) who are into this hobby, playing these paper 'n' cardboard games, 'til death do us part. Given that most of us in this core group are of the Boomer generation, that gives us another 20-30 years of good die rolling. After that, electronic, cybernetic, holographic, etc., home entertainment should be accessible enough and perfected enough to pick up where we leave off. Forward.

The Schedule

The magazine game schedule has been extended only one issue from the last report. I am able, though, to provide more information on the ziplock line up (see the box below).

The presently-being-designed magazine game candidates that will eventually fill those question mark areas below are (in no particular order): *Sword o' God: The Next Arab-Israeli War*; *AEF: The Meuse-Argonne Offensive*; *Big Push: Verdun, 1916*; *1914: Glory's End*; *Manchurian Storm: The Soviet Attack in Asia, 1945*; *Rommel & Guderian: The Meuse Bridgeheads, 1940*; *La Haye Sainte*; *Sons o' the Sun: Conquest of the Incas*; *Their Final Hour*; *Three Great Carrier Battles**; *Retreat Hell: Battle of the Chosin Reservoir*; *Second Front Now*; *Bloody Harvest: The Battle of Buena Vista*; *Mukden*; and *Hannibal Against Rome*. (*Some of you, and rightly so, are probably saying "Duh?" after reading these two titles. Read on.)

And on the ziplock side that leaves *Eternal Rome*, *Byzantium*, *Objective Hanoi*, and *Perfidious Albion* being worked on and waiting for their slots.

Three Great Carrier Battles

After getting ViN into the works, in an effort to help break Ben Knight's (how shall I say?) "creative block" on *Seven Seas*

to *Victory*, I offered to let him divorce it from the historical scenarios that were originally, according to the feedback blurb, to accompany it.

Voila! The alternative history game is now coming along well (see below), and the historical scenarios will be expanded to make a stand-alone brother game to Ben's earlier *Victory at Midway* (Command No. 14). The scenarios in *Three Great Carrier Battles* will cover Coral Sea, the Eastern Solomons, and Santa Cruz. (And since all this was already voted on and passed, I see no reason to do so again.)

Fateful Lightning & Chrisfire

As you'll read below in the feedback results for issue no. 19, you guys gave a strong thumbs up to Chris Perello's *Shiloh* proposal. After lengthy, spirited and enthusiastic discussion, however, we've decided to take *Shiloh* and move it to the next level, so to speak. But I'll let you read the details of that in this issue's new "Chrisfire" column.

About that new column — the idea behind it is to provide some *well reasoned* criticism of game design developments going on now, as well as looking more closely at some of the design-assumptions that've dogged this hobby for years (you know, like complexity = realism, and other bullcrap of that ilk). And it'll also provide a sure forum for our designers to respond to some of the ridiculous tripe that passes for "criticism" out there today.

I've known for years — since we first met and immediately agreed TSS and *Europa* were the most disappointing and frustrating game systems we'd ever encountered — that Chris P. was the man to write such a column. However, it was only after his *Gettysburg* design was received so well that I was finally able to convince him

he'd reached "Grand Poobah" status, and should therefore begin active poobahing (with all the rights, honors and privileges thereunto pertaining).

As to *Fateful Lightning* itself, if that new system is received as well as I think it will be, it will no doubt serve to generate a series of other such titles, which all together will work to finally lay to rest TSS (and thereby free Mr. Berg to complete the development of his new career as a rap artist).

Progress in Works Dept.

Seven Seas to Victory

by designer Ben Knight

SSIV takes place in a parallel universe, circa 1945, where the Axis have triumphed in Europe and Asia and are opening their campaigning in the New World by making a two-sided attack on the Panama Canal. This will be a ziplock game using the *Victory at Midway* system. I altered the *VaM* time and space scales slightly so there are now six turns per day (instead of seven), and each hex represents 115 miles (instead of 100). Because the battle occurs near the equator, there will be three night turns and three daylight turns per day.

Battleships are represented individually (double-sided counters), but super battleships (such as *Bismarck*, *Iowa*, *Yamato*, etc.) are more resilient to hits, as are carriers with armored flight decks (*Taiho*, *Illustrious*, etc.). Radar allows Allied bases to search adjacent hexes at night. An optional rule allows fighters to suppress AA by strafing in lieu of air combat (but such fighters are then, of course, susceptible to AA fire). I also revised the submarine rule so destroyers suppress sub attacks, rather than roll dice against them. The map has a hex grid of 14 rows and 24 columns, and it shows the area from Cuba to Ecuador and from the Lesser Antilles to the 100th west meridian.

Allied Pacific defenses include bases in Guatemala, the Cocos Islands, Baltra Island (in the Galapagos), and Ecuador. A Japanese fleet built around armored flight deck carriers, ubiquitous Zekes, and a division of *Yamatos* must pierce those defenses to land troops at the southern end of the Canal.

Allied Caribbean defenses include bases at Trinidad, Puerto Rico, Curaçao, and Guantanamo Bay. A German fleet built around *Graf Zeppelin* carriers, Me262 jets, and a division of *Barbarossa* super battleships ("H" class) must infiltrate these defenses to land troops at the northern end of the Canal. Spanish cruisers and an Italian fleet, including carriers, supports the Ger-

Magazine Schedule

Issue Number	Publication Date	Magazine Game Title	Ziplock Title
22	May/Jun '93	Antietam Solitaire	Smithereens
23	Jul/Aug	Shogun Triumphant	—
24	Sep/Oct	Czech. '38	Hoorah!
25	Nov/Dec	When Eagles Fight	—
26	Jan/Feb '94	When Tigers Fight	Proud Monster
27	Mar/Apr	Like Lions They Fought	—
28	May/Jun	?	7 Seas to Victory
29	Jul/Aug	?	—
30	Sep/Oct	?	Fateful Lightning*
31	Nov/Dec	?	—
32	Jan/Feb '95	?	S.S. Panzer
33	Mar/Apr	?	—
34	May/Jun	?	Mason-Dixon
35	Jul/Aug	?	—
36	Sep/Oct	?	Blitz '40

mans. In addition, a Vichy French fleet has a score to settle with the Free British in the Lesser Antilles, but won't operate west of the 65th meridian (that is, against the Americans).

Jets are shorter ranged than conventional aircraft, but they are tough to knock down. The Axis may stage heavy bombers into captured bases, and they may even bring some Me163 rocket interceptors to help defend those bases from Allied air attacks.

Allied naval forces comprise everything from merchant convoys (trying to keep low profiles while slinking away) to the mother of all battleships, the *Montana*, and the greatest of all carriers, the *Franklin D. Roosevelt*. Those two ships are too wide to squeeze through the Canal, and their appearance together in the Pacific or Caribbean is randomly determined at the start of play. The Allies have plenty of aircraft, including jets and heavy bombers. The battle can last up to a week, as the Allies race to reinforce the Canal before the invasion hits, or try to defeat the Axis at sea in a naval/air Armageddon.

Proposal Blurbs Requested

Attention designers, the publication of Moore and Galloway's excellent new book on the Ia Drang battles leads me to call for some Vietnam game blurbs. How about some tactical games, using the *Hamburger Hill* system and covering all, or key portions of, the Tet fighting in Hue, the first Ia Drang battles, and/or the A Shau Valley. Either a ziplock or magazine game approach could probably be taken here, half-size or full-size, etc. And how about a blurb on a *Hougoumont*-style game covering the sunken road at Antietam?

Feedback Loop Results From Issue no. 19

Your second thoughts on issue no. 17's *Gettysburg* game were (first survey/second survey): overall - 7.24/6.50; map - 6.90/6.43; counters - 7.20/6.67; rules - 6.87/6.57. You estimated its complexity as 5.24, and played it an average of 2.22 times, taking 4.36 hours to do so each time. Thirty percent didn't care to offer an opinion on playbalance, leaving 6% who said the Rebs are the heavy favorites, and another 6% who said they're slightly favored. That left 30% calling it an even-up contest, 26% who maintain the Yankees are slightly favored, and only 2% who think they're heavily favored. A broad 90% of those who own the game agree it was a good choice for a magazine offering; the other 10% said no.

Owners/players of the new *Poland '39* ziplock had this to say: overall - 7.34; map

- 7.09; counters - 7.21; rules - 7.12; complexity - 4.38 (Duh?). They played it 3.13 times, taking 3.23 hours to do so each time.

For the historical scenario's playbalance, 21% would offer no opinion; 18% said the Germans are heavily favored to win, and another 25% claim they're the slight favorites. Twenty-five percent said the historical scenario is an even contest, leaving 8% who claim the Poles are slight favorites, and a slim 3% who maintain they're the heavy favorites.

On the Sov/Pole-alliance scenario's playbalance, 34% offered no opinion; 12% say the Germans are heavy favorites; another 18% say they're slight favorites; 30% say it's even-up; 6% say the Sov/Poles are slight favorites, and no one at all believes they're heavily favored.

A large 87% agreed *P'39* was a good choice for a ziplock, leaving 13% who said no. The figures were about the same for the "money's worth" and "buy it again" questions, with the breakout being 94% yes and 6% no for the first, and 93/7 for the latter.

The *Berlin '45* results were: overall - 7.12; map - 7.03; counters - 7.18; rules - 7.09; complexity - 4.88 (Duh?). They played it 3.07 times, taking 3.96 hours to do so each time.

Historical scenario playbalance estimates were: no opinion - 25%; Germans heavily favored - 0%; Germans slightly favored - 0%; evenly balanced - 20%; Soviets slightly favored - 25%; Soviets heavily favored - 30%.

Operation Eclipse playbalance estimates were: no opinion - 47%; Western Allies heavily favored - 9%; Western Allies slightly favored - 25%; evenly balanced - 9%; Soviets slightly favored - 9%; Soviets heavily favored - 0%.

Watch on the Oder playbalance estimates were: no opinion - 68%; Western Allies heavily favored - 0%; Western Allies slightly favored - 12%; evenly balanced - 13%; Soviets slightly favored - 7%; Soviets heavily favored - 0%.

BBBB's scenario playbalance estimates were: no opinion - 65%; Western Allies heavily favored - 1%; Western Allies slightly favored - 15%; evenly balanced - 13%; Soviets slightly favored - 4%; Soviets heavily favored - 0%.

The answers to the good choice/money's worth/buy again questions all came in with in one percentage point up or down from those for *P'39*.

I put the two "Duhs?" in up there to point up a deflationary trend I've noticed in this rating over the years. I mean, when you consider that when *PGG* first came out it rated (as best as I can remember) 6.20 for complexity, and the *Blue & Gray Quads* got

about 4.50 — why, you can see things are evolving. Either you brainiacs are indeed getting still smarter as you age, or we're really getting this rules writing stuff perfected, or both.

As to the skewed results on the playbalance estimates, what can I say? It must mean Chris Perello, the playtesters and I just don't know what we're doing when we write those victory conditions. Or it could just mean a lot of you guys — No! That can't be it. I won't say it.

Your voting on the new game proposals in issue no. 19 were, relatively speaking, extremely generous. The winners were: *Their Final Hour* - 6.25; *Mukden* - 6.26; *Second Front Now* - 6.23; *Buena Vista* - 6.33; and *Shiloh* - 6.29. The also-rans finished thusly: *Britain Stands Alone* - 5.53; *S-Tag* - 5.58; *Torpedo Los* - 3.92; *Karari* - 5.78; *El Teb* - 5.44; *Die Fighting* - 5.20; and *War in the Shadows* - 5.98.

The voting on the contents of issue no. 19's game and hobby edition were: *Port Arthur* game overall - 8.18 (!!) (!); map - 6.74; counters - 8.06 (!); rules - 7.06; D-Elim - 6.86; *Commander's Call* - 6.92; *B'45* variant - 6.41; *P'39* variant - 6.37; *1918* variant - 7.32; no. 19 hobby overall - 7.17. Forty-three percent thought 19 was better than 18; 10% thought 18 was better than 19; 41% thought the two were of about equal worth, and 6% had no opinion.

All hail the new champion. Phew! What can be said? Well, how about: "Build it (simply) and they will come"? Yeah, something like that. Another perspective was provided by one gamer who called to testify about how he'd enjoyed both the article and the game. He summed up by saying: "The Russo-Japanese War — who knew?"

The Feedback Loop

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

Next issue we'll present the feedback results from issue no. 20. To be counted in the voting on this issue, your card must reach us by 1 May.

New Game Proposals

1. Norway, 1940. In invading Norway in the spring of 1940, the Germans had two main interests. First, they wanted control of Norwegian waters to circumvent a World War I-style blockade. Second, the port of Narvik was important in the trans-shipment of iron ore from Sweden.

The Nazis made landings at five spots, and paratroops at another two, and the Norwegians resisted. Soon, however, the Germans were moving against Oslo, Bergen, Narvik and other strategic points. The Allies responded by landing troops. The campaign for Norway raged throughout April and May, until the German invasion of France and the low countries forced the Allies to withdraw.

The full-size, small-hex map will stretch from Narvik to Denmark, and from Sweden to the North Sea. The 200, 1/2" backprinted counters will represent air, sea, and land forces from Germany, Norway, France and England. Rules cover all important aspects of early WW2 air, sea and land combat. The game's scope is operational, and victory is based on the control of key hexes at game's end, coupled with unit losses. The mechanics of the game will be geared for high playability. For the magazine, by Adrian McGrath and Chris Smith.

2. Zitadelle: The Battle of Kursk, covers the German offensive and Soviet counterattack at the Kursk salient in 1943 on a division/regimental level for the Germans, and corps/division level for the Soviets. An integrated air game will be included, allowing players to allocate planes to air superiority, ground combat support, or interdiction missions.

The map will be divided into two different battle-field sections representing the northern and southern sectors of the attack. One player will command the German forces on the northern map and the Soviets on the southern, while the other player handles the northern Reds and the Southern Nazis. This will give both players the opportunity to conduct offensive and defensive actions. Player victory will be determined by how well each did on both maps.

The game will include the historical scenario, several "what if" scenarios, and the rules to play either map independently. One full, large-hex map will be used, along with 200 1/2" counters. For the magazine, with a complexity level of 5-6, by David Schueler.

3. Budapest '45: The Last Blitzkrieg. Early 1945, Budapest, Hungary. The surrounded German garrison has been resisting Soviet attacks for months, but is now nearing exhaustion. A relief attempt must be made now or the city will be lost to the Red Army. Scraping together its last reserves, the German high command throws all of it into a last, desperate relief attempt that nearly succeeds. The Soviets were thin on the ground and didn't have the forces necessary to maintain their ring around Budapest while simultaneously defeating the relief operation.

Bud'45 will use the tried and true *Berlin '45/Mississippi Banzai* system on a regimental/brigade/division scale. The lack of zones of control will inject fluidity into a situation that is already touch and go. Special rules will cover the Budapest garrison, King Tigers, General Mud, etc. The game will include a number of scenarios covering the campaign in February and March 1945. Satisfaction guaranteed for all certified panzer slammers. There will be one full, large-hex map, 288 5/8" counters, and a complexity of about 5. For the magazine, by John "Berlin '45" Desch.

4. The Napoleonic Wars: A New Age Begins, is a two-player game of the Napoleonic Wars. The game is strategic in scope, with turns that can telescope in length from 15 days during war periods to three months during peace interludes. The map covers most of Europe and the Mediterranean, along with off-map boxes to include the Americas, India, and

Africa. The counters represent corps, leaders, and fleets. Both players are free to create their own force mixes by means of an economics and production system. Combat resolution is quick, but incorporates a tactical feel through the use of a "battle option" system wherein the better leaders have the most options.

The systems create a smooth playing and tense game with a minimum of bookkeeping. The idea is to have players concentrate on the strategic dilemmas facing their side, rather than get bogged down with tables and accounting.

One full-size hex map and 192 5/8" counters. The complexity will be around 7, with a five-hour playing time for the campaign game, along with four shorter scenarios (1805, 1809, 1812, 1815). For the magazine, by Paulo Vicente.

5. South America: The Forgotten Continent. WWII saw action in virtually every area of the world except South America. It could have been different. In 1940, Peru and Ecuador fought each other; Argentina was heavily pro-German, while Brazil swayed toward one side and then the other before finally committing to the Allies. *SATFC* will explore the rich alternative possibilities inherent in this recent history.

SATFC is a two-player game with an economic system that includes production, espionage, technology, and bribery. The game has one-year turns, with lots of random events reflecting South America's unstable politics. When a nation commits to war, turns reduce to three month length.

Units are divisions, and their movement is fluid due to the extensive area shown on the map. The combat system will be simple and straightforward because the level of mechanization of the countries involved is extremely low, and the main emphasis will be on diplomatic options. One full-size hex map and 192 5/8" counters, and a complexity of around 5, with a playing time of about two hours. For the ziplock line, by Paulo Vicente.

6. Argentina: The Nightmare Option. In 1982, Argentina was faced with internal problems, and its leadership chose to react by creating a diversionary foreign relations crisis. They could choose between war with Brazil, Chile, or Great Britain. Historically, they invaded the Falklands, but *ATNO* explores the other two Argentinian options. What would have happened if they'd gone to war with Chile for the Beagle Straits, or what if they raised the old Cisplatine question with Brazil?

ATNO is a two-player game about recent might-have-been wars in South America. Random events make play a tense contest of spiraling tensions, as the UN tries to avoid catastrophe. Turns are one week long, and rules include mechanized warfare, air assault, raids, bombing, and CBN options. The game will use an adaptation of GDW's WWII series. Book-keeping is minimal.

Units are mostly divisional, with a few smaller formations. Aircraft units represent 20 planes each, and ships are grouped into fleets. The countermix will include all South American countries, along with some NATO, UN, Warsaw Pact, and guerrilla formations. One full-size hex map, 192 5/8" counters, three hours to play, a complexity of 7-8. For the ziplock line by Paulo Vicente.

Second Thoughts

Please re-evaluate the game from issue no. 19.

7. *Port Arthur* game overall

8. Map

9. Counters

10. Rules clarity and completeness

11. Estimate the game's complexity, using the 1 (simple) to 9 (hyper-complex) scale.

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

13. About how long does it take to play a game of *PA* to completion? (0=haven't finished one yet; 1=about an hour; 2=about two hours, etc.)

14. Which side is favored to win more often when both are played by opponents with equal skill levels?

0. No opinion, or can't say.

1. The Japanese are heavily favored to win.

2. The Japanese are slightly favored to win.

3. The two sides are pretty evenly matched.

4. The Russians are slightly favored to win.

5. The Russians are heavily favored to win.

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

Victory in Normandy Survey

If you've purchased and/or played our recent ziplock release, *Victory in Normandy*, please help us evaluate it by answering the questions below. (0=I'm not familiar with this game.)

16. *Victory in Normandy* game overall

17. Map

18. Counters

19. Rules clarity and completeness

20. Estimate the game's complexity.

21. About how many times have you played *ViN* to completion?

22. About how long does it take to play *ViN* to completion?

23. Which side is favored to win the main scenario more often when played by two opponents of equally matched skill levels?

0. Can't say, or no opinion.

1. The Germans are heavily favored to win.

2. The Germans are slightly favored to win.

3. The game is pretty evenly balanced.

4. The Allies are slightly favored to win.

5. The Allies are heavily favored to win.

24. Was *ViN* a good choice for ziplock game? (1=yes/2=no)

25. Do you feel you got your money's worth in buying *ViN*? (1=yes/2=no)

26. If you had it to do over again, would you still buy *ViN*? (1=yes/2=no)

This Issue's Hobby Edition

Please rate the game in this issue, along with the other features of the hobby edition.

27. *Blood & Iron* game overall

28. Map

- 29. Counters
- 30. Rules clarity and completeness
- 31. D-Elim
- 32. *Gettysburg* variant
- 33. Commander's Call
- 34. Chrisfire
- 35. *Command* no. 21 hobby edition overall.
- 36. Was this issue of the hobby edition better than the previous one? (0=no opinion; 1=yes; 2=no; 3=the two were of about equal worth.) ★

VARIANT

Gettysburg: Lee's Greatest Gamble

25.0 Variants

Design Note. The following rules are presented as historical variants for the campaign game. Unlike the optional rules, these do not add to the complexity of the game, but examine the effect reinforcements or detachments might have had on this battle and the war as a whole.

The variants also give each player several options to help confuse and mislead his opponent during the course of the battle, as neither player can be entirely certain what portion of the enemy army he faces.

25.1 Longstreet Goes West. Lee loses the battle of wills at the Richmond conference, and Longstreet's corps (units 1-16) is sent west to aid Bragg. Lee launches the invasion of Pennsylvania to cover Longstreet's movement. Write this option down on a piece of paper. The Confederate player may enter one or more HMC's whenever any of those units is scheduled to enter. As soon as one of the HMCs is observed by the Union player, reveal the paper and remove units 1-16. At the end of the game, roll one die. On a roll of 1, 2 or 3, Chattanooga is saved — the Confederate player gets 20 VP.

25.2 Lee's Whole Army. Davis relents at the Richmond conference, letting Lee take all Pickett's brigades and Ransom's division with him (and keeps his cavalry closer). The Confederate player receives units 57, 58, 61, 63 and 65-66 (Corse, M. Jenk[ins], Cooke, Ransom, G. Jones, B. Robert[son]). Write the option down; reveal it when the first of these units enters the map (other than in an HMC). Units 11-14 (Armistead, Garnett, Kemper, Dearing) and 57-58 now enter the map at Hex A on Turn 3 of 2 July.

Units 61 and 63 enter at Hex A on Turn 8 of 2 July. Units 65 and 66 enter at Hex I on Turn 4, 3 July. The Union player receives 10 VP.

25.3 D.H. Hill Goes North. Davis *really* relents, letting D.H. Hill's entire command join Lee as a fourth corps (write the option down, reveal it when the first of these units enters the map). Units 59 through 64 (Colquitt, Cling[man], Cooke, Martin, Ransom, DH Hill) enter the map at entry hex I on Turn 5, 2 July. At game's end, roll one die; on a roll of 5 or 6, Richmond is captured by Union General Dix — the Union player gets 30 VP.

If 25.2 is also used, units 61 & 63 enter with Hill, and the Union player receives only 5 VP for 25.2.

Historical Note. Most of Hill command was composed of large, but inexperienced brigades which had been guarding the North Carolina-Virginia coast. Colquitt's brigade had gone to North Carolina with Hill when he turned over his division to Rodes.

25.4 Swapping Queens. When Meade takes over the army, Lincoln allows Hooker, with 5th and 6th Corps (units 29-49), to return to the Rappahannock and make a lunge for Richmond. The Union player may enter HMC(s) whenever these units are scheduled to arrive; the option is revealed as soon as an HMC is observed by the Confederates. At the end of the game, roll one die. On a die roll of 1, 2 or 3, Hooker takes Richmond; on a 4, 5 or 6, he blows it again. If the Confederate has used option 25.3, Hooker succeeds on a 1-5. If Richmond falls, the Union player gets 30 VP.

25.5 Union Maximum Effort. Union units 78 through 87 represent forces that were available to Meade had he wanted to use them. Units 78 and 79 were cavalry brigades (of Gregg's and Buford's divisions, respectively) which had been left behind to guard the army's rear. Unit 80 was the third brigade of the Pennsylvania Reserve Division, which stayed in Washington D.C. Unit 87 is a brigade of militia that was posted in Harrisburg, but crossed the Susquehanna as the battle progressed. The remaining units are portions of 8th Corps, under French, which were stationed at Harper's Ferry, Frederick, and other points in southern Maryland. If the Union player chooses this option, the Confederate player receives 10 VPs. Write this option down on a piece of paper, and reveal it as soon as one of these units is placed on the map (not in an HMC). The units enter at the times and places listed below.

2 July

- 5E 80 (Slough)
- 6G 81-86 (Kenley, B. Smith, James, Elliott, McReynolds), French)

3 July

- 4H 79 (Merritt)
- 7D 87 (Knipe)
- 7E 78 (Huey)

Historical Note. The 8th Corps was an administrative/garrison force, so the brigade and division organization was not well-defined. "Detachments" of 2 or 3 regiments, with artillery batteries and cavalry companies attached, were frequently formed for specific purposes. Because the units were green, they were also large.

Elliott and McReynolds had commanded brigades under Milroy at Winchester; Smith and James had commanded detachments during June; Kenley appears as a brigade commander during the pursuit of Lee in mid-July. The artillery unit is purely speculative, as 8th Corps batteries were spread among the regiments. The unit never fought as a corps — when it joined the army during the pursuit after Gettysburg, its regiments were absorbed individually into 1st and 3rd Corps.

Knipe's militia brigade is also speculative, representing a detachment from the 10,000-man division under W.F. Smith, which occupied Carlisle during the battle.

25.6 Jackson Lives. Stonewall Jackson loses his arm but recovers and rejoins the army as it marches north. The Union player receives 20 VPs. Add two to all Confederate command control rolls.

The Army of Northern Virginia retains its old two-corps structure. The Confederate OB and arrival schedule remain the same, with the following exceptions:

OB. Units 43 and 44 (Davis, Pettigrew) become part of D.H. Hill's command (see 25.3 above), and take part in the battle only if that option is exercised.

Set-up: Units 41-42 (Archer, Brockenbrough) start on Entry hex B (1027)

Entry

1 July

- 3B Units 45-49 (J. Garnett, Lane, Perrin, Scales, Thomas)
- 9C Units 22-26 (Jones, Nicholls, Steuart, Walker, Latimer)
- 10C Units 33-34 (Dance, Nelson)

2 July

- 1A Units 61 and 63 (Cooke, Ransom)
- 3A Units 50-52 (Poague, McIntosh, Pegram)
- 8A Units 57-58 (Corse, M. Jenk) ★

D-ELIM

Blood & Iron

by Chris Perello & Wayne Lidbeck

We should begin by saying that though the mechanics in this game will be familiar to experienced gamers, there are some interesting nuances of which you must be aware. First, retreats have a tremendous impact, unlike most games where you can retreat with impunity. If the Prussian elects to retreat out of one of his attacks, he will very likely find himself unable to make an attack in the same sector on the following turn. For the Austrian, a few retreats could leave him without an effective counterattack force.

The cavalry rules are few, but effective. Keep one undisrupted cavalry unit within striking distance of every hex on the front. A charge on a disrupted infantry unit will all-but guarantee a retreat/elimination. As an aside, this is the best set of "combined arms" rules we've seen yet — no artificial requirement to have one of each involved, but if you keep all three arms near the decisive point, each will have an impact.

Finally, the no-EZOC-into-towns rule makes those hexes veritable fortresses. An Austrian stack of one good infantry unit and an artillery unit can hold a town for a long time.

Prussian Player

The burden of attack is on you, and you can't waste much time being subtle. As a general rule, you must attack every turn — you can't afford to spend a whole turn getting ready. Try to stretch the Austrian line as much as possible. Ideally, you want each sector of the enemy line held by a single corps — this maximizes the effect of the command control rules, especially insubordination. Also, keep in mind each Austrian corps (except the 3rd) has only 4 infantry units; one or two losses can make a corps relatively ineffective.

The *1st Army* must pin as much of the Austrian army as possible in the fortifications. To do this, you must attack in the center — avoid the artillery as long as possible, but sooner or later you'll have to enter the hail of lead. When you do, its charge or retreat — *do not* sit in the gunfire. Try to work at least one infantry division toward Cistowes (3011), and another plus the cavalry on Stresetitz (2819). This army will take losses, but if it can keep 3 or 4 Austrian corps busy it's done its job.

The Elbe Army is your only maneuver force early in the game. You must aim it for either Probus or Stosser, it doesn't have the strength to do both. If it aims for the former, it can cooperate with *1st Army*. Going for the latter sets up a threat to the Austrian rear, stretches the line, and will dovetail nicely with the eventual drive by *2nd Army*. The Saxons will be a tough opponent whichever way it goes.

When *2nd Army* appears, you'll have to choose whether to send it on a narrow hook toward Chlum or on a wider hook aimed at the Elbe bridges. This decision will be greatly affected by the state of *1st Army*. The wide hook can give you the instant victory, but only if you get all four bridges — three-of-four does no good.

Austrian Player

Your strengths are your position, your artillery, and an initial numerical superiority. The weak points are your command control restrictions, and slower and slightly weaker units.

You cannot afford to play a completely passive game. If you do, the Prussian will bleed you white by killing one or two infantry units per turn. The hardest choice you face is whether to launch a major offensive, or rely on a number of local counterattacks.

You will probably find holding the line along the Bistritz a waste. It is a long line, requiring three corps to hold, and that's without reserves. It also minimizes the effect of your artillery, since the Prussians will be held off at longer ranges. However, if you fall back, the Prussian will gain some maneuver room.

If you opt for a cordon defense with counterattacks, keep three whole corps in reserve, but spread them along the line. Each corps is good for one or maybe two attacks per turn. Move Benedek around, keeping him at the focal point of the Prussian attack. Those two extra points on the command control rolls add up over several turns.

If you opt for a major attack, you'll have to make it on the Elbe Army. The *1st Army* is bigger, so it will be harder to break it down, and your attack will necessarily be closer to *2nd Army* when it comes in. If you attack, do so with everything you've got:

Benedek, the Saxons, *1st Corps*, *6th Corps*, and all your heavy cavalry. You must do your damage before *2nd Army* enters, because you'll have to get back to protect the bridges.

Finally, a note about insubordination. This is one of those things you either love or hate — we love it. There's no way to protect yourself against it because you never know where, when, or if it will strike (though the *4th Corps* CO is a likely suspect). The best you can do is always have *something* in reserve. Do use the Reserve markers to protect units, but don't leave them out of the action just to avoid insubordination — you can't afford even one whole corps tied up for a long stretch. ★

Classified Ads & Conventions

Subscribers to the hobby edition of this magazine can place one free ad in this section in each issue their subscription runs. Maximum free length is 50 words, including name and address. There are no repeat ads; if you want your ad to run more than once, you must send it in separately for each issue. We reserve the right to edit or exclude anything we find offensive or just plain don't like. Please type or print your ad clearly. Non-subscribers and businesses, or subscribers needing more than 50 words, can get in here for 10¢ per word. (For subscribers, that's 10¢ per word over the first free 50.) Again, no automatic repeats from issue to issue.

The 1st Annual Chicago Boardgame Championships will be sponsored by the Windy City Wargamers Club between 6 March and 18 April. Games include: Titan, VITP, Diplomacy, Advanced Civilization, ASL, and Blackbeard. For more information contact: Louie Tokarz, 5724 W. 106 St., Chicago Ridge, IL 60415. Tel: (708) 857-7060.

HAVOC IX, BG Boston's annual wargames convention will be held on April 17-18, 1993 at Matignon High School, 1 Matignon Rd., Cambridge, MA. HAVOC IX will feature our usual broad selection of historical miniatures events, with a sprinkling of boardgames, quasi-historical and science fiction games to lighten up the proceedings. For further information, write to HAVOC IX, c/o Harrison Carter, PO Box 538, Somerville, MA 02143.

LITTLE WARS 1993™, an all-miniatures wargaming weekend, 8-10 April 1993, Woodfield Hilton & Towers, Arlington Heights, IL. Featuring AD&D and Gama World. For room reservations call 1-800-344-3434 (1-800-843-4141 in IL). For more info contact Tom Harris, 1837 Paddington, Naperville, IL 60563, phone 708/979-3254 (work), 708/369-0840 (home).

GENCON 1993, 19-22 August 1993 in Milwaukee, WI. More than 18,000 gaming fans playing hundreds of adventure, board, military and computer games. Featuring the AD&D Open, the world's largest role-playing tournament. Registration forms are available by faxing Sandy Kinney at 414/248-0389, or send SASE to 1993 Gen Con Game Fair, PO Box 756, Lake Geneva, WI 53147.

MILITARY/NAVAL/AVIATION/WORLD HISTORY BOOKS. Out-of-print, used and rare. Several catalogues issued yearly. Subscription \$5.00 for next

three years, deductible from first purchase. Fabers' Books, Box 24, Millwood, NY 10546.

For Sale: Empires of the Middle Ages, Objective: Moscow, Dark Ages, Trial of Strength, Sturm Nach Osten, Holy Roman Empire, and others. Send small SASE to Leigh Toms, 13 Howard Place, Sterling, VA 20164.

Mint SPI games for sale (best reasonable offer each): War in the Pacific (FB), Great War in the East (BX), Atlantic Wall (BX); include SASE, Robert McArthur, NAV SUB BASE (N14), Kings Bay, GA 31547.

Thank you to the kind people who answered my plea in issue 19! G. E. Jaycock, U.K.

Fine Games for Players and Collectors: Send 52¢ (cash or stamps) and phone number for extensive list of classic SPI, AH, GDW, S&T, 3W & other fine games and magazines. I hunt for what you want. Satisfaction guaranteed. Sell, Buy & Trade. Michael Dean, 524 S. 19th Ave., Cornelius, OR 97113-6630. (503) 359-4921 before 9pm.

Wanted: Copies of Command #1 and/or #3 for a reasonable price. Punched is fine. Contact Mike Szarka (416) 424-1348, or write to 133 Gamble Ave., Apt. 202, Toronto, Ontario, Canada M4J 2P2.

For Sale or Trade: many games. A.H. GDW, SPI etc. Please send your listing for a trade. Send SASE to Walter H. Dippel, 4033 Valley View Dr., Gibsons, PA 15044.

28% Off all in-print wargames, books, etc. plus \$4.00 s&h for UPS, USA only. Also have inventory reduction sale - many out of print games & magazines. Write for free catalog: General Warfare, 140624 CR 25, Gering, NE 69341 or call (308) 436-3294.

Wanted: Punched or unpunched Command Magazine #1 through #10 for hobbyist. If you want to make some room in your library maybe we can help each other. Send price list or call, Elliot Morales HC#1

Buzon 7322, Juncos, PR 00777-9728, ph. (809) 734-3749.

New to Twin Cities Area. Forty year old veteran gamer looking for FTF players for Command, GMT, GDW, West End & other military historical boardgames. Contact Steve Keifer, 13540 Knollway Dr. N., Minnetonka, MN 55305. Phone (612) 595-0116.

Rare, Imperfect Titles, Best Offer(s). War In Pacific, 1978 1200-counter Monster, punched, box corners split, complete except no maps. Dogfight, 1963 MB, plastic miniature aircraft, corner split, complete except rulebook. Terrible Swift Sword, 1976 - crushed double plastic box, punched, complete except rules. Call Chick (818) 784-8476, leave offer(s) and phone #.

For Sale: Large collection of wargames, computer games and magazines. AH, GDW, Wargamers, SPI, etc. Many are in mint condition. Send SASE with two first class stamps to Kevin Combs, 6307 Dawn Day Dr., Columbia, MD 21045. (410) 381-7714.

For Sale: Liquidating most of game collection - gaming room turned into baby nursery. Games by AH, SPI, 3W and others. Reasonable prices. Steven Van Schultz, 141 Woodmere Blvd. #2J, Woodmere NY 11598. (516) 569-1465.

For Sale: Wargame and magazine collection, including Crimean War Quad, Objective Moscow, Invasion America, Musket & Pike (SPI), complete Rand collection, plus other SPI, S&T, 3W, AH, OSG, GDW, Yaquinto items. Long SASE. (Specify wargame list.) Joe Kashefski, 176 Newport St., Nanticoke, PA 18634. (717) 735-2547.

Des Moines Area: FTF gamers wanted for Command, Victory, Gamers and other games. Please write or call: Larry Barrett, 3710 SE 12th, Des Moines, IA 50315. (515) 287-042.

For Sale/Trade: Games, magazines with games, history magazines. Good to mint. SPI, AH, GDW, WE,

WWW, PWG, Atlantic Wall, Wacht Am Rhein, Coral Sea, East Wind Rain, Moves, Wargamer, S&T games wanted. SASE for list to Bob Logan, 38 Driftwood Circle, Groton CT 06340.

WANTED: ME-Austerlitz (2nd ed?); GDW-Citadel; Quarterdeck-Ironbottom Sound; SPI-Chicago, Chicago; GRENADIER #1, 2 & 4; MOVES 2, 3 & 60. Andrew Blauvelt, 609 S. 4th St., St. Cloud, MN 56301.

WARGAMES FOR SALE: ADG, COA, GDW, TSR, WE and more. Priced to move! Send an SASE for my list to: James Evans-White, 805 Michael Dr., Sonoma, CA 94576, or call 707/996-4475.

Computer games — cheap. Send US\$1 in stamps for list of IBM games. Terence Tan, 32 Sian Tuan Ave., S-2158, Republic of Singapore.

FOR SALE: La Guerre d'Indochine — Tonkin 1950-1954 (Simulations Cornejo). Only a few left, mint condition. It comes in a ziplock bag with: two game-aid charts, one storage bag for counters, 182 colored die-cut counters, one rules booklet with historical notes (in French), one 24x17" colored map. Price FF100.00 (US\$18.00), postpaid. Send IMO to Frédéric Schaaf, BP 20, 73020 Chambéry-Cedex, France.

For Sale: Mint copy Command no. 1 and several other games, including some unpunched SPI magazine games. Send SASE for game and book list to: Mark Stille, 66 Malbone Rd., Newport, RI 02840.

Central NY Gamer looking for fellow Command or S&T subscribers in the Utica/Rome area for FTF play. Also own many older S&T, SPI and AH titles. Call Peter Chien at 336-5088 and leave a message, or write: 6416 Wager Dr., Rome, NY 13440.

Missing Wargamers Dept. Tom Puzin, Duane Emmons, Don Jensen, where are you? Your game proposals were very interesting. Please get in touch with me. Ulrich Blennemann, Rosental 76, D-4320 Hattingen, Germany. ☐



RHINO GAME COMPANY

P.O. BOX 5660 • VALLEJO, CA 94591-0660 • (707) 557-2096

CAMPAIGN TO STALINGRAD: Covers the critical campaign in southern Russia from June to December 1942.

The scale of the game is 16 km to a hex. Each turn represents three days, and most units are divisions (also included are Soviet Tank, Cavalry and Mechanized Corps, along with a number of independent brigades).

This is a big game of moderate complexity. The game incorporates a standard move/fight system without any complicated multiple sequences. The map and order of battle were meticulously researched. The combat system uses step reduction (each division has 2 to 4 steps) and handles situations from rapid advances to prolonged city fighting.

Campaign to Stalingrad has been acclaimed for its beautiful graphics, and its novel rules on ZOC Bonds, Isolated Pockets and Major City Battles.

Two scenarios are included—the German Fall Blau offensive (June 28) and the Soviet Uranus offensive (Nov 19)—along with a campaign game that runs from June to December.

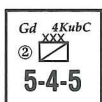
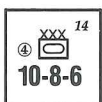
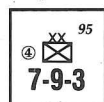
The game is packaged in an attractive box and includes: 1½ full-color maps (total area 33"x34"), 800 ½" die-cut units, three full-color 8x10 Player Aids, seven Set-up and Reinforcement cards, three dice, and a 24 page rules booklet. \$35 postage paid.

THE LEGEND BEGINS: An operational level game on the North African War from March 1941 to December 1941. Just of few copies left. \$22 postage paid.

1940/42 EXPANSION KIT for The Legend Begins: Coming in the first part of 1993.

ORDERING: *Campaign to Stalingrad* and *The Legend Begins* may be ordered direct from Rhino Game Company. California residents please add 7% sales tax. Postage is paid within the U.S. (sent 2-Day/Priority Mail). Overseas orders please add 30% for Air Mail. Canadian orders please add 10%. All foreign orders must be in Postal Money Order (U.S. Funds) or drawn from a bank in the U.S.

Sample units for Campaign to Stalingrad:



Axis Units

Soviet Units

CHRISFIRE

by Chris Perello

Hell Before Night came together quickly, with only minor modifications to the LGG rules. The problem with the game is its size: a 17x22" map and fewer than 100 counters (counting leaders) just doesn't seem like enough for a *Command* game these days. I mentioned to Ty I could almost do it at the regimental instead of brigade level. That got us into our old discussion about what a disappointment *Terrible Swift Sword* had been all those years ago (except for Dixie, I've never wanted to like a game more). One thing led to another, and *Hell Before Night* became *Fateful Lightning*, a regimental-level Gettysburg game.

TSS is one of the games I've always wanted to redesign. Like so many monster games of the '70's, it was just *too much*. Granted, 500+ combat units means there's going to be a lot of counter pushing, but adding a 5-step combat resolution system (defensive fire, offensive morale check, offensive fire, defensive morale check, melee) and a strength chit for each unit (plus an ammo marker for artillery) was going too far. As Joe Bob Briggs would put it, there's "way too much plot getting in the way of the story."

The reasons for the volume of detail lie, I think, in that old game vs. simulation argument (the terms *playability vs. realism* and *process vs. effect* have also been used). In most of the reviews one reads in the

hobby press, any wargame that does not include some arbitrary level of detail is called a "game" (that word being used as a pejorative term), which makes it less "realistic" than a "simulation." This is nonsense, of course. They're all games, pitting players in a contest that will be decided to some degree by the players' decisions. They're all simulations too, in that each has mechanisms attempting to recreate some cause-and-effect relationship from the real world.

The basis for the argument is the hypothesis that a greater volume of detail in a game makes it a more accurate simulation. The TSS combat system is a perfect example of the fallacy of that hypothesis.

First, the fire is ranged, allowing for a great deal of weapon differentiation. This gives players a lot of choices to make on how to use particular units, based on the capabilities and weaknesses of their weapons at various ranges. The problem is that there appears to have been very little decision-making of that type by the commanders of the day — *very few engagements took place at more than 100-125 meters (one hex)*. There were good reasons (smoke and bad aim) for not shooting at longer ranges.

The ranged fire also makes it possible, even beneficial, to have units fire across one another's fronts. In one old MOVES magazine (No. 32, page 16), an article spent several pages discussing the mathematically optimum method of engaging enemy regiments of varying strength. That kind of calculation simply did not take place — units shot at whoever was in front of them.

Making the melee phase separate gives the offensive player too much freedom to interfere in the course of combat. The deci-

sion about whether a regiment would press the attack home would be made before the shooting started. Once bullets started flying, it simply wouldn't be possible for a regiment's officers to get it started up again (for one thing, they'd all be to the rear or off the side, not out in front, for obvious reasons). Letting the attacker decide whether or not to initiate melee after both sides have shot gives him too much control — too much of an opportunity to calculate.

The firing also shouldn't be sequential. Civil War combat featured extended firefights with both sides shooting, not well-controlled volleys. A one-roll-on-a-CRT would actually be a better mechanism here: it takes into account both sides' strength, affects both, and is closer to being simultaneous. If the defender should have some advantage (which point is arguable), which is one reason TSS separated the firing and let the defender shoot first, that can easily be factored into the CRT.

Besides, the defender really doesn't get much advantage in TSS: unless he defeats the attack in the defensive fire phase (about a 30% probability for average units), the attacker gets to fire twice (the offensive fire phase and the following defensive fire phase) and launch a melee before the defender gets to fire again.

In each of these cases, the mechanism chosen to represent reality does not do so accurately, mostly because it gives the player control over factors that no one could control in the real world. The volume of detail, in seeking accuracy, introduces its own inaccuracy.

This is the paradox of "realism" in wargames — there isn't much. The best a game can hope to do is present the player with some decisions affecting the outcome of the game, and a game system that will reward or punish those decisions in a similar way the player's real-world counterpart would have been rewarded or punished.

Does this mean complex games are bad and simple games are good? No, but it certainly doesn't mean the reverse, either. A "simple" game soundly designed around one or two key factors of a particular event is not inherently less valid than an equally well-designed complex game; you'll just finish the simple one faster. ★

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Savagery and revenge, brutality and betrayal, massacre and mayhem, fear and loathing, death and destruction! Sure, sure, you're thinking, you've seen all that before — but never like this!

Smithereens is the newest addition to XTR's ziplock line. We're calling it a "mini-monster." Its two 34x22" large-hex (Mark Simonitch) maps and 512 (NATO-style) 5/8" counters easily qualify it as "big," but it's still small enough to be played on most dinning room tables during a weekend gaming session. Its systems and components are so well and smoothly crafted, you won't experience the cumbersomeness that often keeps regular gamers away from monster titles. Hence the term "mini-monster."

The Historical Scenario (which can be run with two to eight players) begins on 16 December 1944, with half-month game turns. The Alternative-History Scenario can be started during the second half of May 1945, or you can begin with the historical scenario, destroy the Third Reich, then segue into a might've-been Soviets vs. Allies World War III.

The maps, at 20 miles per hex, stretch from Antwerp and the Channel Ports in the northwest to Odessa in the southeast, and from the Apennines in the southwest to Lake Peipus in the northeast. The main German fortification lines are printed on the map (West Wall, Courland, Gothic, Wotan, East Prussia, etc.).

The units of maneuver are corps for the Western Allies, armies (plus artillery corps) for the Soviets, and divisions (yes!) for the Germans. The Western Allies' units are mostly four-steppers (two units, one on the map, one in holding), while everyone else has one- and two-steppers.

The game system is part of the well-received *Poland '39/Berlin '45* family. Rules cover: mobile assaults, Allied riverine and amphibious attacks, strategic and tactical airpower, 1st Allied Airborne Army, Ukrainian separatist guerrillas, Vlasov's Army, atomic bombs, German economic collapse, Soviet *Maskirovka* (secret deployment of reserves), Baltic Sea movement, Führer-Mandated Offensives, Watch on the Rhine/Vistula, the Alpine Redoubt, Operation Thunderclap, and much more. Complexity is about 5.90 on the XTR 1-9 scale. Playing time is about six hours.

If you've enjoyed such games as *Battle for Germany* and *End of the Iron Dream*, then *Smithereens* is for you. It's designed by Ty Bomba and developed by Chris Perello.

Smithereens will retail for \$29.95, *but if you order directly from XTR before its release date it's only \$24.95.*

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