

FIRE & MOVEMENT












THE FORUM OF CONFLICT SIMULATION

Nr.4 Nov-Dec \$1.50



RUSSIAN CIVILWAR

1918-1922

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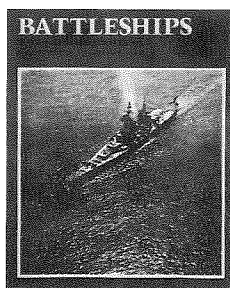
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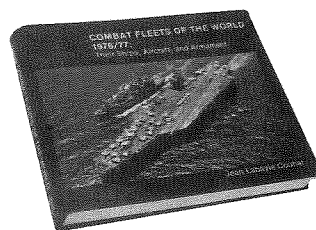
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By James C. Fahey

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United States in a series of small, succinct, and thorough books, *The Ships and Aircraft of the U.S. Fleet*. All of the early editions are interesting and some have now become important historically; that for 1939 because it shows the Fleet as it was on the eve of World War II; the 1941 Two-Ocean Fleet Edition because it chronicles the greatest naval expansion in American history; the 1942 War Edition which sold well over a quarter of a million copies and inventoried war losses with small black crosses; the Victory Edition of 1945 because it shows the Fleet at the height of its power and diversity at the moment the war was won.

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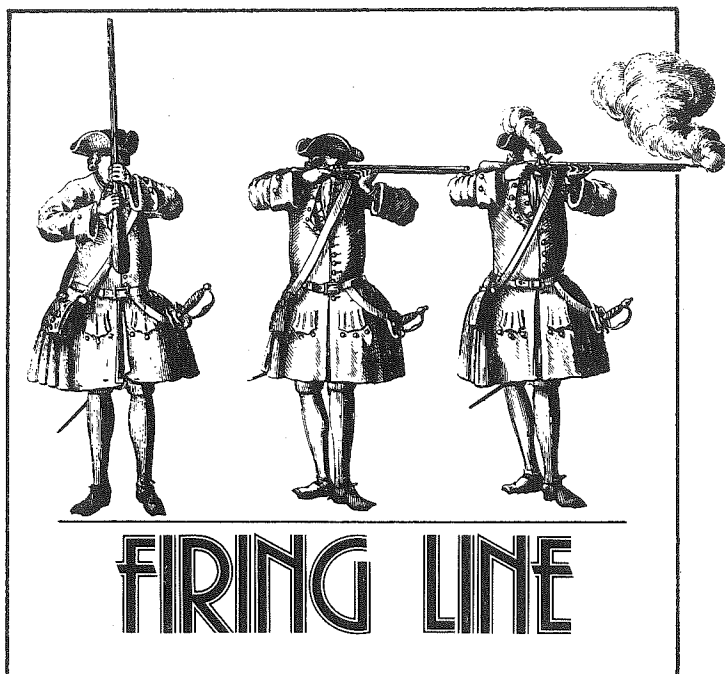
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ARE YOU SURE HUGH HEFNER STARTED THIS WAY?

Production here at **F&M** is shifting into high gear. In just four issues we have grown to a circulation we can be proud of and we've managed to solve — or at least cope with — most of the problems inherent in magazine production. Generally, all of the processes — graphics, layout, quality of content, organization, etc. — are under control. However, we are still having various technical problems from time to time — we're working on them! We also have that superb organization known as the US Mail helping us — we like to mail out the subscription copies of **F&M** at least two weeks before we mail copies to our retail outlets as a courtesy to our Loyal Subscribers. Since the US Postal Job Corps for the Mentally Deficient (USJCMD) perversely processes bulk mail packages more quickly than individual pieces of mail, it still happens that a few stores receive copies of **F&M** before some subscribers do. We don't like it, but there is nothing we can really do about it — until after the revolution.

IN THE BEGINNING WAS THE WORD

The articles which appear in **F&M** come from three sources. First, there is the backbone of our organization, the West Coast Mob. These are guys whom we can reach physically in the Southern California area and can plead, coerce, or flatter into writing for us. We rely on this cadre of very talented people to plug the gaps in the magazine and rescue us with last-minute rewrites. We have found that those with families are the most vulnerable to persuasion...

Our second source consists of the people listed in the masthead as Contributing Editors, but who don't live in Southern California. This group includes the Best and the Brightest in wargaming from around the world. They are SPI freaks, AH freaks, and others whose freakiness is in flux. Their work is supplemented by comments we solicit from the game designers and developers whose products they review.

Our third source is you, the readers and subscribers of **F&M**. Quite often we are pleasantly surprised to find in the morning mail articles submitted from wargamers in Timbuktu or Hoboken. These articles usually reflect a lot of thought and work, and are often interesting, insightful, even provocative. What is heartbreaking, however, is that most of the material thus received usually needs extensive rewriting or revision. Most wargamers, bright as they are, are not trained writers. At the same time, their ideas are too good to go to waste. To overcome this problem, we're kicking around the idea of doing

a short piece on how to write wargame criticism and related articles (basic stuff suggesting methods of organization, style, and general bugaboos of writing) so you, too, can win Fame if not Fortune on the pages of **F&M**...

(As a footnote to this business of writing for **F&M**, please remember that the one thing we are **not** interested in is publishing games ourselves. Please **don't** send any brilliant game designs to us, we've got enough hassles just trying to play The Game...)

WHO LOVES YA, BABY?

The Head Overseer and man with the most headaches at **F&M** is Rodger MacGowan. He does **all** of the business stuff for the magazine and virtually all of the graphics and layout for each issue — besides holding down a full-time job in television. In fact, all of us on the staff have 'real' jobs apart from the magazine: Mike McGuire is a banker, Frank Aker is a dentist, Mark Saha and I are screenwriters, etc. The point I'm trying to make is that **F&M** is a labor of love, produced through volunteer blood, sweat, toil, tears, and typos. Nobody gets paid any money at **F&M**. Our only compensation is the satisfaction of pulling off what no one else in the hobby has yet been able to do: produce entertaining, literate, useful game criticism in a periodical which examines the issues fundamental to our hobby with intelligence and style. (Of course there **is** the additional compensation of occasionally massaging our egos in print, but then nobody's perfect. Blush, blush...)

ONE HUMP OR TWO?

As is usual at **F&M**, we tried something different in this issue's Close-Up. Because of the multi-player, political nature of SPI's **Russian Civil War**, we had the game analyzed by a select committee of **F&M** staff members rather than by just one writer. Then, as their collective comments, observations, etc. were molded into a single, Pulitzer Prize calibre article by yours truly, the individual committee members wrote specialized modules giving even greater depth and breadth to the Close-Up. It can now be revealed that, initially, there were grim forebodings about doing a CU by committee (remembering how the camel was supposed to be the product of a committee that was trying to design a horse). But we are pleased to say we beat the odds and ended up with something which, we immodestly believe, enriches the cultural heritage of the Western World by raising the standards in game review/criticism. Incidentally, for their performance on the **RCW-CU** committee, Martin Campion received the Neatness Award, Ray Lowe got the Good Sportsmanship Trophy, and Mike McGuire was voted Miss Congeniality...

ALICE IN WARGAMELAND.

There is some debate among the **F&M** staff as to whether or not articles on non-historical or non-board games should **occasionally** be included in the magazine (e.g., cult games like **Dungeons & Dragons**, other fantasy or sci-fi 'combat' games, naval miniatures, etc.). The question is, is there enough interest among our readership to warrant the use of magazine space on this type of material? The problem with even **asking** this question of our readers is that surveys indicate wargamers in general (including **F&M** staffers) are not familiar enough with these 'peripheral' games to make an intelligent decision. These same surveys show that these games are highly rated by the few who do have experience playing them. If you have an opinion, let us know — or the unexpected may be sprung upon you.

WARCON III; TEXAS

The Texas A&M Wargames Society would like to announce WarCon III, to be held January 28, 29, and 30, 1977 in the Memorial Student Center on the Texas A&M University campus in College Station, Texas. Interested people should contact Keith Gross at P. O. Box 8199 College Station, Tx. 77844

by Richard DeBaun

FIRE & MOVEMENT

THE FORUM OF CONFLICT SIMULATION
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Firing Line

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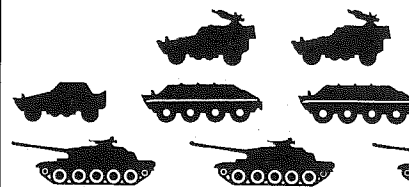
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GLOBAL WAR

BY JOHN FERNANDES

GLOBAL WAR: THE FINISHED PRODUCT

In the spring of 1975 a half-dozen intrepid playtesters and one harried and hounded developer got down to the mind-breaking labor of finishing the game **Global War**. By 'finishing' I mean, of course, the complete and exhausting playtesting process we had all gone through so many times before. The playtest group for this game included some really dedicated gamers. They were the kind of people who would do things like discuss the game at home and look up and research those aspects of the game they did not agree with so that their criticisms could be based on facts and not just personal feelings.

So what happened to **Global War**? Well, I'm not going to go into a prolonged post-mortem over an effort that was largely successful. Allow me simply to say that **our throats were cut** by a production schedule that was completely unrealistic for a production of this magnitude. In spite of the shortcomings of the game I am still an avid fan — of course I don't play by the standard rules! So others might share the fun, I herein present the final clarifications for those few muddy points which slipped into an otherwise marvelous game system. The following corrections are listed to correspond as closely as possible to the rules outline used in the game:

22.3 Land CRT: Use Errata Sheet CRT (July, 1975)

4.2 Sequence Outline: Insert, at the very beginning, before the first Axis naval phase, a 'Maintenance and Resource Allocation Phase.' (Explained below; 18.10)

5.66 overrun: (insert) 'Overrunning units must undergo the required counterattack in spite of the fact that overrunning is a function of movement and not combat.'

7.36 Overstacking: If the number of strength points in a given hex exceeds the legal limit at the end of a given movement

phase, the phasing player removes the counters of his choice to re-establish this limit. (This rule is important in Russia, as it allows the Russians to destroy unwanted fortification units later in the game which, due to the stacking rules limit their ability to counterattack the Germans.)

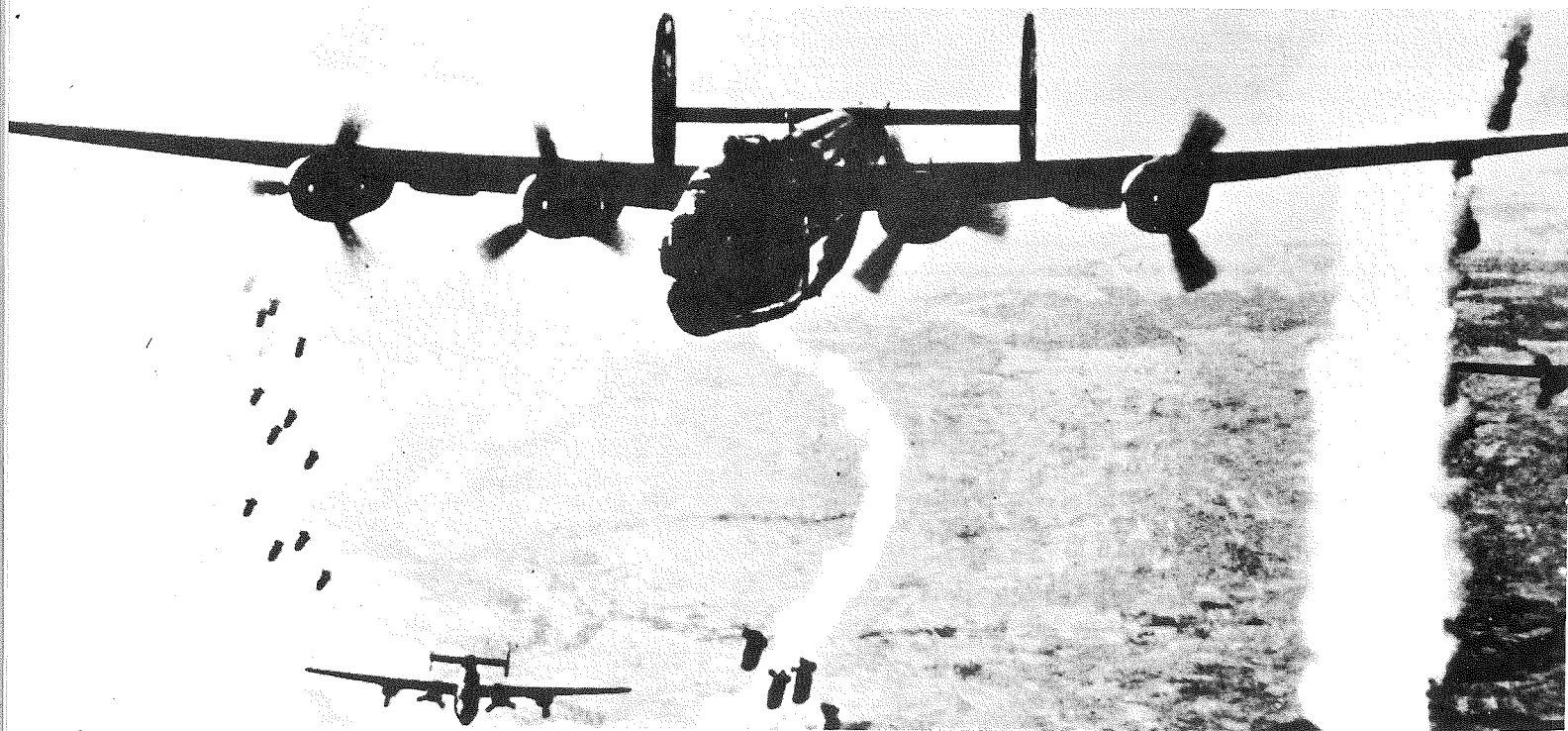
8.46 Counterattack: After each attack has been completed, the surviving defenders are allowed to counterattack one stack of the attacking force. This counterattack **always** takes place whether there are any survivors or not. If no defending units are left, the attack is at +0 superiority. (This reflects the regular attrition which would occur as a result of large scale campaigns) Example: 16 Axis strength points attack 10 Russian points at +6. The Axis are in 2 stacks (10 and 6). The result is a die roll of 4 calling for a Russian loss of 4 strength points. Before retreating, the Russians now counterattack at +0 one of the two attacking stacks. If the superiority had been +5, instead of +6 with 2 stacks (10 and 5 respectively), the surviving Russians would have counterattacked the smaller Axis stack at +1. The Axis player in this instance would choose what points would be removed from his stack by the counterattack, however the Russian player gets to decide which stack to counterattack. (This forces the attacker to form mixed stacks to prevent losses of mechanized units to counterattacks.)

8.73 The Stand Fast Order: After all movement is complete and all land attacks have been allocated, the defender may designate which of his defending stacks have received orders to 'Hold out at all costs.' The use of this rule has special results:

A. Whatever losses the defender receives according to the land CRT are increased by one.

B. Even if all defending units are destroyed, the attacker may not advance after combat.

C. Any surviving units are **not** required to retreat. The issuance of this kind of order is a matter of lunacy or desperation. As such, it may be used **only** under the following restrictions:



1. It may **not** be used in 'Small Island' operations.
2. No nation may use this rule until they have been involved in actual land combat for a minimum of three full turns.
3. Units destroyed due to the issuance of the order may **not** be rebuilt. (They have been annihilated obeying the order.)
- D. This rule does **not** apply to overruns.

11.0 Neutrality — General Rule: The Allies may violate neutrals. However, the violation of a neutral country has the effect of negating one violator production or supply center for victory purposes and turns it over to the opposing player, (for victory purposes **only**). The Axis may still violate Neutrals without penalty. It is advised that the Allied player seriously consider any violation of neutrals as this will seriously hamper his winning of the game! Also, the Allied player must occupy this violated nation with at least one land strength point at all times. If for some reason he should fail to do this, the nation reverts to pro-Axis nation status. If he again enters its territory he must **again** pay the violation penalty.

12.14 Surface movement: Commonwealth units may remain at sea at the end of a naval movement phase if they are stacked with a U.S. unit.

12.62 [Include 15.0 under exceptions.]

15.0 Naval combat: General Rule. Procedure:

1. During the Naval Movement and Combat Phase, the Phasing Player moves his units adjacent to the non-phasing Player's units. The attacker then announces his intent to attack the opposing stack with Carriers and ASW only. The defender then has the option to retreat before combat and suffers a Transit attack and may not be attacked again that phase. **However**, if the defending force decides to receive the attack without retreating, the Air attack proceeds and the engagement enters its **Second Segment**.

The **Second Segment** begins by the attacking player announcing his intention to 'close-in' for a gunnery exchange. The defender once again has the option to retreat before combat and receive a Transit Attack. If he refuses, the attacking stack enters the **same** hex with him and may attack with all units (including Surf A and ASW units) at his disposal within range requirements. The side with the greatest **total** losses accrued during both segments of the engagement must now retreat and suffers **no** transit attack. (It is important to note that the act of closing-in to gunnery range is considered movement through a zone of control and the advancing stack may undergo a transit attack by defending carriers and ASW while in the act of closing-in.)

This naval combat system is **radically different** from the one published in the game and from the one published in the errata. It was devised by me and submitted for study too late to be considered as the rules were already being printed!

Please Note: Surf B units now only control the hex they are in when they are at sea (or in port).

16.00 Naval supply; Small Islands: This section is not really where this rule belongs, but it is important to keep this in mind when you are fighting naval battles prior to invading small islands. No more than 6 strength points of fortification markers may exist on a Small Island Hex (ignore Supply Rules). Any additional units must be supplied by Sea in the normal manner.

18.00 Production

18.10 Maintenance and Resource Allocation:

At the very beginning of each player's turn it must be ascertained how he will allocate his available resources to the maintenance of his existing units. This maintenance capacity is equal to the **previous** turn's production capacity. (Or, on the first turn, to a nation's total productive capacity.)

A player may only **use** those units which may be maintained. All units in excess of the nation's maintenance capacity may neither move nor attack during the course of the ensuing player turn. They may, however, defend normally.

Procedure: After ascertaining his maintenance resources for a given turn, the phasing player then allocates them to his fighting forces as follows:

Infantry — 0

Mech — 1 per strength point

LRB — 1 per strength point

SS — 1 for 2 strength points

ASW — 1 for 2 strength points

Surf A — 3 per strength point

Surf B — 2 per strength point

Example: On game turn one, the Axis player has a total of fifteen maintenance points. He allocates these to maintain twelve Mech points, one LRB point and three SS points. Which means that the German Surface fleet cannot put to sea until turn two (or later). Units which cannot be maintained are turned face down on the board. They can be neither moved nor may they attack during the ensuing turn. They may defend normally, but **not** counterattack.

Special Rules: Russian Neutrality.

The Soviets may enter the war on a limited basis (peace time production) in the event of the following:

1. German violation of Swedish Neutrality.
2. German violation of Turkish Neutrality.
3. The taking of Suez by the Axis.
4. The German invasion of Britain.

Once Soviet territory is violated Russia goes to full wartime status. Russia may also go over to **full war** after any Axis turn in which total Soviet losses exceed 12 strength points (land). Russia may **not** build forts while in limited war. The U.S. may enter the war on a limited basis with the following conditions:

1. Axis in Gibraltar.
2. Axis in Suez.
3. Turkey Violated.

These conditions place the U.S. at war with Germany and Italy **only**. U.S. units in the Pacific portion of the map are left inactive.

The U.S. enters limited war with Japan if Siberia is violated. This releases all Pacific units to full active status.

The U.S. goes to full wartime production as soon as ten U.S. land, air, or sea combat units are destroyed as a result of combat (Cumulative Total).

JUST ANOTHER VARIANT?

'Alright!' You're going to say, 'So it's just another variant!' However, it's not another variant. There are many reasons for designing a conflict simulation. There are also several approaches to the production of one. One of them is **not** the proliferation of questions about a given historical period. If anything, a conflict simulation should offer a few answers to questions the owner may have concerning the rationale behind one action or another.

This is where, I think, **Global War** found its greatest failure. The game system generated more questions than it answered. This is not uncommon with a new game system, except that playing it a few times usually makes these questions clear and their answers manifest. This is why I shall now go into an explanation of why these changes should be entered into the rules to **Global War** from both an historical and a play standpoint.

1. Why a Maintenance and Resource allocation phase?

While playing the game, it should occur to you that in spite of the slow start the production schedule gets off to, the war starts with quite a bang. All Germany's Mechanized forces are up to snuff. (This is in spite of the enormous losses suffered to breakdowns in Poland and the complete overhaul of the **Panzer** organization after this campaign.) The German High Seas Fleet busts out into the Atlantic to square off with the British, and bombers fill the sky over London. **All at the same time!** It should be obvious to any student of history that the Germans had no idea the war was going to be as enormous as it was. Also their economy was simply not up to the strain of building new weapons and maintaining huge inventories of the existing ones in first class fighting trim. Up until January of 1941 it was simply a matter of, 'Does the fleet put to sea? Or do the planes and tanks get to use the oil?'

The British are in an even worse position. Much of the Grand Fleet was empty ships with skeleton crews. When the war did break out, reserve officers were called out of retirement, seamen were drafted and naval stores were stockpiled. Even after all these efforts, two years passed before the British Navy reached peak wartime strength. The unpreparedness of the U.S. economy is legendary.

What all this means in game terms is that the War, as a game, starts off a little more hesitantly. The Germans must decide whether the navy or the bomber wing should get fuel and technician man/hour priority. The Japanese must wait as long as they can before lashing out at the U.S. The Italians are woefully unprepared to enter the war. The British fleet slowly emerges from mothballs and lethargy, and the whole picture is more historically flavorful.

Of course, as the war progresses, this item becomes less important. However, as you get to the middle years, you find that you must again recheck your resources to be sure you have sufficient maintenance facilities to handle that new aircraft carrier.

And, of course, as the end approaches, the Axis finds it more and more difficult to wage a modern war with insufficient resources.

2. Why a land counterattack rule? At the very beginning of the war the Germans seem to win all the battles, while at the end they seem to lose them all. This, of course, isn't historically correct.

What the land counterattack rules shows is the constant wearing down of an attacking force by attrition. If a defending force is lucky enough to win a series of defensive tactical victories, he can follow up with an overall counterattack and regain considerable lost territory.

3. And while we're on counterattacks, I should explain the reason for the rule about destroying excess units. The Soviets, you see, build as many forts as they possibly can early in the war. Then, when the time comes to try to take back what has

been lost, they cannot mass a superior force against the Germans because space is taken by fort counters that can not be moved out of the way. Using this rule, the Soviets can move ten strength points into a given hex during the friendly movement phase and remove those excess fort counters he doesn't need and go to the combat phase normally.

4. The Stand Fast order isn't really as loony as it sounds. The Soviets most certainly should use it when the Germans are on the verge of capturing a production hex, and the Germans should use it in the event of an early Russian counterattack. (Hitler's famous **Stand Fast** order outside Moscow in 1941 wasn't as foolish as historians have made it out to be.) The only thing you have to keep in mind is whether you can afford the losses you are **going** to get.

5. The existing Neutrality rule forces the Allies to be a little more moral than they really were. After all, it was only a matter of timing that put German troops in Norway before the British.

This new rule allows the Allies to behave more like a participant in a World War, in which military necessity may sometimes override political considerations. But it is an action that should never be taken lightly.

6. The newer Naval movement and combat system was designed from the belief that prior to the widespread use of modern radar equipment, the distance at which fleets of ships could effectively deal with one another was surprisingly short. It is even suggested that the following variation be added for a little more authenticity in flavor without too much dirt being added:

When the attacking fleet moves adjacent to the defending one, a die is rolled. A result of one or two means that the defending fleet is spotted and combat continues. A roll of three or more means the opposing fleet has been missed and may not be attacked in any way. The same thing goes for transit attacks.

You may alter this by making it easier to spot a fleet based upon the number of units searching. The searching fleet may close-in in the hope of spotting the fleet on the second attempt. If the fleet is spotted while in the same hex, combat immediately proceeds to the second segment. (The opposing fleets are considered to have made visual contact.) You should add to this a rule that states that a fleet can attempt to spot another as long as it has sufficient movement points to move around and through it.

This rule complicates things a little, but adds a lot to the uncertainty of naval actions. After all, try reading accounts of the battle of the Coral Sea and Midway. They are reminiscent of blind men stumbling around in the dark with clubs in the hope of possibly coming upon one another, and then being able to do decisive damage. It would be advisable to play this variation with your fleet markers turned upside down to disguise the disposition of your naval strength and the whereabouts of your carriers.

7. The rules concerning Russian and U.S. neutrality are self evident. The Germans can no longer leave the Russian border unguarded while they romp through Spain, North Africa and Turkey.

IN CONCLUSION:

Of course there will still be some points of contention among players concerning the application of one rule or another. But I am confident that with the use of a little logic and a working knowledge of the historical period, the players should now have little trouble playing **Global War** in quite an exciting and rewarding manner. It is, after all, an enormously entertaining game, and a deeply engrossing mental exercise. It has my vote as one of the five best all time products produced by SPI and it would be sad if the playing public doesn't get a chance to view it in the most flattering light possible.





Panzer Leader '77

The following charts are designed for Avalon Hill's Panzer-Leader. The charts are designed to expand and update the game into modern tactical warfare with new AFVs and equipment for the United States, Germany, the United Kingdom and the USSR. Also presented for your gaming pleasure are three new scenarios which depict modern combat between British and Soviet troops in the near future.

BACK IN THE USSR by

Roy Easton

Man for man and tank for tank, the British Army of the Rhine (BAOR) is the most formidable military force in Europe today. Britain's precarious economic situation, however, has caused numerous reductions in the military budget, greatly reducing the effectiveness of this superb force. Currently, the BAOR is reorganizing into combined-arms Battle Groups composed of two Tank-Heavy and two Infantry-Heavy Combat Teams and this new organization is shown in Scenario 2.

The following scenarios depict a series of battles that might result from a Soviet invasion of West Germany and subsequent confrontations between the BAOR defenders and Soviet aggressors. This invasion might occur at a time when the United States is occupied with affairs in the Western Hemisphere and the Soviets feel that no American reserves will be available for Europe. The scenarios show how the overwhelming numbers of Soviet tanks can be partially offset by the superior armor and firepower of the British Chieftain tank.

SCENARIO ONE: MEETING ENGAGEMENT

Advance units of the Soviet 19th Guards Tank Division encounter elements of the 2nd Bn., Royal Tank Regiment and the 1st Bn., Royal Regiment of Wales screening the deployment of British and West German forces.

Set-up: The British player sets-up first anywhere on the Board. The Soviet player moves first and all Soviet units enter on the East edge of Board D at the beginning of turn one.

Game Length: Ten turns

Available Forces: (Note: all units from time period five)

BRITISH: (8) Chieftain; (1) Scorpion; (1) Scimitar; (4) FV-432 with C(H); (3) Infantry; (1) Close Support Inf (H)

SOVIET: (18) T-62; (6) Pt76; (6) BTR-40; (3) BMP with (G); (3) Inf; (1) JSU-152

Victory Conditions:

Victory is determined by the number of Soviet vehicular units which exit from the West edge of Board C by the end of game turn ten.

Soviet Decisive Exit 17 or more Vehicular units

Soviet Marginal Exit 13-16

Draw Exit 9-12

British Marginal Exit 5-8

British Decisive Exit 0-4

SCENARIO TWO: BREAKOUT

Driving westward, the Soviet 3rd Tank Army has encircled the British 4th Armoured Brigade whose only retreat route is held by a Battle Group of the Coldstream Guards.

Set-up: The British player sets up first anywhere on the Board. The Soviet player moves first and all Soviet units enter on the South edge of board D at the beginning of turn one.

Game Length: Twelve turns

Available Forces:

BRITISH: (8) Chieftain; (1) Scorpion; (1) Scimitar; (6) FV-432 with C(H); (1) Inf; (2) FV-432 (M); (6) Striker; (2) Abbot

SOVIET: (9); T-62; (3) T-55; (9) BMP with (G); (9) Inf; (3) 82mm (M); (1) BTR-50PK; (2) 100mm (A); (4) BRDM; (3) PT-76; (3) 152mm (H); (8) Truck

Special Rule: Before the British player sets-up at the beginning of the game, the Soviet player may destroy any or all of the bridges (except those in Grancelles) by placing a Block counter

(Continued page 12)

This is a list of all of the important units from 1940 to the present for use with the **Panzer Leader** Game System. They are listed according to unit type and nationality and each unit is described in four columns.

The first column, **Name**, gives the name that should appear on the unit counter.

The second column, **Values**, gives the Z-readout for the unit in the following order: Attack Strength-Weapon Class-Range/Defense Strength-Movement Allowance. The various letters for Weapon Class are explained below.

A — Armor piercing — as in Panzer Leader.

H — High explosive — as in Panzer Leader.

[H] — High explosive [capable of indirect fire] — as in Panzer Leader.

M — Mortar — as in Panzer Leader.

I — Infantry weapons — as in Panzer Leader.

B — Either A or H at players discretion, may switch from turn to turn.

E — Engineer — fires at full strength against any units in forts or towns and all non-armored vehicle units; fires at half strength against armored vehicles not in forts or towns.

G — Units equipped with Anti-Tank Guided Missiles [ATGM]; are removed from play after use [all missiles expended] unless otherwise indicated.

Some armored units, such as the U.S. M-3 tank have two weapons which may be used simultaneously. However, the Su BMP-76 may not fire its guns and missiles simultaneously; it may fire its missiles only once per game, but is not removed after firing them. The player should record which BMP's have fired their missiles.

The third column, **Period**, shows the approximate time period in which the indicated unit was used.

Period:

1 is 1939-40

2 is 1941-43

3 is 1944-50

4 is 1951-60

5 is 1961-Present

The fourth column, **Composition**, gives the approximate composition of the unit.

Up to four stacking points may be on any hex. All platoon-sized units count as one stacking point and all company-sized units count as two stacking points. Units representing a single missile launcher or detachment count as one half of a stacking point.

NAME	VALUES	PERIOD	COMPOSITION
Stuart	5-A-5/5-11	1	(5) M-5 Stuart w/37mm gun
Locust	5-A-6/3-15	3	(5) M-22 Locust w/37mm gun
Chaffee	11-A-8/7-11	3	(5) M-24 Chaffee w/75mm gun
M-3 Grant	(37) 5-A-5	1-2	(5) M-3 w/both 37mm gun and 75mm gun
M-4/75	(75) 8-A-8/5-8	2-3	(5) M-4 Sherman w/75mm gun
M-4/76	11-A-8/5-8	3	(5) M-4 Sherman w/76mm gun
M-26	14-A-10/10-9	3-4	(5) M-26 Pershing w/90mm gun
M-47	17-A-12/12-6	4	(5) M-47 Patton w/90mm gun
M-48	19-A-12/15-8	4-5	(5) M-48 Patton w/90mm gun
M-41	21-A-12/18-10	4	(5) M-41 Walker Bulldog w/76mm
M-60A1	15-A-12/7-12	5	(5) M-60 A1 w/105mm gun
M-60A2	24-A-14/19-10	5	(5) M-60 A2 w/152mm gun/launcher
M-60A3	35-B-8/19-10	5	(5) M-60 A3 w/105mm gun & laser
Sheridan	30-A-20/23-12	5	(5) M-551 Sheridan w/152mm gun
ACav	35-B-8/7-12	5	(3) M-551 Sheridans, (1) M-125, (1) M-113 w/12 Inf.

U.S. Assault Guns

M-8	10-H-10/4-11	1-2	(3) M-8 Stuart AG's w/75mm howitzer
M-4/105	14-H-10/9-8	2-3	(3) M-4 Sherman AG's w/105mm how
M-10	11-A-10/6-9	3-4	(4) M-10 AG's w/76mm gun
M-36	15-A-12/6-9	3-4	(4) M-36 AG's w/90mm gun
M-18	11-A-10/4-12	3-4	(4) M-18 Hellcat AG's w/76mm gun
Scorpion	17-A-12/2-10	4	(4) M-56 Scorpion AG's w/90mm gun
Ontos	35-A-6/2-12	4-5	(1) M-50 Ontos AG's w/6-106mm RR
Duster	12-H-14/6-10	4-5	(3) M-42 Duster AG's w/dual 40mm AA guns

U.S. Combat Engineer Vehicles

Crocodile	50-H-1/9-8	4	(5) M-4 Crocodile flamethrower tanks
M-48 AVLB	2-I-4/18-8	5	(5) M-48 Armored Vehicle
M-67	60-H-1/18-10	5	(5) M-67 flamethrower tanks
M-48(B)	21-A-12/18-9	5	(5) M-48 tanks w/Bulldozer blades
M-60 AVLB	4-I-4/19-8	5	(5) M-60 AVLB tanks
M-728(B)	25-E-4/19-9	5	(5) M-728 Combat Engineer Vehicle

U.S. and NATO Anti-Tank Guns

37mm	5-A-4/3-0	1-2	(4) 37mm AT guns
57mm	9-A-5/2-0	2-3	(4) 57mm AT guns
76mm	12-A-10/2-0	2-3	(4) 76mm AT guns
40mm	15-A-20/1-0	3	(4) 90mm AA or AT guns
75mm RR	9-A-4/3-1	3	(4) 57mm RR
106mm RR	25-A-8/2-0	4-5	(4) 106mm RR
M-150	30-G*25/8-12	5	(1) M-150 launchers w/Tow ATGM
Tow	30-G-25/2-16	5	(2) Jeeps w/Tow ATGM, may be dis
Tow	30-G-25/2-0	5	(2) Tow launchers
Dragon	30-G-10/2-0	5	(1) Dragon section w/ATGM
106mm RR	25-A-8/2-16	4-5	(4) Jeeps w/106mm RR, may be dismantled

U.S. Anti-Aircraft Guns

40mm	8-H-12/2-0	2-5	(6) 40mm Bofors AA guns
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U.S. Mortars

81mm	3-M-12/3-1	1-5	(6) 81mm mortars
107mm	10-M-17/2-0	1-5	(4) 4.2' chemical mortars

U.S. Artillery [Towed and Self-Propelled]

75mm	20-(H)-28/2-0	1	(6) 75mm field guns
105mm	40-(H)-32/2-0	1-5	(6) 105mm field guns
155mm H	60-(H)-36/2-0	1-4	(6) 155mm howitzer
155mm G	60-(H)-60/2-0	2-5	(6) 155mm guns
8" H	80-(H)-40/2-0	2-5	(6) 8 inch howitzer
M-7	40-(H)-32/7-8	2-3	(6) M-7 SP w/105mm gun
M-12	50-(H)-50/4-8	3	(6) M12 SP w/155mm gun
M-40	60-(H)-60/6-8	3-4	(6) M-40 SP w/155mm gun
M53	60-(H)-60/9-8	4-5	(6) M-53 SP w/155mm gun
M-55	80-(H)-40/9-8	4-5	(6) M-55 SP w/8" how
M-108	50-(H)-30/10-10	5	(6) M-108 SP w/105mm gun
M-109	75-(H)-50/10-10	5	(6) M-109 SP w/155mm gun
M-107	60-(H)-80/2-10	5	(6) M-107 SP w/175mm gun
M-110	100-(H)-40/2-10	5	(6) M-110 SP w/8" howitzer

U.S. Armored Cars and Recon vehicles

M-20	2-I-4/3-15	1-3	(6) M-20 AC w/MG
M-8	5-A-5/3-15	1-3	(6) M-8 AC w/37mm gun
M114	6-H-6/8-10	5	(6) M-114 recon vehicles w/MG
Lynx	8-H-12/8-10	5	(6) Lynx recon vehicles w/20mm gun

U.S. APC's and Weapons Carriers

M-3A1 Scout	2-C(I)-2*/2-14	1-3	(5) M3A1 Scout Cars w/MG
Halftrack	2-C(I)-2*/3-10	1-4	(5) M-3 halftracks w/MG
M-4	3-M-12/3-10	2-3	(6) M-4 halftracks w/81mm mortar
M-3	20-(H)-28/3-10	1-2	(6) M-3 halftracks w/75mm howitzer
T-48	9-A-5/3-10	2-3	(4) M-3 halftracks w/57 mm AT
M-16	8-I-4/3-10	2-3	(6) M-3 halftracks w/quad 50 cal-MG
M-59	3-C(I)-4/6-10	4	(5) M-59 APC w/MG
M-113	3-C(I)-4/8-12	5	(5) M-113 APC w/MG
M-106	10-M-17/8-12	5	(4) M-106 APC w/107mm mortar
M-125	3-M-12/8-12	5	(6) M-125 APC w/81mm mortar
M-132	40-H-1/8-12	5	(4) M-132 APC w/flamethrower
Truck	0-C-0/1-14	1-5	(3-6) Trucks
MICV	8-C(H)-12/10-12	5	(5) MICV APC w/20mm gun

U.S. Infantry and Support Units

Inf.	1-I-2/3-1	1-3	(1) Scout platoon
Inf.	2-I-2*/6-1	1-3	(1) Inf. platoon
MG	2-I-2*/4-1	1-3	(1) Weapons platoon
Arm. Inf.	4-I-2*/10-1	1-3	(1) Armored inf. platoon
Inf.	5-I-4/10-1	4	(1) Inf. platoon
Inf.	7-I-6/10-1	5	(1) Inf. platoon
Engineer	1-I-1/6-1	1-3	(1) Engineer platoon
Engineer	12-E-4/10-1	5	(1) Engineer platoon

British Tanks

A-13	4-A-5/4-10	1	(3) A-13 w/2pdr gun
Matilda	4-A-5/8-4	1-2	(3) Matilda w/2pdr gun
Valentine	4-A-5/7-4	2	(3) Valentine w/2pdr gun
Crusader II	4-A-5/5-12	2	(3) Crusader II w/2pdr gun
Crusader III	7-A-8/5-12	2-3	(3) Crusader III w/6pdr gun
Cromwell I	7-A-8/6-7	3	(3) Cromwell I w/6pdr gun
Cromwell IV	9-A-8/8-7	3	(3) Cromwell IV w/75mm gun
Sherman	10-A-8/8-8	3	(3) M-4/75 + (1) M4A4 tank w/17pdr
Churchill	7-A-8/10-5	2-3	(3) Churchill w/6pdr gun
Churchill-75	9-A-8/10-5	3	(3) Churchill w/75mm gun
Firefly	16-A-10/8-8	3	(4) M4A4 w/17pdr gun
Comet	16-A-12/12-10	3-4	(4) Comet w/77mm gun
Centurion V	15-A-12/12-6	4	(3) Centurion V w/84mm gun
Centurion X	20-A-12/14-6	5	(3) Centurion X w/105mm gun
Chieftain	25-A-12/19-8	5	(3) Chieftain w/120mm gun
Chieftain	18-A-20/19-8	5	(3) Chieftain w/120mm gun and laser rangefinder

British Close-Support Tanks

A-13 CS	14-H-5/4-10	1	(3) A-13 CS w/3.7 in howitzer
Crusader CS	10-H-4/5-12	2-3	(3) Crusader CS w/3 in howitzer
Churchill CS	15-H-5/10-5	3	(3) Churchill CS w/3.7 in howitzer

British Assault Guns

Achilles	16-A-10/6-9	3	(4) Achilles AF w/17 pdr gun
Archer	16-A-12/12-10	3-4	(4) Archer AG w/17pdr gun

British AVRE's [Armored Vehicles, Royal Engineers]

Churchill Flame	40-H-1/11-5	3	(4) Churchill w/flame thrower
Sherman Flail	9-A-8/8-8	3	(4) M-4 w/ flail mine-clearing devices
Val. Bridge	1-I-2/10-6	3	(4) Valentine w/bridges
Churchill AVRE	20-E-2/12-5	3-4	(4) Churchill AVRE's w/290mm mortar and bulldozer blade or fascine

Centurion AVRE	15-E-4/14-6	4-5	(3) Centurion AVRE w/165mm gun
Centurion AVLB	4-I-4/16-6	4-5	(3) Centurion Armored Vehicle Launched
Centurion X(B)	20-A-8/14-6	5	(3) Centurion X tanks w/bulldozer blades

British Armored Cars + Recon Vehicles

Daimler	5-A-5/3-16	1-3	(6) Daimler AC w/37mm gun
Humber	2-I-4/3-16	1-3	(6) Humber AC w/various MG
Staghound	5-A-5/4-14	2-3	(6) Staghound AC w/37mm gun
Staghound-75	12-A-8/3-14	2-3	(6) Staghound AC w/75mm gun
Ferret II	2-I-2/3-16	4-5	(6) Ferret AC w/MG
Recon HQ	4-H-12/4-10	1-4	(1) Scout car w/76mm mortar, (5)w/MG
Saladin	20-A-8/8-14	5	(8) Saladin AC w/76mm gun
Fox	16-H-12/6-16	5	(8) Fox AC w/30mm gun
Scorpion	20-A-10/12-12	5	(8) Scorpion tanks w/76mm gun
Scimitar	16-H-12/12-12	5	(8) Scimitar tanks w/30mm gun

British Mortars

76mm	3-M-8/3-1	1-4	(4) 76mm mortars
81mm	3-M-12/3-1	4-5	(6) 81mm mortars
107mm	10-M-17/2-0	1-5	(4) 4.2" mortars

British Anti-Tank Weapons

2pdr	5-A-4/2-0	1	(4) 2pdr AT guns
6pdr	9-A-5/2-0	2-3	(4) 6pdr AT guns
17pdr	14-A-10/2-0	3-4	(4) 17pdr AT guns
BAT	25-A-6/3-0	4	(4) 120mm recoilless Batt. Anti-Tank
Wombat	28-A-8/3-0	5	(4) 120mm recoilless Wombat guns
Striker	30-G-20/8-12	5	(1) Striker ATGM Launcher
Vigilant	30-G-20/4-16	4-5	(4) Ferret AC w/Vigilant ATGM
Swingfire	30-G-20/7-12	5	(3) FV432 w/Swingfire ATGM

British Artillery

25pdr	24-(H)-35/2-0	1-4	(4) 25 pdr gun-howitzers (2 per battery)
5.5"	32-(H)-42/2-0	1-4	(4) 5.5" guns (2 per battery)
7.2"	48-(H)-40/2-0	1-4	(4) 7.2" how (2 per battery)
Sexton	24-(H)-35/6-8	3-4	(4) Sexton SP w/25 pdr gun
Abbot	26-(H)-32/10-12	5	(4) Abbot SP w/105mm gun

British APC's and weapons carriers

Carrier	2-C(I)-2*/2-10	1-3	(6) Universal carriers w/Bren guns
Mortar Carr.	3-M-8/2-10	2-3	(4) Carriers w/76mm mortars
Saracen	2-C(I)-2*/7-12	4-5	(5) Saracen APC w/MG
FV432	6-H-6/8-12	5	(4) FV432 APC w/mg + (1) w/30mm
FV432(m)	3-M-12/8-12	5	(4) FV432 APC w/81mm mortars
FV432(w)	28-A-8/8-12	5	(4) FV432 APC w/120mm Wombat; Wombat may be dismounted
Kangaroo	2-C(I)-2*/6-8	3	(5) Kangaroo APC on Grant Chassis
Quad	O-C-O/2-14	1-3	(4) 'Quad' tractors for towing 25pdr
Truck	O-C-O/1-14	1-5	(3-6) Trucks

British Infantry and Support Units

Inf.	2-I-2*/6-1	1-3	(1) Inf. platoon
MG.	2-I-2*/4-1	1-3	(1) Weapons platoon
Inf.	10-I2*/25-1	1-3	(1) Inf. company
Engineer	3-I-2/10-1	1-4	(1) Engineer platoon
Inf.	4-I-4/10-1	4	(1) Inf. platoon
Inf.	8-I-6/10-1	5	(1) Inf. platoon
CS	10-H-10/8-1	5	(1) Close support detachment
Engineer	15-E-4/10-1	5	(1) Engineer platoon

German Tanks

Pz. II	2-A 4/6-10	1-2	(5) Pzkv II w/20mm gun
Pz. III D	4-A-5/6-10	1-2	(4) Pzkv III D w/37mm gun
Pz. III H	7-A-6/7-9	2	(4) Pzkv III H w/short 50mm gun
Pz. III J	8-A-6/7-9	2-3	(4) Pzkv III J w/long 50mm gun
Pz. IV C	6-A-6/6-9	1	(4) Pzkv IV C w/short 75mm gun
Pz. IV E	6-A-6/7-8	1-2	(4) Pzkv IV E w/short 75mm gun
Pz. IV F2	10-A-8/7-8	2	(4) Pz Kw IV FZ w/long 75mm gun
Pz. IV H (W)	11-A-8/7-8	3	(4) Pz Kw IV H w/long 75mm gun
Pz. IV H (SS)	14-A-8/8-8	3	(5) Pzkv IV H
Pz. V (W)	13-A-12/11-10	2-3	(4) Pzkv V (Panther) w/75mm L/70
Pz. VI a	15-A-12/12-8	2-3	(5) Pzkv VI a (Tiger w/88mm L/55
Pz. VI b	20-A-12/16-6	3	(5) Pzkv VI b (King Tiger w/88 mm
Leopard I	24-A-14/18-12	5	(5) Leopard w/105mm gun
Leopard II	30-A-20/24-12	5+	(5) Leopard II w/105mm gun

German Assault Guns

GW 38 (m)	20-H-12/5-6	2-3	(2) SIG 33/1 AG w/150 mm howitzer
Wirbelwing	14-H-10/6-8	2-3	(3) FlPz IV tanks w/20mm (4) gun
Stu H 42	14-H-12/12-8	2-3	(6) Stu H 42 AF w/105 mm howitzer
Stg III	7-A-6/10-8	2	(6) Stg III AG w/short 75mm gun
Stg III	12-A-8/12-8	2-3	(6) Stg III AG w/long 75mm gun
Hetzer	12-A-8/12-6	2-3	(6) JgPz 38 AG w/long 75 mm
Marder	12-A-8/7-8	2-3	(6) SdKfz I 38 AG w/long 75mm gun
JgPz IV	16-A-12/9-8	3	(6) JgPz IV AG w/75mm L/70 gun
JgPz V	20-A-12/15-9	3	(6) JgPz V AG w/88mm L/71 gun
Elefant	20-A-12/16-5	2	(6) JgPz VI (P) (Elefant) AG w/88mm
JgPz VI	22-A-12/18-5	3	(6) JgPz VI AG w/128mm L/55 gun
Nashorn	20-A-20/6-8	2-3	(6) JgPz IV (Nashorn) AG w/88mm
Brummbär	25-H-8/14-7	3	(6) Stu. H. 43 (Brummbär) AG
JgPz 4-5	14-A-12/8-12	5	(4) JgPz 4-5 AG w/90mm gun

German Anti-Tank Guns

37mm	4-A-4/3-0	1	(4) 37mm AT guns
28mm	7-A-5/3-0	1-2	(4) 28mm/20 AT guns
50mm	8-A-5/3-0	2-3	(4) 50mm AT guns
75mm	13-A-6/2-0	2-3	(4) 75mm AT guns
88mm/56	14-A16/1-0	1-2	(4) 88mm L/56 AA guns
88mm/71	20-A-20/1-0	3	(4) 88mm L/71 AA guns
JgPz R	30-G-25/8-12	5	(2) JgPzR launchers w/SS-11 ATGM
HOT	30-G-30/8-12	5	(1) M-113 w/HOT ATGM
COBRA	30-G-10/2-16	5	(4) Jeeps w/COBRA ATGM
Milan	30-G-12/2-0	5	(1) Milan section w/ATGM

German Armored Cars and Recon Vehicles

SdKfz 222	3-H-6/2-12	1-2	(7) SdKfz 222 AC w/20mm gun
SdKfz 234/1	4-H-8/3-16	2-3	(7) SdKfz 234/1 AC w/20mm gun
SdKfz-234/2	12-A-6/3-14	2-3	(7) SdKfz 234/2 AC w/50mm gun
SdKfz 234/4	13-A-8/3-14	2-3	(7) SdKfz 234/4 AC w/75mm gun

German Artillery [Towed and SP]

Nebelwerfer	60-(H)-16/20	2-3	(6) 150mm Nebelwerfer rocket launchers
75mm	20-(H)-28/2-0	1-3	(6) 75mm field guns
105mm	40-(H)-32/2-0	1-4	(6) 105mm field guns
150mm	60-(H)-36/2-0	1-4	(6) 150mm field guns
170mm	50-(H)-80/2-0	1-3	(6) 170mm heavy guns
Wespe	40-(H)-32/5-8	1-3	(6) 105mm Wespe SP
Hummel	60-(H)-24/6-8	1-3	(6) 150mm Hummel SP
Maultier	50-(H)-12/4-10	2-3	(6) 150mm Maultier SP rocket launchers

German Anti-Aircraft Guns

20mm	4-H-10/1-0	1-3	(6) 20mm AA guns
20mm(4)	14-H-10/1-0	1-3	(3) quad 20mm AA guns
37mm	6-H-12/1-0	1-3	(3) 37mm AA guns
50mm	14-H-16/1-0	2-3	(3) 50mm AA guns

German Mortars and IG's

81mm Mor	3-M-12/3-1	1-4	(6) 81mm mortars
120mm Mor	15-M-20/2-0	1-3	(4) 120mm mortars
75mm IG	2-H-12/2-0	1-3	(2) 75mm infantry howitzer
150mm IG	20-H-12/2-0	1-3	(2) 150mm infantry howitzer

German APC's and Weapons Carriers

SPW 251/10	3-C(H)-4/4-10	1-3	(1) SdKfz 251 w/37mm gun, (4) w/MG
SPW 251	2-C(H)-2/4-10	1-3	(5) SdKfz 251 w/MG
GW 251/2	3-M-12/4-10	1-3	(6) SdKfz 251 w/81mm mortar
SdKfz 7	0-C-0/2-10	1-3	(4-6) SdKfz prime movers
Marder	8-C(H)-10/8-12	5	(5) Marder apc w/20mm gun
SPN	3-M12/8-12	5	(4) SPN apc w/81mm mortar
SPZ 52-3	15-M-20/6-12	5	(4) SPZ 52-3 w/120mm mortar

Wagon	0-C-0/1-3	1-3	(4-6) Wagons and horses
Truck	0-C-0/1-12	1-3	(4-6) Trucks

German Infantry and Support Units

Security	2-I-2/5-1	1-3	(1) Security platoon
Inf.	3-I-2*/8-1	1-3	(1) Infantry platoon
SMG	6-I-1/6-1	2-3	(1) SMG platoon
Engineer	3-I-2/10-1	1-3	(1) Engineer platoon
Inf.	7-I-4/10-1	4	(1) Inf. platoon
Inf.	10-I-6/10-1	5	(1) Inf. platoon
Engineer	15-E-4/10-1	5	(1) Engineer platoon

Soviet Tanks

BT-7	8-A-3/2-12	1	(10) BT-7 w/45mm gun (C)
T-34/76A	8-A-4/5-8	1-2	(10) T-34/76A w/76mm gun (C)
T-34/76C	12-A-6/9-11	2-3	(10) T-34/76C w/76mm gun (C)
T-34/85	15-A-8/10-11	2-4	(10) T-34/85 w/85mm gun (C)
KV-1B	12-A-6/13-10	1-2	(10) KV-I w/76mm gun (C)
KV-II	40-H-8/12-5	1-2	(10) KV-II w/152mm how. (C)
KV-85	15-A-8/13-10	1-2	(10) KV-I w/85mm gun (C)
JS-II	18-A-8/12-8	2-3	(10) JS-II w/122mm gun (C)
JS-III	18-A-12/15-8	3-5	(10) JS-III w/122mm gun (C)
PT-76	6-A-6/4-12	4-5	(3) PT-76 recon tanks w/76mm gun (C)
PT-76	18-A-8/10-12	4-5	(10) PT-76 (C)
T-54	20-A-10/14-8	4	(10) T-54 w/100mm gun (C)
T-55	10-A-10/9-10	5	(3) T-55 w/100mm gun (C)
T-55	30-A-10/23-10	5	(10) T-55 (C)
T-62	14-A-12/10-10	5	(3) T-62 w/115mm gun (C)
T-62	42-A-12/25-10	5	(10) T-62 (C)
T-70	15-A-20/12-12	5	(3) T-70 w/122mm gun (C)
T-70	45-A-20/30-12	5	(10) T-70 (C)
T-10M	10-A-12/19-7	5	(3) T-10M heavy tanks w/122mm gun (C)
T-10M	30-A-12/50-7	5	(10) T-10M heavy tanks (C)

Soviet Assault Guns

SU-76	12-A-5/9-9	1	(10) SU-76 AG w/76mm gun (C)
SU-85	14-A-8/12-11	2-3	(10) SU-85 AG w/85mm gun (C)
SU-100	16-A-8/15-8	2-5	(10) SU-100 AG w/100mm gun (C)
JSU-122	17-A-10/15-7	3-5	(10) JSU-122 AG w/122mm gun (C)
JSU-152	40-H-10/16-7	3-5	(10) JSU-152 AG w/152mm how. (C)
ASU-85	6-A-10/4-10	5	(3) ASU-85 AG w/85mm gun (C)
ASU-85	18-A-10/8-10	5	(10) ASU-85 AG w/85mm gun (C)
ASU-57	5-A-10/8-10	5	(3) ASU-57 AG w/57mm gun (C)
ZSU-23/4	20-H-10/4-10	5	(4) ZSU-23 SP tanks w/quad 23mm guns (C)
ZSU-57/2	12-H-15/5-10	5	(4) ZSU-57 SP tanks w/duel 57mm guns (C)

Soviet Anti-Tank Guns			
45mm	7-A-3/3-0	1-2	(6) 45mm AT guns
57mm	9-A-4/3-0	3-4	(6) 57mm AT guns
76mm	12-A-5/2-0	2-3	(6) 76mm AT guns
85mm	14-A-14/2-0	3-5	(6) 85mm AT guns
100mm	20-A-12/2-0	4-5	(6) 100mm AT guns
122mm	16-A-10/2-0	4	(6) 122mm AT guns
82mmRR	12-A-4/3-1	4-5	(6) 82mm RR
107mmRR	22-A-8/2-0	4-5	(6) 107mm RR
BRDm	27-G-12/4-10	5	(1) BRDM w/Sagger ATGM

Soviet Armored Cars			
BTR-40	3-I-4/3-10	5	(6) BTR-40 AC w/MG

Soviet Mortars			
82mm	2-M-12/3-1	1-3	(6) 82mm mortars
82mm	3-M-12/3-1	1-5	(9) 82mm mortars (WWII)
120mm	24-M-20/2-0	1-5	(8) 120mm mortars
160mm	20-M-24/2-0	4-5	(6) 160mm mortars
240mm	100-M-26/2-0	4-5	(6) 240mm mortars

Soviet Artillery			
76mm	3-H-10/2-0	1-3	(4) 76mm howitzers
122mm	40-H-20/2-0	1-3	(6) 122mm howitzers
122mm	40-(H)-30/2-0	5	(6) 122mm howitzers
152mm	60-(H)-40/2-0	1-5	(6) 152mm howitzers
140mm R	25-(H)-26/2-0	4-5	(6) 140mm rocket launchers
200mm R	80-(H)-50/2-0	5	(6) 200mm rocket launchers
240mm R	100-(H)-60/2-0	5	(6) 240mm rocket launchers
M-13	40-H-24/2-12	2-4	(6) M-13 'Stalin Organ' rocket launch

Soviet APC's and Weapons Carriers			
Halftrack	3-C(I)-2/3-10	2-3	(4-10) M-3 halftracks w/MG
BTR-60p	6-C(I)-4/3-10	4	(4-10) BTR-60P APC w/MG
BTR-50P	6-C(I)-4/4-10	4-5	(4-10) BTR-50P APC w/MG
BTR-50PK	15-M-20/6-10	4-5	(4) BTR-50PK APC w/120mm mortar
BMP	20-G-12/8-10	5	(5) BMP-76 APC w/73 mm gun +
	10-C(A)-8/8-10	5	Sagger ATGM (Sagger may be used once)

Soviet Infantry and Support Units			
Inf.	5-I-2*/16-1	1-3	(1) Inf. company
Guards Inf.	6-I-2*/18-1	3	(1) Guards inf. company
Recon.	3-I-1/6-1	1-3	(1) Recon company
SMG	6-I-1/6-1	1-3	(1) SMG company
Engineer	3-I-4/10-1	1-3	(1) Engineer company
Inf.	3-I-2*/6-1	4	(1) Inf. platoon
Inf.	6-I-4/8-1	5	(1) Inf. platoon
Engineer	10-E-4/8-1	5	(1) Engineer platoon

on the bridge hex. Destroyed bridges are unusable during the game.

Victory Conditions:

If there are undisrupted Soviet combat units adjacent to three or four of the four Grancelles bridge hexes at the end of game turn twelve, the Soviet player wins. Otherwise, the British player wins.

SCENARIO THREE: THE GAP

As the Soviet assault continued, a lightly defended gap appearing between the 18th Tank Division and the 81st Mechanized Division was the target of a counter-attack led by the Royal Scots Dragoon Guards.

Set-up: The Soviet player sets-up (A) units anywhere on Board. British player moves first and all units may enter anywhere on the West edge of board C. Soviet (B) units enter in column on any single road hex on board D on turn two.

Game Length: Twelve turns

Available Forces:

BRITISH: (12) Chieftain; (1) Scorpion; (1) Scimitar; (10) FV-432 with C(H); (1) Close Support Inf (H); (9) Striker; (3) FV-432 (M); (2) Abbot; (2) M-109

SOVIET:Group A: (6) BMP with (G); (6) Inf; (2) 100mm (A); (3) BRDM; (2) Truck **Group B:** (18) T-62; (6) PT-76; (6) BTR-40; (3) BMP (G); Inf; (1) JSU-152

Victory Conditions:

Victory is determined by the number of British vehicular units (not including Strikers) which exit from the East edge of the Mapboard by the end of game turn twelve.

British Decisive.... Exit 17 or more vehicular units

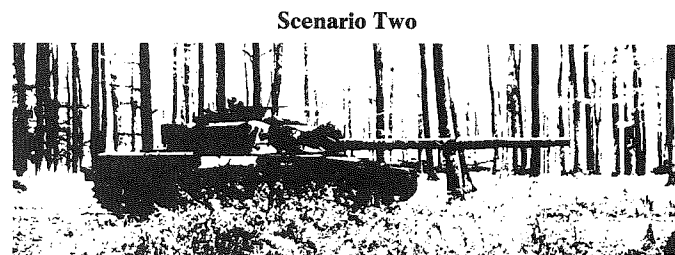
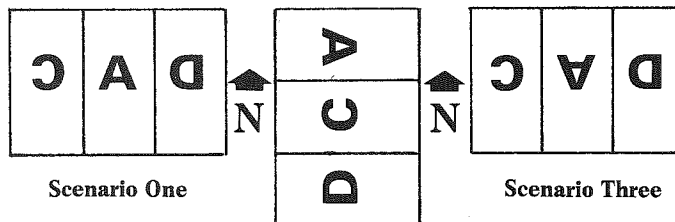
British Marginal.... Exit 13-16

Draw Exit 9-12

Soviet Marginal Exit 5-8

Soviet Decisive Exit 0-4

MAP CONFIGURATIONS:



NOTES ON THE UNITS AND SCENARIOS

1. All of the **Panzer Leader** rules are to be used in these scenarios including the 'Opportunity Fire' optional rule. The use of the 'Smoke Shell Concentrations' experimental rule is highly recommended. All rules modifications listed in this section supersede those in **PanzerLeader**.

2. A new Weapons Class is introduced in these scenarios and its capabilities are explained below:

G—These units are equipped with Anti-Tank Guided Missiles (ATGM) and suffer no range attenuation (they use their full attack strength at all ranges), but may not fire at targets in adjacent hexes nor may they fire over river hexes (water tends to short-circuit the guidance wires). They may only fire at vehicular targets and are removed from the game after firing (but are not counted as eliminated). The Soviet BMP units may only fire their missiles once, but are **not** removed after use since they can use their 76mm gun (keep track of which ones have fired their missiles).

3. All units in these scenarios are platoons and the maximum stacking is 4 units per hex.

4. The British turreted self-propelled guns (Abbot, M-109) may use Opportunity Fire even on turns for which they were targeted for Indirect Fire. The Soviet 152mm howitzers (towed) may use Indirect Fire.

5. The following procedure is followed for all tracked vehicles wanting to cross a stream hex. The unit moves into the stream hex at the cost of the other terrain in the hex and ceases movement. It spends one complete Movement Phase on the stream hex during which it cannot fire and defends at half strength. On the following turn it may move normally on the other side of the stream.

6. C-class units may fire and load or unload troops in the same turn. Infantry units may not be carried on tanks and **Panzerblitz** assaults may not be used.



Details from the Workshop

Game Designers' Workshop prides itself on the detail in its wargames. Just as the lack of a single horseshoe can mean loss of a kingdom, so lack of vital detail can lose your interest: We design every game with just the details it needs to intrigue your mind for session after session.

For example, En Garde! is more than simply a role-playing game of 17th Century Society. The thrust of the game is focused on increasing social standing, but we didn't stop there. A complete fencing system allows players to resolve their disputes in detail; every sword hit counts!

Torgau is a straightforward battle game, enhanced by the details we have inserted. Formation changes, separate fire and melee values, multiple units types (not just infantry and artillery, but pandours, hussars, carabineers, Guards and dragoons), morale, and step reduction.

Narvik is more than just an invasion game of 1940. The game requires attention to detail as the German player manages a far-flung invasion of Norway, constrained by shipping capacities, the need to plan at least one turn ahead, and restricted by lack of forces (France, of course, had first priority.)

GDW works hard to present the detail essential to true historical accuracy in simulation. Not very surprisingly, such attention makes them play quite well, too. . .

CRIMEA

The entire Crimean War, 1854-55, recreated with step-reduction of losses, and a specially designed turn sequence allowing detailed tactical resolution of the battles created by strategic action. The scale of 1 mile hexes and brigade or regiment level units makes the Battles of Inkerman, the Alma, the Malakov Redoubt possible, even necessary as the Allies move to seize Sevastopol, and the Russians fight to defend it. Additional rules cover gunboats, siege artillery, cholera, and strategic options. Scenarios cover the historical battles in the Crimean Peninsula, even to a micro-game of Balaclava 8.75

1815: THE WATERLOO CAMPAIGN

Napoleon's last battle, with a map covering Waterloo, Quatre Bras, and Ligny, and division or brigade level units. Step reduction of losses, artillery bombardment rules, and shock points to express the strength of the Old Guard and of cavalry out of proportion to their numbers. Off-map movement rules, weather, historical force strengths, and optional additions. . . 8.75

TORGAU

Frederick the Great, in his bloodiest battle of the Seven Years' War. Regimental level units with step reduction through up to four steps, and with associated morale/rout risks as more steps are lost. Fire and maneuver are mingled using adapted miniature soldier concepts, as units choose individually to move, change formation or fire volleys during the turn. The Approach March rule inserts the uncertainty every commander feels as he moves to battle, while victory conditions reflect his goals. Over 450 backprinted unit counters, and a 22x35 inch map. 8.40

THE RUSSO-JAPANESE WAR

Considerable controversy as to whether the Russo-Japanese War was primarily a land campaign with naval support, or primarily a naval campaign with some troop activity, has prompted the Workshop to employ a unique new approach to simulating this war. Two complete, new games were designed, one of the sea war, the other of the land campaign, 1904-05. Each is entirely independent, and playable separately; but both may be combined for detailed simulation of all aspects of Japan's first war with the West. Both games (Tsushima, and Port Arthur) are packaged separately, or available together for 10.00

TSUSHIMA

The naval campaign between Russia and Japan, culminating in the arrival of the Russian Baltic fleet, and the Battle of Tsushima. Individual ships on 100 mile hexes sail in fleets and task forces to spot the enemy, and then destroy him. Combat is realistically fought on a battle board section allowing variance in range and limited maneuver. Strategic movement options allow access to Europe and the Baltic, while special rules reflect the character of ships, running aground, mines, torpedo boats and naval gunfire. One integrated map and 176 ship counters and markers. 6.00

PORT ARTHUR

The land campaign between Russia and Japan, 1904-05. Division level units, plus brigades and regiments as needed. Hit markers gradually reduce unit strength, while supplies allow it to be rebuilt. Siege artillery and multiple invasion options. Cavalry and Cossacks. Abstract rule simulates the sea war 6.00

OTHER WORKSHOP GAMES

GDW also publishes the continuing Europa Series of games on WWII, using consistent unit counters and matable maps (at 16 miles/hex). Playable separately (except for Unentschieden), they may be mated for interaction between theatres. Currently available:

Drang Nach Osten, Germany's Fall Barbarossa at the division level, 1941-42 14.75
Unentschieden, a continuation of DNO, providing maps, units, and rules thru 1945 . . 13.85
Narvik, the Invasion of Norway by Air and Sea, Spring, 1940. Regimental level 8.75
"Their Finest Hour," The Battle of Britain at both Sqdn. and Gp level, plus naval and land coverage of Sea Lion 12.75
—other games currently under development—

ALSO AVAILABLE

En Garde! Role-playing game of swashbuckling gentlemen adventurers, 17th Century . . . 4.00
SSN, Modern Anti-Submarine Warfare on the High Seas, 1970-79 8.00
Triplanetary, Space Combat in the Solar System, 1999 and beyond 8.00
Chaco, the Chaco War, Bolivia vs Paraguay, 1932-35 6.80

GAME DESIGNERS' WORKSHOP
203 North Street, Normal, IL 61761 USA

ORIGINS '76

by
Al Bisasky

Once upon a time, in a shabby backroom at the offices of Avalon Hill, a few of the members of Interest Group Baltimore decided that it would be a neat idea if they held a convention in the town where wargaming (the cardboard version) saw its birth. They would get Avalon Hill to sponsor it, put on tournaments, a trade show, and all the other miscellaneous things you have at a convention, and wargamers from near and far would come to have a wonderful time. So with their spirits high and this half-baked idea in their heads, Interest Group Baltimore (IGB) managed to pull off the ORIGINS I convention in July of 1975. It turned out to be the most successful wargaming convention to date. So much for ancient history.

With such a successful convention last year it was only natural for IGB to shoot for the hat trick and try for a repeat performance this year. To make a long story short, they pulled it off. Not only was ORIGINS II a success, but the people involved managed to take a good thing and make it even better. But to paraphrase Bill Shakespeare, I came to tell you what went down, not to blow the horn for the guys who made it what it was. So with tongue-in-cheek and a chagrined look on MacGowan's face, I present to you THE BAWLAMER CON STORY...

'Bawlamer', for those of you who may not be natives and/or do not speak the local lingo, is Bawlamerese for Baltimore, Maryland, the site of this year's, and last's, ORIGINS convention. The con was held during three of the hottest and most raunchy days that this town has become famous for. The location site was on the beautiful Johns Hopkins University's Homewood campus, right in the middle of 'Charm City.' So much for the weather report and commercials. Anyhow, wargamers from as far away as California, Canada, and Florida came in droves to participate in the tournaments, to meet their fellow wargamers, and to see what was new in the hobby. They were not disappointed.

Of all the things that went on during that weekend in July, the most interesting and successful had to have been the trade show. This is where all the big and small producers of wargames and related paraphernalia came to show off their new wares and seek that which is all important to the design, development, and production of wargames. That certain something that makes this great hobby of ours what it is today: **Money**. A brief description of what went on at the trade show regarding the gamers in attendance would be: **they came, they saw, they bought...and bought...and bought**. It was like watching a 57,000 cubic foot body with two million arms all holding twenty dollar bills and shouting at the company reps for games over a din that made the '69 Superbowl sound like a New England church service. To say that there were wall-to-wall wargamers is no exaggeration. Needless to say, all of the company reps that I talked to were extremely pleased.

Hawkin', Horsetradin', and the Kid with the California Tilt

Probably what most of the troops that weren't there are interested in, as far as the trade show is concerned, is what games everybody seemed to be buying up in great numbers. Interested or not, you're gonna hear about it anyway! Now then, over at the Avalon Hill camp, that was strategically placed right in front of the main entrance (I wonder how they managed to get that location?) the big sellers were: **RUSSIAN CAMPAIGN**, **CAESAR: THE BATTLE OF ALESIA**, and (the biggest seller) **STARSHIP TROOPERS**. This year AH has reverted somewhat to the back-in-the-old-days type of simplicity. I for one am glad to see the resurrection of the simple, easily learned, fun-type conflict simulation. And from what I

can gather, anything that **doesn't** have a rules booklet that looks like an army technical manual is like a breath of fresh air to most wargamers.

Meanwhile, over at Simulation Publications' digs, the big number from the Big Apple was **TERRIBLE SWIFT SWORD**. The rumors and the vibes have it that T.S.S. is probably the best design ever from SPI. And at twenty bucks a shot, it damned well ought to be! Another new one that was much in evidence was their super deluxe, bookcase-boxed and window-dressed **RUSSIAN CIVIL WAR**. I didn't get a chance to look at the game itself, but with the number of copies that I saw floating around perhaps I should have taken a closer look. I understand that the mapboard is even mounted, which in itself deserves a close inspection. Could this possibly be the start of a trend over at SPI?

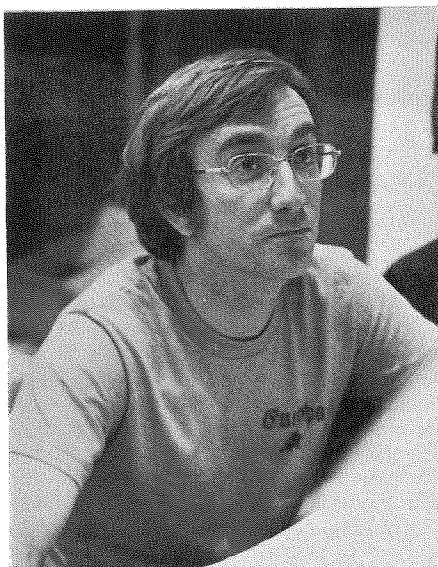
GDW, which stands for Game Designer's Workshop, (not 'goddammed wargames' as many wives and girlfriends will tell you) was doing quite well with their two new efforts: **BATTLE FOR MIDWAY** — Decision in the Pacific, 1942 and **AVALANCHE** — The Salerno Landings. This was the first time that I have had a chance to even give a casual look at their designs and I must say that I am very impressed, especially with their **Europa Series**. The **Europa Series** is comprised of, at the present time, four indepth simulations of major campaigns of the European Theatre of Operations in World War II. The first of the series, **DRANG NACH OSTEN!** won the **CAMPAIGN/PANZERFAUST** Magazine Subscriber's award for the best wargame design of all time. If the award sounds like a mouthful, you should see the game! Would you believe 'Fall Barbarossa' done with five, count 'em, five mapboards and 1700 unit counters? If that's not enough for you, they have the continuation of the Russian Campaign, compatible with **DNO**, **UNENTSCHIEDEN**. If you're an Eastern Front freak, this definitely looks like the way to go (not to mention SPI's **WAR IN EUROPE**).

Also on the subject of the Eastern Front is **EAST FRONT** by Control Box. Control Box Inc. is probably the smallest company producing games — they have but one game and one designer. That one designer, Stephen Bettum, was once a computer programmer for SPI and while it doesn't look like Stephen will offer any great amount of competition to his ex-employer at this time, it's hard to overlook a game like **EAST FRONT**. It is the first game that I know of that uses hexagonal shaped unit counters. Overall its graphics are very well done. There is, however, a drawback to this game; namely, the \$15.00 price tag. And, unfortunately, alot of people are going to pass it up because it's from a small company. Which is a real shame as this is such a good design. If you took the same exact game, unchanged, and stamped Avalon Hill on the box, you guys would pay fifteen bucks without batting an eye!

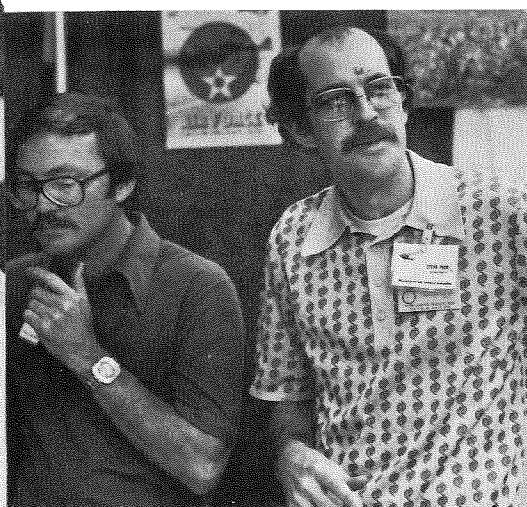
VON MANSTEIN was doing a decent trade for the Rand Company, I'm very pleased to say. Of all the games on the Eastern Front in World War II, this one in my opinion, stands among the best. Now if Rand could only manage to do something about the errata that almost ruins their designs.

Since **FIRE & MOVEMENT** is a 'forum', I can make the following statement and get away with it. Of all the new games that made their debut at ORIGINS II, there were only two that I considered buying. They were **SUBMARINE** and **AIR FORCE**, both from Battleline Publications. They also just happen to have been Battleline's two biggest sellers next to their little plastic trays (which much to Battleline's surprise sold better than all their games combined). I don't have the space, unfortunately, to go into the why's and wherefores of why I like their two latest efforts. I will, however, direct your attention to issue #3

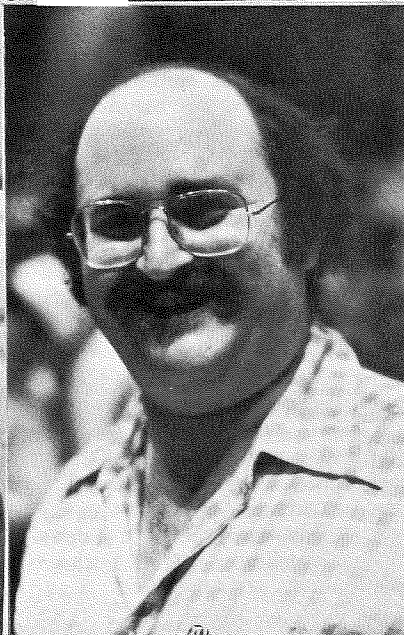
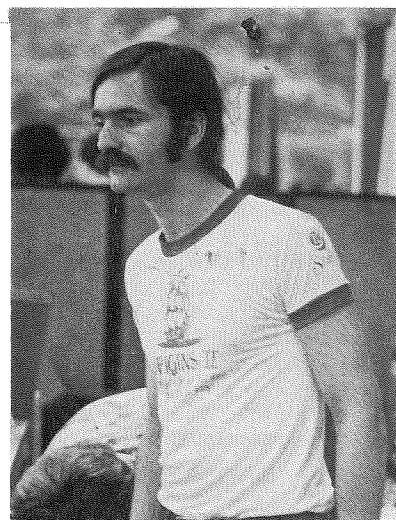
Paul Richard Banner of GDW



Mike Williford & Steve Peek of Battleline

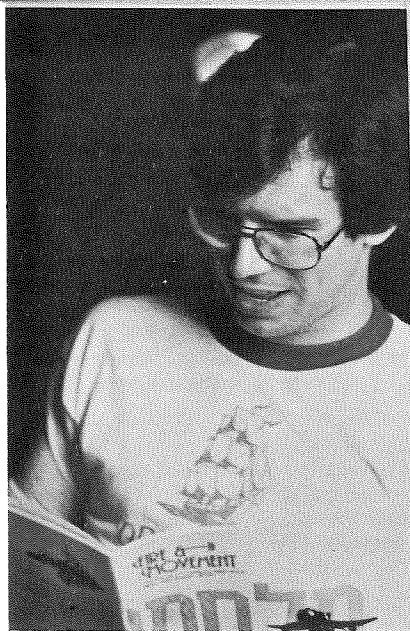


Jack Greene Jr.

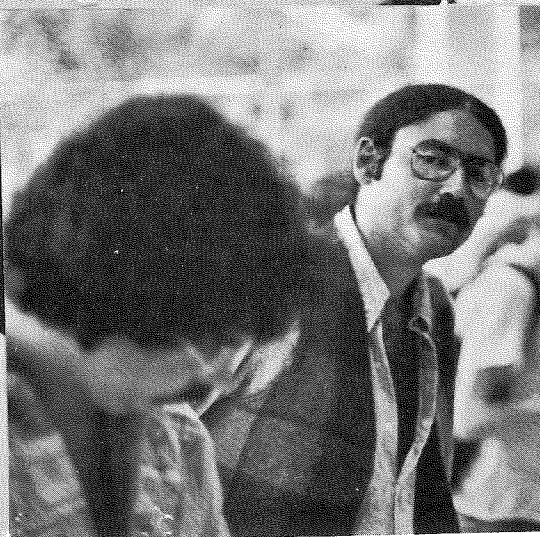


Richard Berg of SPI

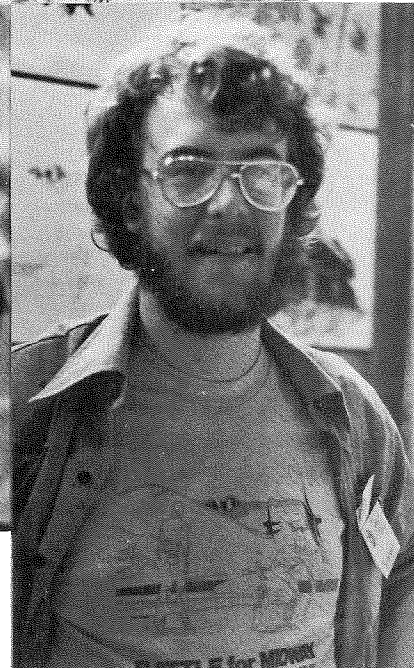
Photography by Al Bisasky



Randy Reed of AH



John Prados of Morningside



Marc Miller of GDW

of **F&M** and the Battle Report on **AIR FORCE** by Contributing Editor Ray Lowe and my report on **SUBMARINE** in an upcoming issue. If this all sounds like blatant favoritism for Battleline Publications it is not meant to be, I assure you. I could care less if Battleline, or for that matter any other game company sells their games and/or makes any money doing so. My only concern is with the betterment of the hobby and if I see a game that I feel is decent and is a good addition to the hobby, then my only intention is to pass the word along about it.

The two most captivating booths at the show were not ones representing board wargaming. The were Der Kriegspeilers and the GHQ Company who both deal in military miniatures and their related accessories. Der Kriegspeilers, a division of Custom Cast, Inc. had a set up that looked more like a small department store than just a trade show booth. And all the goodies! Just looking at what D.K. and GHQ had to offer was enough to make me seriously consider going the route and getting into miniatures. If I could only afford three or four dozen of the sailing ship miniatures! The big sellers for both companies seemed to be (what else!) armored miniatures.

JAGDPANTHER Publications, winner of this year's Charles Roberts Award for best amateur wargaming magazine, looked to be doing a bang-up business with their current and back issues. Stephen Cole told me to say that, didn't you Steve? At any rate, **JAGDPANTHER** is a nicely done publication containing game variants, scenarios, rules changes, reviews, and tactical type articles. The magazine is really neat, but the best thing I can say about the games that come in every issue is to put them away somewhere (for when you don't have anything better to occupy your mind).

Despite rumors to the contrary, Simulations Design Corporation (**Conflict**) is alive. Dana Lombardy of SDC told me that their big sellers at Origins II were **JERUSALEM!** and **CROMWELL**. Dana told me that he was most surprised with his sales (most of his products have been around for awhile, but they were all selling well at Origins).

Other heavy sellers included **NUCLEAR WAR** from Flying Buffalo and **DUNGEONS & DRAGONS** from TSR. I know that I've left out some items about the trade show, but my excuse is that I couldn't be everywhere at once. If I failed to mention one company or another it is only because with the limited amount of time that I had it was impossible to try and get interviews with everyone. My apologies if you feel offended. (Editor's Note: Al's time was limited in part because he co-officiated the **WS&M** tournament at Origins II.)

FIRE & MOVEMENT, I'm happy to say sold out at the trade show. If you were looking for a copy; but were unable to obtain one, the reason was that we underestimated our sales. We're sorry and we hope that you'll order a copy or subscribe sometime soon.

The aforementioned 'California Tilt' was a phenomenon that was quite evident with the younger wargamers in attendance. They eventually seemed to develop a thirty-degree starboard list from carrying the stacks of new games under their arms. I noticed one individual with nineteen games in tow! What I would like to know is where they get all the time necessary to learn, set up, and play all those games. I would sell my soul for just three hours a week to devote to just playing for my own enjoyment. There is no justice in this world. For those of you who may think that writing for a wargaming magazine is really fantastic, consider the fact that the time spent on writing could be spent playing instead. Philosophical, but quite true.

The People You Meet At Conventions

Aside from the trade show, the new games, and the tournaments, the greatest interest to wargamers at a convention is in meeting with other wargamers and the people responsible for the games themselves. Unfortunately my time was extremely limited, much to my disappointment. I did, however, get a little more time to talk to the people who design, develop, and write about the games. I have found that the average wargamer has more than just a casual interest in what

goes on behind the scenes with the various companies and more specifically, the people involved. It is for this reason that I write about some of the zanies that I met while covering the con for **F&M**.

During the trade show, I had the opportunity to meet very briefly with Jim Dunnigan and Richard Berg of SPI. I had heard that the people from SPI could be aloof to the point of being rude when approached by someone from another game company or magazine. I found this not to be the case at all. Jim Dunnigan has been described as 'legendary', an enigma, the most radical designer of all time, and some other things that the editor would not like me to print. What he is, or isn't, is a debate that I'll leave strictly to philosophers of wargaming. I would describe him as being friendly and down-to-earth. In fact he gave me the impression that he was actually glad to see someone from **F&M**. Much the same is true for Richard Berg, SPI's game reviewer. Richard, however, is alot more jovial than Jim and seems to show more of an interest in the gaming business outside of SPI. He doesn't mince words and his criticisms, positive and negative, are straightforward. Richard's view of **FIRE & MOVEMENT**...something that wargaming has needed for a long time. I personally am glad to see it.

The Boys from Battleline, or should I say the Good Ol' Boys could best be described as Stephen Peek's Flying Circus. The word 'circus' pretty well sums up their booth at the trade show too. Somehow, standing there watching the goings on, I had the feeling that I was watching the reincarnation of the Marx Brothers. They were having fun selling their games, the people were having fun buying their games, and I had a rather good time watching all the clowning around. I was surprised to find out that everyone on the Battleline staff works only part-time for the company. Craig Taylor, their chief designer, is a supervisor for a liquor distributor, which probably explains why they have such a good time while working on their games. Steve Peek works for Atlanta Gas where he gets his jollies talking on the phone to customers while doing his Groucho Marx impersonation. I spent the better part of an hour in the JHU rathskeller with Craig and Steve listening to a blow-by-blow account of how they came up with **AIR FORCE**. Actually I spent the time rolling on the floor doubled up with laughter listening to them describe how **AIR FORCE** was put together. The conversation went something like this:

Al Bisasky [F&M]: **AIR FORCE** looks like a difficult game to learn. The rules and the game system might be difficult to comprehend.

Steve Peek: Yeah, well, there was alot more to it, but we had to edit out many of the rules. You see we have to do our rules booklets in multiples of four pages. So we had to leave out some minor stuff, like the **combat rules!**

Al: Well, I still don't think that you guys are a 'shoestring company'...

Steve: Oh yes we are! In fact, we just got a warehouse for our stock. Up until then we were using Craig's basement.

Al: Why did you make the counters so thick for **AIR FORCE** and **SUBMARINE**?

Steve: Notice anything about Craig's fingers?

Al: Uh, not really.

Steve: See how fat and short they are? We had to make the counters thick so he could pick them up. Besides that, he can't play any game that you have to stack counters in.

Al: There's a rumor spreading that AH wants to buy **SUBMARINE**. Is that true?

Steve: Probably not. We like it just the way it is. Give it to those guys and you'll probably have to roll the die every turn to see if the crew of the sub gets scurvy or demoralized or some other dumb thing like that.

Steve (describing AIR FORCE): ... so we're doing this scenario where I have to strafe an airfield. So I get everything lined up and figured out down to the last hex and speed factor so I can get in and get out fast. So, I have to overdrive the Jug (P-47)

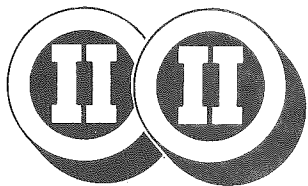
(which can dive like hell anyway) and I roll the die and do you know what happened? The damned wings fell off!

Al: What did you do then?

Steve: Well, we changed the damned overdrive rules. Now when you overdrive the wings fall off automatically. You don't have to roll the die for it!

As much as these guys joke and kid around about their games they do take them seriously. Seriously enough that anything that they make financially on one game, they pour right back into the next. Perhaps it's because they have such a good time designing that their games are so enjoyable to play.

John Prados designs for Rand Games (among others) and is also a contributing editor for **F&M**. His design credits include **VON MANSTEIN** for Rand, **YEAR OF THE RAT** for SPI, and **THIRD REICH** for AH. Need I say more about John Prados the game designer? John Prados the man, however, is a lot more difficult to describe. John is very serious; he gives you the feeling that each word or phrase that he uses is carefully thought out and thoroughly analyzed before it is spoken. I get the impression that being methodical and paying close attention to detail are obsessions with John. I asked him about the errata problems that Rand has had. The problem seems not to lie with John at all, but with the publishers of Rand Games. The publisher can prove to be the designer's headache...it would seem.



I spent quite a bit of time talking to John Mansfield, the editor of **SIGNAL** Magazine. John is very outspoken and has more than a few good ideas regarding gaming conventions. He feels that the best location for a con would be in a hotel where all the facilities are close at hand rather than being too spread out (as on a college campus). The drawback to this is that most hotels are located in downtown urban areas. We got into a discussion about how most wargamers continue to show favor towards the 'Big Gun' companies and have a tendency to ignore the really good designs that come out of the smaller companies. Wargamers are their own worst enemies.

Steve Cole of **JAGDPANTHER** is strictly business to the point of being excessively so. In my conversation with Steve and Al Eldridge I couldn't really get either one of them to take a stand on any of the questions that I asked. Most of the interview was spent listening to how good **JAGDPANTHER** is. I did get the impression that Cole was a bit miffed at the organization of the convention. **JAGDPANTHER** won the Charles Roberts Award for the Best Amateur Boardgaming Magazine. In my opinion, they deserved very much to win. My only objection to their winning was having Cole walk up to me after the awards and say, 'We won. Make sure you mention that.' Okay, **JAGDPANTHER**, you've been mentioned. But I would keep in mind that when someone attempts to throw their weight around to the point of becoming irritating, they should first make sure that they have the weight necessary to throw.

One of the most enlightening conversations that I had at the con was with Mike Malone, owner of the Hamilton Bookshop of Seattle, Washington. Mike is not a designer or writer, just a wargamer and retailer of conflict simulations. But when you come right down to it, it's people like Mike whose opinions really count. Mike's biggest criticism of the wargaming journals is their inclusion of historical-type articles rather than presenting strictly game oriented topics. Quite a few people that I talked to share Mike's view. Personally, I don't agree with Mike, although I respect his opinion. I think that it is very important to give historical information to supplement gaming articles where it is applicable.

I met quite a mixed cross section of people at Origins II. I

formed many friendships and got a chance to meet many new people, which for me is always a pleasure. I look forward to **ORIGINS III** in New York to meet again with people like Mansfield, Miller, Prados, etc. It is really a shame that you don't run across people like that except for once a year.

And Now Friends, The Bisasky Busted Bogey Wheel Awards for Origins II

Over the past year or so, the BBBW Awards have become somewhat of a standing joke with the editor and staff of **FIRE & MOVEMENT**. They're basically my lampoons at some of the stuff that sees print in **F&M** and since they seem to have somewhat of a warped sense of appeal with the staffers, I thought what the hell, I'll do some on the con and see if the readers get a charge out of them. They're all strictly tongue-in-cheek and if anyone takes offense to anything that I may say I am not only prepared to retract it, but to deny, under oath, that I ever said a thing! Without any further ado, the Bisasky Busted Bogey Wheel Awards for the Unsung Zeros at Origins II:

THE T-SHIRT AWARD: To SPI for having more t-shirts on the backs of more people than AH and TSR put together!

THE WHAT ME WORRY? AWARD: To Don Greenwood for not getting upset once during the entire weekend.

YOU CAN DRESS 'EM UP, BUT YOU CAN'T TAKE 'EM ANYWHERE AWARD: To Randy Reed for his apology for the non-appearance of scheduled guest speaker Admiral Wade McCluckey who unfortunately passed away before the convention.

THE WOW, AM I SURPRISED AWARD: To Jim Dunnigan on his being named to the Wargaming Hall of Fame.

GROUCHO MARX LOOK ALIKE AWARD, DEMORALIZED WITH SCURVY DIVISION: To Steve Peek

THE BIGGEST-DAMNED-MOTHER-OF-A-GAME-FOR-'76 AWARD, BUT WILL ANYBODY REALLY PLAY IT DIVISION: To SPI's **TERRIBLE SWIFT SWORD**.

THE BOY DID WE EVER SCREW UP AWARD: To **FIRE & MOVEMENT** for not bringing enough copies of the magazine to sell at the trade show.

THE GREATEST BULL-SHOOTER IN WARGAMING AWARD, MARATHON DIVISION: To Jim Dunnigan for his one hour seminar on game design that lasted over six hours!!!

THE GEE I FORGOT THAT RULE AWARD: To Jack Greene, Jr. while helping to judge the **WOODEN SHIPS & IRON MEN TOURNAMENT**.

ORIGINS II: AN OVERVIEW

There were minor slip-ups here and there, a lot of things could have stood improvement, and better administrative coordination was needed. Perhaps John Mansfield is right; wargaming conventions should be held in a large hotel and not on a college campus. There could have been more room at the trade show for exhibitors. The dormitory rooms were uncomfortable and the food service inadequate. The running of the tournaments needs to be standardized. There should have been more time for the seminars and perhaps even more seminars. But all these things were minor compared to the overall success of **ORIGINS II**. It was a great deal of hard work by many unselfish people that made it a success. Of everyone that I talked to, not one person, exhibitor or person in attendance felt that anything major was wrong with the convention. Most had a good time and most came away happy. There was a feeling of satisfaction when it was all over. And there was a feeling of sadness that it was in fact over.

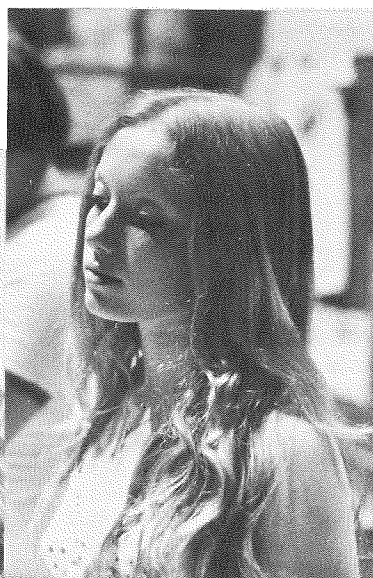
Next year, **ORIGINS III**, will be under the sponsorship of Simulations Publications, Inc. and will be held on Staten Island in New York City. I think personally that the whole 'ORIGINS' concept will be lost in New York and it should not even carry the name **ORIGINS**. For the whole idea of **ORIGINS** was to hold a convention in the city where wargaming was born. Next year, it will be sorely missed. And, as far as this writer is concerned, whether it's held in New York, or Chicago, or Ottawa, it won't be **ORIGINS** again until it returns to **Bawlamer**.



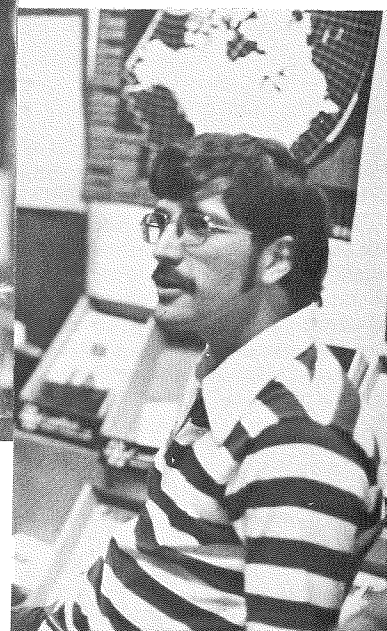
John Mansfield



Al Nofi



Elise Gyax of TSR



Dana Lombardy of SDC

ORIGINS II NOTEBOOK

A Personal Perspective

by Jack Greene Jr.

I'd like to share with you some of my experiences from Origins II. This is not an in-depth look at the convention, but rather a personal perspective on the 'big show'. First off, Origins II was quite a successful event. Over 2,300 members of the hobby were in attendance (compared to 1,500 in 1975 at Origins I).

Somehow a rumor got started within the ranks of the professionals and semi-professionals that **Fire & Movement** only had a circulation of a few hundred at best. This rumor was in evidence at Origins II and I decided to track it down. In doing so I got into a conversation with Steve Peek of Battleline Publications and he told me that he had recently been told that **F&M's** circulation was more like 2,000. This was more like it and considering **F&M** had but only two issues out at Origins this was quite an impressive circulation in this hobby. Steve also mentioned to me that his company was going great guns and that the initial print run on **AIR FORCE** of 2,000 games was nearly sold out after only three months. That is a hard act to follow for a little company. I was left with the strong opinion that if GDW is the China of the hobby (The Third World) then Battleline must be the India.

There were two pieces of electronics of notable interest at Origins. First there was Battleline's TV monitor which played a newsreel of their three new games being played. This was both funny and enjoyable to watch. In the demonstration of the **AIR FORCE** game cardboard counters with airplane silhouettes were shown exploding in mid-air on a backdrop of a hexagon boards. The other piece of electronics (also must be seen to be appreciated) was Howie Barasch and Richard Berg 'wired' with walkie-talkies trying to find out where the other was amid all the interference caused by the campus buildings! One of the SPIers asked me (jokingly!) if Tom Shaw of A/H was 'wired' to record the entire goings on at the SPI Roast! The 'Roast', by the way, was much tamer than had been expected. Instead of questions like 'Why doesn't SPI produce quality games?' or 'Why does SPI run off at the mouth?', most of the questions

were aimed at particular game-playing problems in **SINAI** or **TERRIBLE SWIFT SWORD** and the like.

Trafalgar inched its way up to \$90 a copy at the auction — this is an 80 percent increase from last year. What was the game that 'sucked in' the person looking for the unusual? Last year it was Martial Enterprise's **LA BATAILLE DE LA MOSKOWA** (Borodino). This year it was the **SIEGE OF JERUSALEM70 A.D.** by Historical Perspectives, PO Box 343, Flushing Station, NY 11367. For \$10 one gets a board, counters, and five rule books! It is a game for the tactician who enjoys street-to-street fighting. It looked good and was certainly worth the price. It is a most unusual game and I look forward to seeing other titles from them in the future. Richard Berg's **TERRIBLE SWIFT SWORD** (SPI) was another game that I found interesting — I look forward to getting into this game the next time I have a weekend to spare.

David Isby (SPI) and I got into a discussion on naval games at the naval seminar sponsored by Andrew Smith. I got to talking about the progress of **BISMARCK** (which I was working on at A/H) and how, in the historical action, everything revolved around a few days in May of 1941. The game therefore could not cover much of a larger span of time and be accurate historically. I made the point that SPI has had a philosophy of covering everything with the 'same system', while A/H has just tried to pick a moment and make it as accurate as possible — such as **TOBRUK** representing May of 1942 and nothing else. I went on to say that A/H was at work on a possible game covering the German air invasion of Crete in 1941. I said that if SPI were to cover this subject they'd cover all the paratroop landing in WWI, WWII and WWII! David said that it would go more like this: with the SPI 'waffle production system' they'd first release **CRETE** as a quad game. Then this would be followed closely by a **monster** version with eight mapboards and fought at squad level. Finally, a year later, it would become a power politics game involving six players or more!

The most classic moment for me at Origins came when a nearly-broke customer came up to the SDC booth and told Dana Lombardy, 'If I buy **JERUSALEM!** I can't eat.' Dana told him to eat instead!

THE NOVICE

by Ralph Neil

We recently received the following cry for help from Ralph Neil, the Marketing Manager for Baron Publishing Company [our publishers]. Seems he suffers from a condition we all underwent when we first came under the spell of hexagons, cardboard counters, and the dreams of 'you-too-can-change-history!' Yes, Ralph is a bewildered novice. His plaintiff wail should sound familiar to you all...

When Baron Publishing launched *Fire & Movement* back in May of '76, I had absolutely no knowledge of either board or miniature wargaming. The articles in the new magazine, however, and the obvious enthusiasm for the hobby by its membership sparked my interest. I decided to find out just what all the shouting was about.

I began my research with a trip to the local library — actually several libraries — and looked up all the books on wargaming. Sadly, what little there is available is not geared for the novice wargamer. The majority of books were very old or very new rulebooks for miniatures written by and for pros, usually printed in England and based upon the European styles of figure playing. There were no books at all for novices or on the subject of board wargaming, the area in which I was primarily interested. (I picked boardgaming over miniatures because I have no ability or inclination to do the construction, painting, assembling, etc. which miniatures seems to involve — and, besides, my miniature apartment has no room for miniature men to battle in.)

Discouraged but undaunted, I pressed on. Phase Two consisted of reading every wargaming magazine I could get my hands on. Here again the results were less than satisfying. I could not get my hands on all that many 'fanzines' and none that I found really had what I was looking for (i.e., a general ABC's of board wargames). Surely, I thought, someone has written an article outlining the best games to begin with, the vocabulary and terminology used, the progress one should make as he advances into the hobby, how someone gets into a local club, and other helpful points needed to start me on my own. All I was left with were unanswered questions: What happens to a beginner when he can't find out how to start — does he give up in frustration and go to another hobby? Why are there no books or articles for the novice? Why do local clubs and advance players discourage teaching beginners the ropes? Why don't game publishers sponsor leagues and clubs as is done in Europe and Asia? Why is the novice the forgotten player of wargaming? If the hobby is to continue to grow then satisfactory answers must be found for these questions.

*Well, Ralph, we're not ready with all the answers just yet so we're going to dodge the issue. But we won't leave you stranded high and dry. Listed below are some of the publications which you or any other novice should find helpful when trying to get into the hobby. They all have a proven track record in terms of reliability, and represent a wide spectrum of quality, subject matter, and editorial viewpoint. Those marked with an * will send you a free brochure upon request.*

MAGAZINES

*The Avalon Hill General**

Avalon Hill
4517 Harford Road
Baltimore, MD 21214

*Jagdpanther**

P.O. Box 3565
Amarillo, TX 79106

*Panzerfaust and Campaign Magazine**

P.O. Box 896
Fallbrook, CA 92028

The Phoenix

Simulations Publications, Ltd., UK
Crown Passages, Hale, Altrincham
Cheshire, WA 15 9SP, United Kingdom

Pursue and Destroy

First Echelon Publications
10018 Carswell Drive
El Paso, TX 79908

*Strategy & Tactics and Moves**

Simulations Publications, Inc.
44 East 23rd Street
NYC, NY 10010

NEWSLETTERS/MIMEO PUBLICATIONS

Europa

Post Fach 7,
CH-4024 Basel 24,
Switzerland

Battle Plan

Rand Game Associates
Box 1776
Liberty Corner, NJ 07938

Europa Newsletter

Game Designers Workshop
P.O. Box 432
Normal, IL 61761

The Kommandeur — Newsletter of AHIKS

4334 East Indianola Avenue
Phoenix, Arizona 85018

Perfidious Albion

5, Albion Terrace, Guisborough
Cleveland, TS14 6HJ, United Kingdom

Signal

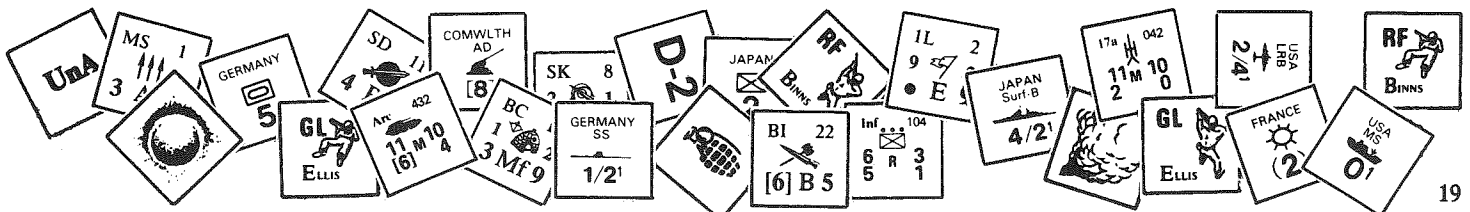
410-240 Brittany Drive
Ottawa, Ontario, Canada
K1K 0R7

Wargamer's Information and

The Flying Buffalo's Favorite Magazine

Flying Buffalo
P.O. Box 1467
Scottsdale, Arizona 85252

This is not an exhaustive list, Ralph, but it is at least a place to start with people who know the hobby well. Good Luck.



FORUM: RANDALL REED

Randall C. Reed in Baltimore
TO HELL IN A HANDBASKET

Interview by
Al Bisasky

Randall C. Reed was 23 years old when he was introduced to the hobby, along with Donald J. Greenwood, on the front cover of the July-August 1972 [Vol 9, No. 2] issue of *The General*. Randy had been an AH question-and-answer man and longtime Interest Group Baltimore member, while Don was founder and former editor of a magazine called *Panzerfaust*. They came to Avalon Hill at a time when the company was fast losing its leadership in the hobby it pioneered; when it was buying most of its designs from Jim Dunnigan [PanzerBlitz, Origins of WWII, France '40, Outdoor Survival]; while Dunnigan's own SPI was setting new standards of innovation for the hobby. The changes Reed and Greenwood helped bring about — at Avalon Hill and in the hobby — are now legendary.

Today, Randy Reed is something of a legend in his own right. Reed often puts in a full year and more of solid work on design or development of a new game — something few other people in the hobby can afford — which makes his work unique indeed in these days of 'instant' products. If Reed's design of Richtofen's War shows more than casual debt to Dunnigan's Flying Circus, most people agree RW is the game FC 'should' have been in the first place. The same high standards of design craftsmanship and clear thinking are shown in Reed's other development work on Panzer Leader and the conceptually revolutionary Tobruk. Among his more routine in-house assignments were redesigns of Chancellorsville and Tactics II. in 1974.

Randy Reed, designer and developer, has produced some of the most solid games in the hobby. This appears to be mainly the result of hard work, clear thinking, and an eclectic taste. Sometimes Randy talks as hard as he works. We thought you might be interested to hear what he has to say.

Al Bisasky [F&M]: Randy, let's talk about the 'secrecy' question...

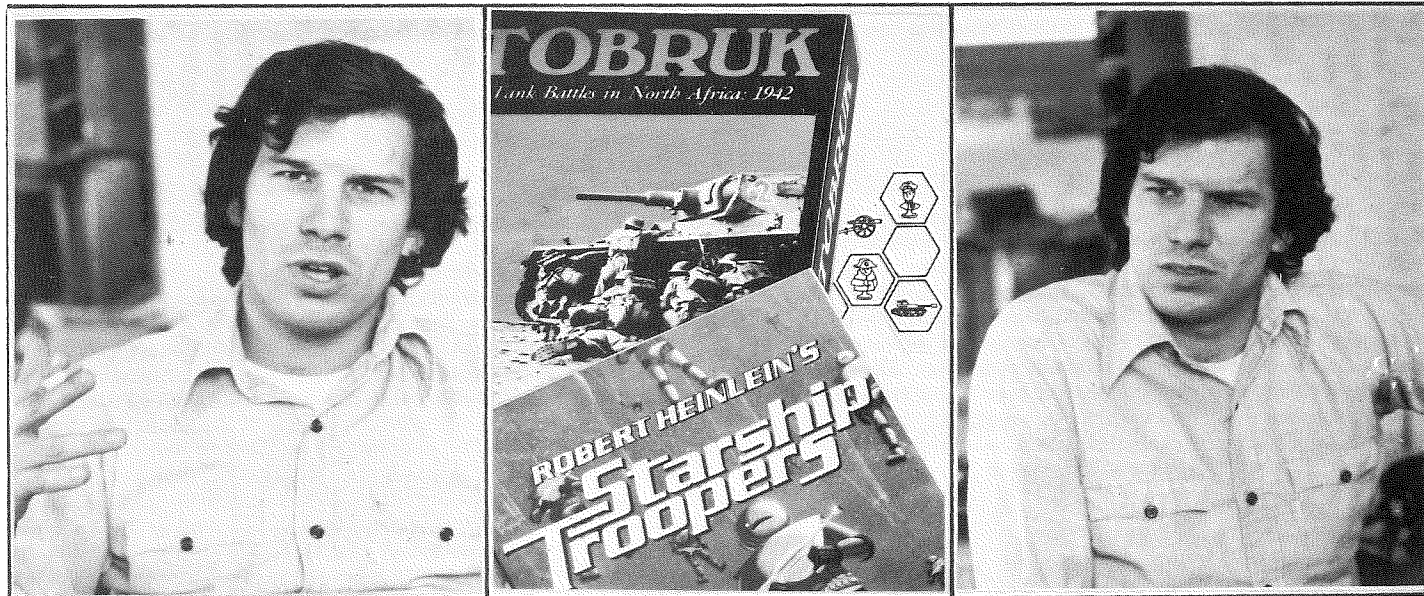
Randy Reed: The secrecy question! (Mockingly) Ahh, yes!

F&M: Is there secrecy in game design, and why do you agree or disagree with it?

Randy: Let's take it from a slightly different point of view, then I'll come back and try to answer the question. OK—is there secrecy in wargame design is the first question; the second question is, are there rip-offs in wargame designs—and there certainly are. I am paid what I am paid because I'm a professional game designer. I didn't take a correspondence course for it, I didn't go to college for it, I didn't take night school for it, I learned by the school of hard knocks and by trying it. Now if I'm successful in that—that is my profession. My success and my knowledge become an asset. And as such if I no longer have it then I'm losing money, I'm losing professional security, I'm losing whatever else is involved with that. So, from the point of game designers — the question of one person ripping off other's ideas — it happens only subconsciously. I've done it, everybody has done it. You try to give credit where its due or you try to apply it in a disciplined form, but you don't just go into a game and say, hey theres a great idea, I'm just going to tear it out and use it and then say, ahh, look what I've come up with — original me. No, what you should say is, he's done that well this way, or why does he think that way. I have a certain way of thinking, Jim Dunnigan thinks his particular way, John Hill thinks a certain way, John Prados thinks his way. If we all were designing a game on the Third Reich, we'd each have vastly different games. So, as far as game design secrecy — I don't think there is secrecy. But as far as the policies and plans of game companies are concerned — yes, there is as much secrecy as a company cares to have. It's very simple. If I have a company, I can do anything I want to with it — because it's mine. And if I say I don't want you to spill your guts — well that's my right, that's my privilege. Now I don't happen to own this company. And if my boss says, 'I would rather you not talk about new titles until we have the time and place that we want; that we have the arena we want for announcing new titles...' I'll say, 'fine, it's your company, you're the man who pays me'. So, it's not that we have secrecy, but you have a situation where if we start working on a title in September, chances are we'll have it out next September.

F&M: Would you describe this as common industrial secrecy?

Randy: Yeah, it's not even that — we're coming from a printing industry, we're also coming from the toy industry. SPI is not coming from either one of those things. And what we do in this company is standard industry policy — no more, no less. I take that back, it's probably less. Because we're a lot freer than let's say Milton Bradley or Parker Bros., mainly because of the



knock-off artists. There was one little incident that happened about six months ago where we had a big meeting down here and we decided what five or six titles were going to be. We had designers come in. A mutual associate who is also close with various people at SPI came down, and while I was out of my office, he put his butt down in my chair and started going through my papers — and saw all the notes to this meeting. I'm not saying anything — I don't like people going through my garbage, because it's my garbage — that's beside the point. But it was very curious that four out of those five topics appeared in **S&T's** feedback, the section asking about possible subjects for future game titles. And these were really off-the-wall subjects. They weren't very common subjects. It was an 80% correlation that was just too much for coincidence. And I object to that, I really do. Because what I do is my own thinking in this office before it hits that game box and then hits the stores is my business. I make a lot of mistakes that I don't want people to see.

F&M: So you think there's a case of — I hate to use anything as strong as Industrial Espionage, but that's basically what it is — do you agree with that? Do you think SPI is trying....

Randy: No, not at all. SPI is not trying. But one of the **groggnards** comes down here and sees something and gleefully runs back and tells SPI, whether they're interested or not. What can I say?

F&M: Do you think SPI could care less?

Randy: I think they care more than they say, but I don't think they're overly concerned with it. And I'm not so much talking about us and SPI so much as A/H as a company, versus anybody else. Because as far as rip-offs and knock-off artists in this business is concerned, I don't think SPI has much to worry from us or from them. But I do worry about those little tiny kids out in the midwest who are going to form a game company and copyright a title because they hear we're going to do it, and bingo we can't get a multi-million dollar title registered by the patent office. There are all kinds of little things a small company, if they know what they're doing, can do to screw us up. I would prefer to be in control of our marketing and not leave it to the whims of the hobbyists. Now, if people object to it, they can object — it's a free country, but this is the way that the people here care to do business.

F&M: This sounds like an analogy comparing SPI and A/H to the Soviet Union and the US.

Randy: You were talking to Jack Greene.

F&M: Jack's a little flaky, but I'm a lot like Jack. (laughter)

F&M: So you have this analogy comparing the two of you to Russia and America and the both of you know how powerful you are; you have respect for each other and neither one of you is going to do anything to really destroy the other — but what you're afraid of are the little game companies starting what could become a large holocaust.

Randy: Right.

F&M: What is your favorite game design?

Randy: What is my favorite game design besides **Tobruk**, how about that for a question?

F&M: **Tobruk** is your favorite A/H design?

Randy: Yeah. My next favorite would be **1776**, as far as A/H designs are concerned. And note that I did not design **Tobruk**. Besides, I rate my games on a different criteria entirely because it's something I've done. As for games of other people's designs that I've enjoyed the most — that's a hard question — I think **Jerusalem** is a great game; John Hill did a fantastic job. Although John did do some things that just make me want to scream and run up a wall. He did some very bad things in that game, but overall it's a beautiful game, it's a fun game system.

F&M: Who are your five favorite game designers?

Randy: At the head of the list would have to be Dave Williams. I've always been impressed with what that guy did back in '67-'69. When the state of the art was really low, Dave Williams was doing phenomenal things. You take **Goeben-Goeben** which was an **S&T** magazine game, you take **Anzio**, you take a couple other things he did. Just the ability to pack as much data, as much color, as much variation and history into one game system like he did (and though there were things wrong with

it), and to go as far as he did was phenomenal. Dave Williams in my mind, has just so much talent that if he ever decided to get back into it, he could blow a lot of people away.

F&M: Dave just left the hobby?

Randy: Yeah, I'm not going to say anything more about it because I believe there were personal problems involved. Dave Williams stands out in my mind as a guy like Buddy Holly — he died and everyone says, 'Wow, Buddy Holly,' but like, what could he be doing today? Dave Williams is that type. Dave was in the hobby, he did some great things, and he left the hobby and I just wonder what he'd be doing today, because I was impressed with what he did almost twenty years ago.

F&M: Who else in the industry? You mentioned Hal Hock; is he...

Randy: Hal's not really a game designer. I don't consider him as that. It's funny, he's a very good friend of mine...

F&M: Is this a one time shot for Hal, this **Tobruk**, or will we be seeing more of his work?

Randy: It took Hal seven years to get the mechanisms and the data base together for **Tobruk**. If we do anything else — I don't think Hal wants to do anything on his own — it would probably be basically a spin-off and an improvement of the **Tobruk** system. So as far as Hal venturing into new territory, I doubt it. Would he come out with a follow-up, an advancement, a logical progression from his **Tobruk** design?... I think you can count on it. And we've had preliminary discussions on it, and if it's going to be what I think it's going to be... I might as well tell you, what the heck! We want to do a cleaned-up **Tobruk** version of **A Bridge Too Far** on the same scale. And we figure this — there was such an incredible range of equipment, of infantry weapons, of artillery weapons, of anti-tank weapons. The weapons systems in that particular little one-week, two-week period was just so phenomenal, because everything in the world that was german to WWII practically was in that campaign and could be demonstrated in that campaign.

F&M: Is this game (based on **A Bridge Too Far**) going to be a melting of terrain and weapons systems together? As opposed to **Tobruk's** flat surface terrain configuration and weapons systems.

Randy: Yes, we're going to have a different emphasis here, we're going to streamline the infantry procedures so that you can work with a great amount of units. Because right now that was the most awkward system of the many inter-systems in the game, we're going to streamline that. And we're going to do different things in the game systems which show tactics, small unit tactics, not sniper level, as based upon the weapons you have to deal with. Tactics and weapons systems go together to spell success or failure. And what we're going to have is a large board that is going to be what they term geomorphic — it's not really geomorphic, but we're going to have a street level map of the bridge at Arnhem down to each house and corner store and lamp post. Also, in the other three sections of the mapboard, we're going to have terrain which is going to be essentially the Ulster containment — you remember the British First Paratroop Division got wiped — they were in an area approximately three kilometers by two kilometers wide, which is just the right size...

F&M: Fits the scale of the game.

Randy: Right, and we can put the entire remnants of the First British Division, plus all their opponents around them down to squad level, down to every tank, down to every mortar, down to every AT gun in that conflict. There was nothing else like it — it was a blood bath, it was a big killing in a small pond.

F&M: Do you think it will be very one sided, the favorite being the Germans?

Randy: No, because we're also going to have other scenarios, because we're going to be doing things with multiple use of terrain and overlays and lots of other new little fancy things.

F&M: Fantastic — do you think this is going to cost a lot?

Randy: Yes, it's going to cost a lot.

F&M: Do you think people will buy it?

Randy: Yes, I think they'll buy it, they bought **Tobruk** and **Tobruk** costs \$12. I think if it's good enough, they'll buy it — it's just that simple — if it's not good enough, they're not going to buy it. Before I'll put it out, it will be good enough or else I'll scrap the whole idea because it's not worth it to me. I

say this because the only other way to approach that game is from a large operational level; meanwhile there are just so many other nifty things happening on the small group level waiting to be explored.

F&M: What are your views on the 1976 Charles Roberts Awards?

Randy: I think the Charles Roberts Awards are great and they're great for the hobby and great for the industry. It was unfortunate that only about 10-12% of the people at Origins II. actually voted. I think it follows the pattern that you've seen in science-fiction writing where they have the Hugo Awards and the Nebula Awards. One is the popularity contest decided by the people and the other one is a popularity contest decided by the writers themselves. We've been talking about a Game Designer's Guild (Professional Game Designers Guild) which could be a reality by the next convention. At that time, what we'd like to see would be a parallel system to the sci-fi awards.

F&M: Who would make up this Guild?

Randy: Professional games designers who've had at least one game professionally published to their credit.

F&M: Do you think this would be something really good for the hobby?

Randy: I don't know about being good for the hobby, but it would be great for the people who get picked.

F&M: What do you think is really more important, the professional game designers rating one another or the general wargaming community rating the professionals?

Randy: If I wasn't a professional designer, I don't think I'd care too much what professional designers did, but since I am one, I'm equally concerned about both. I do sell to the wargaming public, but yet I am a wargame designer, and I care what my fellow designers think of my work.

F&M: What were your views on Origins II.?

Randy: I loved it. I thought it was great for the hobby. I think it shows that each year the hobby is getting stronger. Look at the fact that we could take thirty different companies and put them in one big room together and have them sell like crazy.

F&M: I think you're too sales oriented.

Randy: Well look, if my games were disasters, I wouldn't be here.

F&M: Do you think Origins II. was beneficial to the general wargamer?

Randy: Definitely. For a lot of reasons he wouldn't very readily see. That's because it's a long term of sort of benefit — from professionalism. I have had some correspondence with different groups like the Midwest Gamine Review and they say professionalism is bad because it becomes elitism. Well, I say I'm all for elitism. One thing it will do is make you either put up or shut up, and it will give you a consistently high level of achievement. If you want garbage games then fine, get away from professionalism because I don't want anything to do with you. But if you want good games consistently designed so that when you pick up a game, though it may not appeal to you, it may not set you on fire, but you're going to get your money's worth. If you want that guarantee, then you've got to expect professionalism and, I'll be frank, elitism.

F&M: How do you view Origins III.? What do you think will happen?

Randy: That's a nasty question. I just hope that with any future Origins, no company takes it over to become their show and their arena. People may criticize Avalon Hill for doing this, but I think a really sober person couldn't criticize us for trying to make it an Avalon Hill show. Avalon Hill put this thing together. We got everybody together. We're the ones who did it. Nobody else in the hobby even tried it until we came along and actually did it. We put together a show, we nursed it for two years (even when we didn't want to), and we're now going to throw it out in the world. So now I don't want to see it become a one company show. I wouldn't like to see it go out to Lake Geneva and become the TSR Circus. I wouldn't like to see it go out to San Diego and become the SDC Circus. I just don't want to see that. We've got a good thing going for the hobby; it's going to help us a lot to keep this thing a trade fair and a convention for the hobby and the industry, not for one company.

F&M: What are your views on the future of A/H and where do you think it's going?

Randy: We are going to become very, very big. we are going to take off. we are going to sell tons of games and get tons of money. I'm going to retire at age 55 very rich.

F&M: There you go back with the money. No wonder Jack Greene left.

(Laughter)

Randy: We are in a powerful, potential position because we are the only company of any prominence in the US now producing adult games for the non-wargaming market. And A/H has enjoyed quite a reputation across the country for a good many years of having a stable sales item in stores. With the addition of the 3M line (recently purchased by A/H) we're going to go crazy. We have already gone crazy. What you're going to be seeing, if I have my way, is us diversify into a lot of other product areas. Quite frankly, ten years from now, we're going to be in a heck of a lot more things — we might even be in plastic models giving Revell a run for their money. But we're going to exploit the military hobby sector.

F&M: How do you view wargamers today?

Randy: I think they're like me in certain respects, although I'm not like anybody else and neither are they — if you know what I mean. There has to be some sort of basic thread running through all of us, because I can talk to people at the convention and I can go up to a person who is completely obnoxious, just the antithesis of what my life wants to be. Yet, if I talk with him enough he'll hit on a subject or talk on something in a certain way that will appeal to me, e.g. the way his mind works. And I think as far as wargaming is concerned, whether you're into the history or the competition, whether you're just a collector or whatever it is, there are certain things about wargaming and the like which appeal to a certain type of mind. This has nothing to do with intelligence or creativity or artistic taste or anything — it's just the way the process of thinking works. And I think various people think in certain ways, and you have to have a certain way of thinking to really get into these games so that all the rules and garbage doesn't blow you away. And I think that the people who are impressed with games and who play them are able to handle certain waste products, e.g. the rules and all the complications of games, without being hassled by them and get down to some sort of abstract beauty of a system in motion. Even if they don't realize that's what appeals to them, I think that is in fact what is happening. And that's what I have in common with a lot of other gamers, because certain parts of our thinking are impressed by that type of puzzle or system or little gizmo (whatever you want to call it). I mean, do you like to take cars apart, do you like to play with cameras, do you like to play with aquariums and play with all the tubes and all the air and stuff, do you like systems?

F&M: I dig women.

(laughter)

F&M: Why do you think most wargamers tend to choose the German side in the games they play? Why do they prefer playing the Germans?

Randy: Charisma, mystique — the common impression of the popular literature and media impression of the WWII German war machine as being something of super-human, robot-like efficiency. Basically, I think, the mystique comes from people who are not that familiar with the history. The less familiar you are with the military history of the period the more enamored you can become.

F&M: Where do you think the hobby, itself, is going?

Randy: Down hill, to hell in a hand basket. (laughter) I don't know, I used to think that I had a crystal ball, but I don't anymore. I keep thinking this great game glut is going to produce a tremendous fall for all of us and we're going to come to a time of just 'burn-out'. And one year we're going to turn around and come out with thirty-eight games from all the publishers in the hobby and nobody's going to buy any of them because they've had enough. And they're going to look for something different. The only thing I can hope is that when that time comes, A/H does have something different, and believe me we're working on it.

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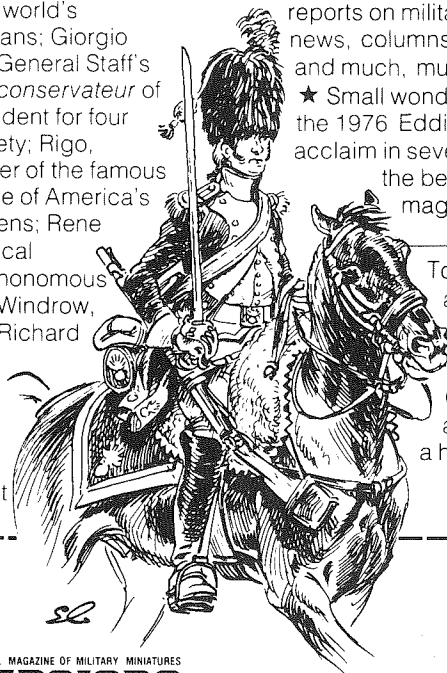
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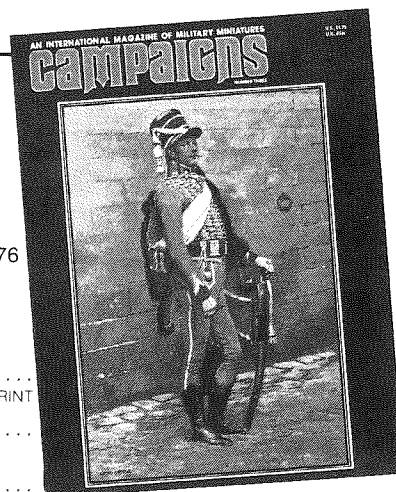
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1918-1922



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'SPI exists...to publish games. That is the end to which all other aspects of SPI are directed.' — S&T 44

'Our main interest is exploring and discovering.' — S&T 42

Legend has it that when *Australopithecus africanus* first climbed out of the trees and started to push cardboard counters around on a grid of hexagons, he was playing a game designed by James F. Dunnigan. While this may be a slight exaggeration, Dunnigan has without doubt done more for historical simulations and the hobby of wargaming than any other individual in its history. He, personally, is in large part responsible for the amazing growth of the hobby during the last decade. It is primarily through his talent and efforts that such a wide variety of games is currently on the market, so today even the most esoteric of gaming tastes may be satisfied.

In 1969, Dunnigan took over *Strategy & Tactics* magazine, which then had a circulation of approximately 600, and in a matter of seven short years parlayed SPI into the largest publisher of historical simulations in the world. It is true he was helped by a talented and dedicated staff (most notably Redmond A. Simonson, S&T's art director and the best graphics man in the business), but Dunnigan himself is undeniably the prime mover at SPI.

The man is an original. His game designs span the spectrum of military conflict, from the man-to-man combat of *Sniper!*, in which players agonize over the casualties of individual squad members, to the global operations of *World War 3*, where a bad die roll can eliminate all humankind. The sheer number of his designs is mind-boggling, and has led to speculation that Dunnigan is actually a committee of clones rather than just one man. His credits include: *PanzerBlitz*, *Sinai*, *NATO*, *Fast Carriers*, *1914*, *Barbarossa*, *War in the East*, *Mech War 77*, *Flying Circus*, *Patrol*, *France '40*, *USN*, *Wolfpack*, *Strategy I*, *Jutland*, *Sixth Fleet*, *Oil War*, *Tank*, *American Civil War*, etc., etc., etc.

Not all of what Dunnigan touches turns to gold. After all, life is a bell-shaped curve, and he has had his share of turkeys (remember *Lost Battles?* And then there was the legendary *Up Against the Wall, Motherfucker...*). Still, his diverse body of work contains the best of the best. Even his 'failures' are not without merit for they, too, have explored new design territory and improved the state of the art. Dunnigan's creative career is characterized by an openminded willingness to try new ideas and the brash self-confidence to tackle virtually any subject. A few of the design features he has originated are: 'second impulse' movement, fluid ZOC's, command control, simultaneous movement, stacking points, and differential CRT's. 'We must grow or die,' he has written, and this belief has given impetus to a constant, deliberate evolution of simulations design.

'...[During the development of *Russian Civil War*] Dunnigan proceeded to try out every idea that he ever had concerning multi-player games...[He left] the playtesters wondering how many different types of *Russian Civil War* games were being designed.' — S&T 54

'We don't have more multi-player games because there isn't that much demand for them. This is not unusual when you consider that most 'games played' are *solitaire*.' — S&T 40

One of Dunnigan's latest designs is *Russian Civil War*, described as 'an historical simulation of the military and political conflict of 1918 — 1921 which abolished the Czarist regime and created the foundation of the modern Soviet Union.' *RCW* is the first of SPI's new 'Power Politics' series of games (named after Rod Walker's late, lamented diplomacy column in

S&T), and is unlike any other game found in the SPI cornucopia. First, it is a multi-player game, accommodating up to six players, and incorporates inter-player negotiation as a significant part of play. In fact, the game is determined more by personality compatibility among players and player interaction than the military conflict on the board. Dunnigan relies on the diplomatic activity and player self-interest to achieve play balance. Rather than imposing inhibiting, arbitrary rules, he apparently assumes that if any one player becomes too strong the weaker players will gang up on him to maintain equality in a sort of self-correcting, leveling effect. The political flavor of the game is enhanced by such devices as trading sessions, pooling Politburo strength to form the Central Committee, purges, assassins, and Red 'subversive' attacks against interventionist forces in adjacent provinces.

The major innovation in the game is that a single player may control mutually hostile forces and hostile *players* may control mutually friendly forces. This promotes an incredible amount of anarchy during play, as a player is allowed to attack himself. It can also cause severe identity problems in a player's first few games. The usual result is that new players prematurely commit themselves to one side or the other.

In using *RCW* as the vehicle for selling the Power Politics concept to consumers, Dunnigan seems to be hedging his bets. In an effort to attract people who don't usually play 'wargames', *RCW* is promoted as a game of political bargaining (without any scary hexagons). At the same time, with assassins, purges, and outright combat between armies, there is enough 'bloodshed' to satisfy the most die-hard steelhead.

'...What we try to do is produce games that will please the most people while offending the smallest number.' — S&T 38

'Everyone...likes playability. NOT everyone likes extremes in realism...I prefer to produce good, playable BASIC games...' — JFD

As a game, *Russian Civil War* is interesting and fun to play. It does have the same basic problem of all multi-player games — you've got to scrape up five or six players before you can have a really good session — but SPI has tried to compensate by including play-by-mail rules by Brad Hessel and a bonus *solitaire* scenario by Fred Georgian (see module by Ray Lowe in this issue). There is no two-player scenario. One nice feature is that the game is not infinitely open-ended. Players stop receiving replacements after Turn 5, and the game generally grinds to a halt by Turn 6 or 7 due to the lack of units.

The tempo of play is strongly affected by the number of players in the game. With three or four players there is a good chance one player may dominate the game; with five or six players the action is more interesting, but the time between a player's turns is too long. (Because of the random turn sequencing, it is possible to have as many as *ten* Player Turns between your own turns.) Some sort of simultaneous movement system would have equalized players' chances and picked up the pace of the game. The more players there are, the more significant Random Events become. In a six-player game, it is likely that *all* randomizers will be drawn by the end of the game. This means the Finns and Poles will be set loose and an increased opportunity for epidemic to strike your forces before your turn comes around again. With six guys playing it can also get a little crowded around the board. And no matter how many players there are, it's a good idea to have a room nearby where those who wish can conduct negotiations in private.

The two-piece, 22" x 34" mounted board is SPI's best effort to date. It is sturdy, colorful, has a darn good layout, and appears to be waterproofed with some sort of acrylic spray. The playing map is a non-hexagon, area-movement type. In addition to boundary lines, the various regions are defined by different colors. The map contains no ambiguities as far as movement is concerned, although some provinces (eg., Kaluga, Tula) tend to become crowded during play. Terrain, generally, is not a major consideration. However, possession of certain key provinces can inhibit enemy movement and prevent the arrival of important enemy replacements. These key provinces are: Tver, Don

Cossacks, Ryazan, and Samara for regular movement; Tver, Don Cossacks, Kursk, and Chelyabinsk for rail movement; Petrograd, Novgorod, Tver, Smolensk, and Kursk for Red replacements; and Don Cossacks, Kuban, Astrakhan, Omsk, and Kharkov for White replacements. Players should also note that forces which start in Siberia, easily get stuck in Siberia, and those in the Trans-Caucasus are too distant from the main action of the game to affect a decision in the first critical Turns. White forces only are allowed to cross the Kerch Straits (which have not been labeled on the map) and move directly between Taurida and Kuban.

In addition to the map, various charts and tables frequently used in play are conveniently printed on the board. Of particular value are the Abbreviated Sequence of Play charts (quite handy in the thick of a game) and the Player Victory Point Display. The Victory Point Display is a device for keeping a 'running' score that allows for instant visual comparison among players' victory point status. The board's one mechanical problem is that the Victory Point Display boxes are too small, especially in a six-player game where you're sure to have at least one sloppy player (but then a sloppy player will mess up the board no matter how big the Display is). Adequate space could have been provided for a larger Display by omitting the superfluous Terrain Key.

The Combat Results Table is straightforward, with a guaranteed 'De' at 3-1 odds or better. Most attacks require a die roll only to see whether the attacker suffers attrition (Ex). Low odds desperation attacks are not likely to be used much during the game, except in instances where a player controls both attacking and defending forces and is thus in a 'no lose' situation. For most of the game the CRT is *used* by the players and not particularly 'dicey'. The dice *can* decide a borderline game when a player is in deep trouble and has little to lose by taking risks. And Combat dice can figure prominently in the final Game Turn or what looks like the final Game Turn as players scramble for victory points in a last-minute Armageddon. Overall, however, combat is not the dominant significant event in the game.

Results on the Random Events Table call for unit attrition by epidemic (a catch-all lable for typhus, starvation, severe winters, the ravages of VD, etc.), increase the effectiveness of 'subversive' attacks, or give players a free draw from the randomizer. The odds of an epidemic striking any one province on a given roll of the dice are 35-1, with no province being listed on the table more than once. An astute player can realize these minimum risk odds by watching that he never has forces in more than one of the epidemic provinces listed in any one outcome box on the table (e.g., if you have forces in Kazan, do not have any in Minsk, Perm, or Penza). Obviously, sometimes it is necessary to abandon this minimum risk for military reasons. In a five-player game, there will be 25 rolls on the Random Events Table in five Turns. This means the odds are over 50% for any *one* province to be hit by epidemic over a period of five full Game Turns or 25 rolls. The odds can be lived with, but a strategy in the game can also be seen: force your opponent(s) to concentrate as much force as possible in limited provinces while you threaten with forces dispersed in several provinces. The odds for epidemic can then work in your favor.

The 20-page, indexed rules booklet is standard SPI: the dry-reading commentary-general rule-cases format garnished with tongue-in-cheek pretentiousness (only SPI would call a coffee cup an 'Auxiliary Forces Randomizer'). There are only eight pages or so of 'standard' game rules. The rest of the booklet consists of Player's Notes, Simulation Design Notes, Historical Notes, the aforementioned postal and solitaire rules, and a Special Summary of Rules. The Summary is very helpful in getting into play.

The rules overall are fairly good, but, as can be expected with any new game system, there are some loopholes and omissions. For example, both assassinations and purges are said to preempt other game functions, but nowhere do the rules say which has precedence over the other. The rules are also very

weak on what is and isn't allowable in negotiations among players. The possibility of a single unit or leader moving the limit of its movement allowance several times in a single Game Turn as the result of changes in control is implied but not expressly allowed. All this is the sort of stuff that causes fistfights and divorces...

Victory conditions center around the elimination of Red leaders, White leaders, and White combat units. Players will find that warfare becomes much more personal when the objectives are individual leaders rather than territory or enemy armies.

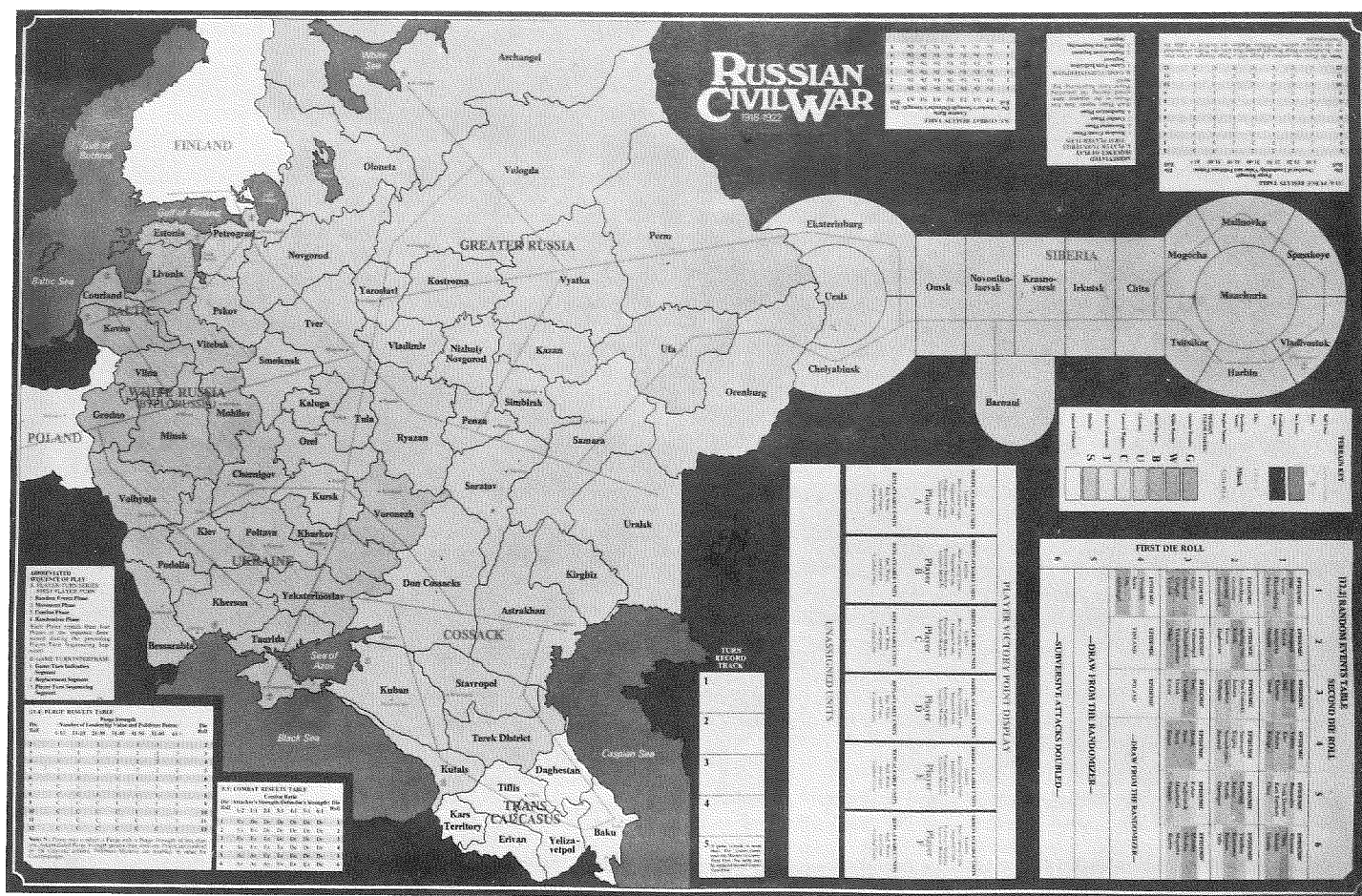
The playing pieces on the board represent Communists (Reds), counterrevolutionaries (Whites), various nationalist groups (Greens), and foreign interventionists (Blues). As mentioned previously, each player may control some units of each group. Player control is indicated by the use of letter-coded Player Control Markers (what else?) of the appropriate color. It is not always clear who has what with this system. The letter-codes don't stand out enough. It would have been easier for the players to keep track of their own forces and check other players' strengths if instead of letters the control markers had a distinctive color for each player. Attrition takes a high toll so there are usually enough markers to go around. (A comment on game packaging: spilled counters can be prevented during storage and transport by sandwiching the counter tray between the boards and securing with rubber bands. — MS)

The Reds have several advantages over the Whites: they have stronger combat units (80 factors/20 units = 4.0 factor average), more and stronger leaders (40 factors/30 units = 1.33 factor average), operate from interior lines, can rack up extra points with no-risk subversive attacks on interventionist units, and should always win with a united effort. The Reds have twice the leadership value necessary to control the entire Red Army. This allows them to trade leader casualties with the Whites and still be able to win. Unfortunately, the Red unit qualitative advantage is only effective when a single player is able to stack the strongest units. This usually won't happen until the end of the game because Red players seldom cooperate.

In fact, the biggest disadvantage a Red player has is the other Red players, and the internecine mauling is the greatest threat to Red victory. I am referring, of course, to the scourge of the purge. It is not wise to be the 'obvious' top Red player. It usually makes the members of the Central Committee nervous for any (other) one Red player to look like he's winning, and they then tend to waste their purge efforts trying to 'equalize' the standings. Purges should be used primarily to take away an obviously pro-White player's Red leaders. Purges against rival Reds are usually fatal to the Red cause, and should be indulged in *ONLY* if you want White to win or feel you have a good shot at being the top Red winner. Sometimes a purge can be used to force a *weak* Red player into the White camp by taking away all his Red leaders. This benefits the Reds because it splits the Whites into factions while consolidating Red resources. Tactically, the best time to purge a player is immediately after his random events draw. This is the last event which could affect the target leader prior to its being lost in combat. Purges should be conducted at the full strength of the Central Committee until the 'purgee's' counter-purge strength falls into the 1-10 column. Defensively, since individual players may conduct only one purge per Game Turn, you can protect yourself if you can convince the Central Committee to purge prematurely *as a body* against someone else in a given TURN. And *NEVER* let a purge get personal. It should be strictly business...

Another hazard to Red victory is the vulnerability of their replacements. Red replacements do not appear the Turn following the death of Lenin or Trotsky, or as long as either Tver or Petrograd is controlled by hostile forces. The loss of replacements can be devastating. Red strategy in the first few Turns must avoid any adventurism that would jeopardize their arrival.

Above all, the Reds must conduct a united effort against the



Whites. They should destroy White leaders as soon as possible, before the Whites can consolidate their forces. If you find yourself in league with Reds who won't cooperate with each other, or if you have weak Red leaders, it's not a bad idea to lay low and stay out of the action. Take your units and sit out the first three or four Turns in some quiet corner of the board while the other Reds carve each other up and the Whites attrition themselves down to a manageable size. When the smoke clears, you could very easily be the only player with an effective force left on the board.

The White combat forces are inferior to the Reds (60 factors/20 units = 3.0 factor average) and have fewer and weaker leaders (25 factors/20 units = 1.25 factor average). However, Whites don't usually suffer from the political infighting that hampers the Reds. There are two main reasons for this. First, in games where players suffer from 'identity crises' and commit themselves to one side or the other early in the game, White is often controlled by only one or two players. This allows for greater unity of purpose and coordination of White forces. Second, the Whites don't operate under the threat of purge. Once you control a White leader, he's yours until death do you part. So, except for intramural hassles over replacements and an occasional assassination attempt, a White player will find he has a more purely 'military' game to play. Whites are also aided by easier victory conditions (they don't have to vote to end the game as can happen with the Reds), special movement bonuses, and the ability to receive replacements in provinces occupied solely by Blue units.

The greatest asset to the Whites is Red disunity. A White player should exploit Red disharmony as much as possible. For example, even while working for a White victory, it is a good idea to control some Red leaders. This not only prevents unified Reds from operating at full strength against you, but you might be able — in the guise of a righteous Red player — to instigate purges with the alleged intention of trying to equalize strength among the Reds. By all means make it appear as if you're

playing Red to win. You can sometimes camouflage your pro-White sentiments by using your Red forces to attack Blues face-to-face with low odds instead of with safe subversive attacks. You may thus be able to exchange off your Reds without risking the loss of any White forces. This is a particularly good play if you control the target Blue forces, too.

Against disunited Reds, the White strategy should be to consolidate and try to cut-off Red reinforcements by gaining control of Tver or Petrograd. If White faces a united Red effort, White units should be deployed in such a manner that the Reds must fight their way through buffer provinces held by nationalist forces. In either case, the White team should immediately go after Lenin and Trotsky with assassins until the two leaders are eliminated. The resulting lack of leadership and replacements will cripple the Red cause militarily and possibly even psychologically. If, based upon your initial draw, you think you're going to eventually back the Whites, sell your soul in the pre-game trading session to get control of Blucher and, thus, the Czar. A major White force with control of both the Czar and the Imperial gold is extremely dangerous to the Reds and difficult to stop.

There are seven separate groups of Green, nationalist forces, and nine groups of Blue, interventionist forces. Since control of most of these forces is allocated randomly throughout the game, the likelihood of their being used increases with the number of players in the game. The ways which the Poles, Czechs, Finns, etc., can be put to use are obvious, but one note on combat tactics should be made perfectly clear: to attack any of them at odds which have any chance for an 'Exchange' result is extremely poor play. The game is won by eliminating enemy leaders, and exchanges should only be risked when enemy leaders share that risk.

Assassins are crucial to play because they strike at leaders — and killing leaders is what ends the game. Besides the obvious uses, such as eliminating Lenin and Trotsky to stop Red

reinforcements or whittling an enemy stack down to favorable odds, it's also wise to save some assassins until you're sure which side you're on. Horded assassins can be used late in the game to clean up the last surviving leaders of the opposition and end play. During the game, avoid conducting assassinations yourself if at all possible. For some reason, players tend to take assassinations very personally, much more so than casualties inflicted by combat. Let someone else do the shooting — but feel free to give him your assassins to bolster his attempt. Keep a low profile in this type of activity. It's the same approach as should be used in purges. You can bring up the issue, but let other hotheads get the bad publicity.

The best, and most difficult, strategy when playing *Russian Civil War* is one of creative ambiguity tempered by a healthy respect for assassins and purges. Straddle the fence, remain 'neutral' until you see which way the wind blows. At all times, try to keep as many options open as possible. If you openly commit yourself to either Red or White too early, you can only negotiate meaningfully with one or two other players at most for the rest of the game. Straddling the fence allows you to negotiate with every player in the game. The importance of cooperating with as many players as possible cannot be overemphasized. Players who prematurely become entangled in long-term alliances or hold childish grudges will find themselves with limited options and limited winning possibilities. Besides, the game can be dull if many players commit too early (i.e., if too many players have little chance of winning).

Once you have decided to back either Red or White, don't be in too much of a rush to kill off all your forces of the other side. Move them to Siberia instead. These 'enemy' forces under your control won't prevent victory for your chosen side as long as they remain in Siberia, and they are good insurance in case something goes wrong. You can have your cake and eat it, too...

Russian Civil War should be a favorite with people who hate to lose. They can always blame defeat on poor initial draw or unlucky random events. Some people may be silly enough to believe them. In truth, the broad trends of victory and defeat are player-determined, even though chance can produce some pretty dramatic deviations. Chance should play no role at all among skillful players. There's a lot of dice rolling, which means statistically things should average out nicely. Among poor players, however, the dice will probably decide the game since the players cannot. A poor initial draw does *not* confine a player to the role of 'spoiler' in the game. A poor initial draw simply reduces a player's margin for error and latitude for indecision. Overall, to be a successful player you must be opportunistic. Stay on your toes and dare to change strategy radically when you see an opening for a decisive move.

In short, *RCW* doesn't have that may winning tricks in actual game mechanics. Of course, you must understand the game's basic mechanics in order to define your goals and recognize when you should cut loose on your own, but the elements of 'chance' — the dice, initial draw, randomizer, etc. — are all of secondary importance in comparison to the intent and temperament of your adversaries. It is they, the other *players*, whom you must defeat. In fact, at the game's conclusion you will find you have learned more about their personalities and character than about the Russian Civil War.

'The 'realism' of a game is dependent upon fraud. You must convince the player that the game is real. This doesn't mean that the game IS real, merely that you've convinced the players.' — JFD

'A game, after all, is merely a reflection of your own 'opinion' of the event you are making the game about... My rule of thumb is 'you can get away with anything you can get away with'... My saving grace is that I'm a pretty fair historian...' — JFD

A lot of things get lost in the shuffle when a new game system is first developed, especially when the publisher is si-

multaneously trying to juggle two magazines and a half-dozen other game projects. What got lost in *RCW* is any relationship between the game and the historical events allegedly portrayed.

A big problem in criticising a game's historical 'realism' is that you're dealing with somebody's subjective interpretation of history. No matter how much research goes into it, transforming historical data into a playable game is a highly intuitive process, a matter of personal judgements. I should point out here that Dunnigan and I hold similar views in the 'realism vs. playability' debate. We both agree that a designer's first and foremost obligation is to create a game that can be *played*, and that a reasonable amount of compromise with history for the sake of achieving 'playability' is compatible with Truth, Justice, and The American Way. However, *RCW* omits important historical factors of the type which affected real-life leadership decisions and contains more historical 'errors' than can be justified on the grounds of ease of play/playability. It appears that Dunnigan was so preoccupied with designing a new, *general* game system which could be carried over to other games (e.g., as with the *Napoleon At Waterloo* system), that the historical elements which applied *specifically* to the Russian Civil War were neglected. For example:

— **CITIES:** Regional capitals were of primary importance in the war, yet with the exceptions of Petrograd and Moscow they are ignored for game purposes. Historically, most military activity focused on taking and retaking regional capitals, since control of *them* usually gave the occupier control of the entire region. The shifting of 'regional' forces to regain their own lost capitals severely limited White operations during the actual campaign. Yet in *RCW* some regional capitals are not even on the map, and the loss of those that are has no effect whatever on the game. At the very least, capital cities should add defensive points to occupying forces to reflect city militias.

— **THE MAP:** While I recognize that one man's reference sources are another man's fairy tales, I wonder why Simonsen divided the Trans-Caucasus into mythical kingdoms instead of the more accurate provinces of Georgia, Armenia, and Azerbaijan (especially since we are *assured* in the Designer's Notes that the size of a province has nothing to do with movement through it). Similar liberties have been taken with the names of Siberian provinces. It would have been nice if the ports had been labeled, and the choice of other cities on the map seems to have been based on whimsy rather than by reason of their historical significance.

— **LEADERS:** There are some major omissions from the counter mix (e.g., White generals Alekseev and Kormilov — even Momontov, the exceptional cavalryman who lead the Cossacks on their famous Sherman-to-the-sea style raid), and many leaders who begin the game 'At Start' did not appear historically until later in the campaign (e.g., May-Maevsky; and Kamenev replaced Vatzetis). Some were Commanders-In-Chief who never lead armies (e.g., Romanovsky and Vatzetis), and others were purely 'political' leaders (e.g., Zinoviev and Lenin). Important nationalist leaders like Pulsudski and Mannerhiem are completely ignored. Their loss, by assassination or otherwise, would have been devastating to their respective causes.

— **ASSASSINS:** Failed assassination attempts on Lenin or Trotsky should allow them to conduct a 'free purge' or some such other device to reflect the 'Red Terror' phenomenon.

— **EPIDEMICS:** Historically, leaders were *not* immune from epidemic. Wrangle suffered his major defeat while he was recovering from typhus.

— **EVACUATION:** White armies historically evacuated Russia on two occasions. Players should have the option to do the same to prevent their loss to opposing rival Red players or to end the game. Units so evacuated, of course, should not be allowed to return to the game as replacements.

— **CZECHS:** The initial set-up omits the Czech forces at Penza and Samara. (Czech forces were so strong in Samara, they established a provisional government there.)



— **GERMAN WITHDRAWAL:** The end of World War I was not a 'random event.' The Germans should automatically be withdrawn on Turn 2. (Although it could be argued that an historical timetable should be used for the withdrawal of *all* interventionist forces, I'm against it as their withdrawal was more dependent on actions in Russia than was the end of the war. Besides, it would probably make things too predictable.)

— **NATIONALISTS:** It is unrealistic for different nationalist groups to ignore each other. I would think this especially true if the Poles tried to march through the Baltic States.

— **OVERALL SIMULATION:** In the end, the game breaks down as a simulation of the Russian Civil War because of the very design innovation that makes it so fun to play: the anarchy generated by player control of several different, mutually hostile forces. This device leads to some pretty bizarre, unrealistic end-game maneuvers as the players try to grab last-minute victory points. It is interesting, and makes for some peculiar twists in the course of the game, but it utterly destroys the game's validity as an historical parallel.

'Errata sheets have become a rather standard practice here. At first we considered it... 'disgraceful' that there should have to be an errata sheet with games. But when we realized that absolutely perfect games were rather unrealistic. There's always SOMETHING wrong.' — S&T 38

'It is not our intention to rest on past accomplishments. We will make past developments in game design obsolete, including our own.' — S&T 40

The one major shortcoming in Dunnigan's approach to game design is his use of consumers as playtesters. He feels that it is impossible for SPI developers to playtest a design completely before it's marketed, and relies on a consumer feedback system to improve SPI products. The attitude at SPI seems to be give a new game a reasonable shot, wait to refine the game design in the next game, wait for more feedback based on the second game, use that data to design the third generation, ad infinitum. This is clearly illustrated by the development of tactical armor board games, of which Dunnigan was the originator and principal systems developer. Starting with his original *Highway 69*, the game system was developed using

player feedback from several games over a period of years — from *Highway 69* to *Tactical Game 3* to *PanzerBlitz* to *Combat Command*, *Red Star/White Star*, *Kampfpanzer/Desert War*, and eventually *Panzer 44/Mech War 77* (and I'm sure this is by no means the end of the road).

I realize that Dunnigan and his SPI developers are working under constraints of time and money, and I don't mean to suggest here that they are deliberately perpetrating half-ass projects on the public. I am confident they do the best they can under the circumstances and they certainly do a better job than most other game publishers. And the hard work usually shows. Nevertheless, it is still irritating to invest in the games marketed during the process of a system's evolution and find that a good number are incomplete experiments with bugs still to be debugged, kinks to be ironed out, and rules filled with loopholes. This is why I react to an announcement of a new design series by SPI with both excitement and apprehension. Excitement as a game junkie because I know that with Dunnigan's genius and SPI's resources behind the project the hobby is in for another Great Leap Forward; apprehension because as a player I dread the frustration over the stumbling that is sure to occur in some of the games I'll buy as the new system matures into something complete and playable. As far as the new *Power Politics* series goes, I can hardly wait until 1980 when SPI comes out with a revised edition of *Origins of World War 2*. Judged by the promise held forth by *Russian Civil War*, by then SPI should be putting out one helluva political simulation.

'Let he who is without sin, stone the cast first.' — Local Wag.

Dunnigan once complained that players use a double standard when they criticize wargames. He charged that players had one (high) set of standards for SPI and Avalon Hill (the game Establishment), and a lower standard for the 'Third World', cottage industry publishers. The larger manufacturers were not allowed to make as many mistakes, were held more responsible for their errors. This is true. This is also perfectly reasonable. It may have been all right for SPI to have incomplete playtesting when they were putting out \$5 games in manila envelopes, but people who shell out \$12-\$20 for a game have a right to expect a finished product. If you're going to be Number One, Jim, you've got to live up to it...

THE TACTICS OF INFLUENCE

by Richard F. DeBaun

The average wargamer will find SPI's *Russian Civil War* either extremely challenging or extremely frustrating to play. The central focus of *RCW* is on the diplomatic interaction among the various players, and successful diplomacy requires bargaining skills with which most players are unfamiliar. This should not be surprising, since, aside from *ad hoc* rules clarifications, negotiation rarely plays a significant role in wargames. The average player is used to dealing with his adversaries by annihilating them, rather than coming to terms with them.

In *RCW*, however, a strategy which relies solely on force leads to certain disaster. The military and political power in the game is usually so diffused among the players that no single individual can stand alone. The 'lone wolf' player who refuses or does not know how to negotiate, or who believes he can win by bludgeoning his opponents into submission, will find himself overwhelmed by a hostile coalition.

A successful player in *RCW* realizes he needs the cooperation of others in order to win. He judges the effectiveness of his diplomatic activities by how well they influence the other players — his adversaries — to take action (or inaction) as he wishes. The following notes describe some of the techniques which can be used to achieve that goal. They are designed to introduce the novice diplomat to the Tactics of Influence, with hopes they will help him become a more effective negotiator.

THREATS, PAIN, & THE KNEE-JERK NEGOTIATOR

The typical wargamer's approach to diplomacy is characterized by the 'knee-jerk negotiator.' In *RCW* he is the power-mad player who controls the Central Committee or has a fistful of assassins or both Lenin and Trotsky. Because he has force — which he mistakenly equates with power — he has quit thinking and tries to bully the other players into doing his bidding. He dictates instead of negotiates. Quite often, he even refuses to share the pretzels.

The hallmark of the knee-jerk negotiator is the threat. He believes the way to get things done is to inflict pain on those who defy his will. But just how effective is pain or the threat of pain as a method of persuasion? On the surface, they appear to be as good as any other tactic (with the extra benefit of satisfying our primal urge to get even with troublemakers), but experience shows they yield little success at the bargaining table and actually run a high risk of provoking results *opposite* to those the threatmaker intends.

To illustrate with a rather gross example, consider what might happen if we demand Player 'A' relinquish the Imperial gold and 'back up' our demand with a threat to assassinate his best Red leader (e.g., Voroshilov, leadership value '2'). If Player 'A' refuses to comply, it means the threatened cost is not sufficient to influence him. For us to then carry out the threat would be useless. We would merely confirm his expectations, imposing costs he has already accepted — a course of action hardly likely to cause him to change his mind. Further, carrying out our threat lessens Player 'A's' susceptibility to future threats by reducing his potential losses. If he is willing to sacrifice his best leader rather than bow to our demand, why should he acquiesce later when all we can threaten him with is the loss of some remaining leader of lesser value? And once he has suffered losses rather than given in to our demands, Player 'A' may rationalize that buckling under to subsequent threats would make his original sacrifice count for nothing — a price he may not be willing to pay. Continued defiance would become a matter of principle. Carrying out a threat, then, can have the opposite effect intended, and push an opponent into a posture of unalterable enmity for the rest of the game.

Threats can generate even more serious consequences in terms of personal cost to the threatmaker. Even though, as we have

seen in the above example, implementing rejected threats is useless as a means of persuasion, the threatmaker is *forced* to follow through, to back his words with action. He must do so in order to maintain credibility. When making threats, therefore, be prepared to carry them out. Carefully calculate the cost to you in game resources. Threats can waste your strength on fruitless punitive actions, seriously weakening your powerstatus in the game. 'Getting even' may make the second-rate Rasputins of Nixonian diplomacy feel better, but it is an expensive luxury in *RCW*.

A more subtle danger to the threatmaker is reciprocity. Threats often return to haunt the threatmaker. No one likes a bully, and his actions set an example for the other players. His policy of coercion and blackmail indicates respect for force and implies vulnerability to a threat of force in return. He may become a diplomatic outcast, perceived as a 'non-negotiator,' and instead of bargaining offers receive only threats in return. One reaps what one sows: he who lives by the purge dies by the purge...

THE MONTY HALL METHOD

There is an effective alternative to the counterproductive sabre-rattling tactics we have just examined. Simply follow the

№ 208.
Пятница,
27 октября 1917 г.

ИЗВѢСТІЯ
Центрального Исполнительного Комитета
и Петроградского Совета
Рабочих и Солдатских Депутатов.

Копия издается в Петербурге, 2-й этаж, дом № 11, Петроград, Р. М. 11

Декретъ о мирѣ, принятый единогласно на засѣданіи Всероссийскаго Съѣзда Советовъ Рабочихъ, Солдатскихъ и Крестьянскихъ Депутатовъ 26 октября 1917 г.

Рабочие и крестьяне России! Мы, представители рабочих и крестьянских депутатов, съѣздившихся изъ всѣхъ губерній, областей и городовъ Россіи въ Петроградъ, на всероссийскій съѣздъ, единогласно приняли и одобрили Декретъ о мирѣ, который мы предлагаемъ вамъ, рабочимъ и крестьянамъ, для немедленнаго исполненія. Мы считаемъ, что этотъ Декретъ является единственнымъ средствомъ для достиженія мира, который мы считаемъ необходимымъ для нашей страны. Мы считаемъ, что этотъ Декретъ является единственнымъ средствомъ для достиженія мира, который мы считаемъ необходимымъ для нашей страны. Мы считаемъ, что этотъ Декретъ является единственнымъ средствомъ для достиженія мира, который мы считаемъ необходимымъ для нашей страны.

example of the patron saint of bargaining, Monty Hall: make it easy for your adversary to say 'yes'. Present your proposals couched in terms and structured in such a way your opponent will find them easy to accept, easy to agree with. Make him an offer he cannot refuse. This is called making a 'persuasive proposal.' There are six basic guidelines used to formulate a persuasive proposal:

1. *The easiest type of proposal to accept is a request to do nothing.* Because of the basic inertia of human nature, a player is much more likely to agree to a suggestion he continue *not* doing something, than expend the energy and resources required in following a demand for action. If we ask him to attack, purge, or assassinate someone, he runs the risk of taking losses and creating enemies. If we ask him to refrain from an attack, purge, or assassination (which he may not have intended in the first place), he suffers no cost to his power-status and enjoys the image of a reasonable, peace-loving statesman.

2. *A request for action is most persuasive when it offers a variety of specific ways to reach a specific end.* A concrete, well-defined plan is always more likely to be acted upon than a

vague generality. First and foremost, it makes your adversary's task easier. Rather than struggling with original concepts, all he has to do is choose among your alternatives. And although any choice he makes will yield your desired result, by offering a selection of means your proposal avoids sounding like an ultimatum and lets your opponent feel that he is really negotiating. The key here is *specificity*. An ambiguous proposal permits your adversary to fulfill his commitments on his own terms; a specific proposal lays out exactly what is to be done and how. It avoids those unfortunate misunderstandings which can arise from vague agreements. Specificity also allows you to separate issues for which there is no possible agreement between you and your adversary from those issues for which there *can* be agreement. This is known as 'Bologna Tactics.' Tackle the issues a slice at a time instead of trying to force your opponent to swallow the entire sausage at once.

(It is appropriate at this point to caution players against the temptation to 'pad' their proposals with false conditions intended to be used as trade-off items during negotiations. 'Padding' is a dangerous bargaining tactic. Once you start peeling off the padding, your adversary may get the impression you can *always* be negotiated down. He may not recognize



when you have reached the bottom line, and the chance for reaching an agreement will be lost.)

3. *If negotiations break down and you cannot get your opponent to agree to the action you desire, settle for what you can get.* Try to keep the discussion open by suggesting fresh alternative means for reaching your specific goal. If this fails, don't be afraid to lower your sights a little. Remember the parable of how the camel got into the tent. Agreement on some small point at the outset establishes a tone of agreement, a precedent which can lead to larger concession in the future. If there is absolutely *no* concrete point of agreement, settle for a vague promise to resume talks on the issue or to take some general course of action at a later time. In future negotiations you can use these promises as a moral lever by reminding your adversary of his 'obligation' to live up to his word. This approach is surprisingly effective, even on people who should know better.

4. *It is easier to get a proposal accepted if it is cloaked in legitimacy.* A proposal can acquire legitimacy (i.e., the appearance that its implementation is somehow 'right' or

justified) in several ways: if it seems to be aimed at maintaining the *status quo*, at trying to keep the game fair for everybody; if it is based on precedent, something your adversary has done in the past, you may be able to relate the demand to that action on a tit-for-tat basis; if it appears to affect both parties in the same way; or if it is endorsed by a neutral third party. This last method, pressure by a neutral third party, is especially persuasive. If an independent source ventures the opinion that your demand is reasonable, fair, just, to your adversary's best interest, etc., your adversary may begin to doubt his own judgement and go along simply to keep from looking foolish and/or unreasonable, simply to 'save face'.

5. *It is essential to maintain credibility in all negotiations.* A good reputation is the second most persuasive factor in negotiations (the first being your opponent's greed). The other players must believe you keep your promises. If you can't be trusted to live up to your word, you will find you have become a pariah with no one to talk to, and I've already told you what happens to lone wolf players in *RCW*. Good intentions aren't enough, either, so promise only what you can deliver, and deliver all that you promise. (It's good to keep in mind that your reputation transcends any one session of *RCW*; it stays with you as long as you play diplomacy games. Gamers gossip, word gets around...)

Once credibility is lost, it is incredibly difficult to reestablish. In one sense, it is easier to establish credibility if you withdraw a threat than if you fail to live up to an agreement. All you have to do to make your threats credible again is to make another one and carry it out. It is a unilateral action. But reestablishing a positive reputation for living up to agreements requires the cooperation of at least one other player — and having broken your word once, who is going to be stupid enough to take a chance on you again? (After all, would you buy a used car from Player 'C'?)

6. *The best proposals are presented as a fading opportunity.* If your opponent has the option to indefinitely postpone a final decision on your proposal, he may chip away at your demand trying to get better terms or merely string you along for his own purposes. Therefore, part of your offer should make it much more attractive to him to decide now rather than to delay. The decision you are asking him to make should be presented as an opportunity which will be lost if he fails to act now. (If it is at all possible, the 'fading' part of the opportunity should appear to be beyond your control or be set by a third party.) Such a move undercuts his ability to keep his options open and keeps you in control of the situation.

INNER DIPLOMACY

The techniques outlined above are valuable not merely because they can be used to influence your opponents in the game, but also because they influence you as you use them. The formulation of specific alternatives when making proposals clarifies what is feasible and what is not. It makes you consider your demands from your adversary's point-of-view, and you are forced to think your actions through rather than shoot from the hip. The entire process helps you define your strategic and tactical goals and focus on what is actually taking place in the game. Your expectations and demands are kept realistic, and are thus more likely to be realized. Verily, I say unto you, the techniques outlined above are valuable not merely because they can be used to influence others...





DEVELOPER'S NOTES

by Frank Davis

[In the five years Frank Davis has been a member of SPI's R&D staff, he has developed *Operation Olympic*, *Wolfpack*, *Sixth Fleet*, two *Quadrigames*, and *Russian Civil War*, and designed *Punic Wars*, *Frederick the Great*, and *Wellington's Victory*. In the notes below, he kindly gives us an inside look at the creation of *RCW*.]

The initial feedback for *Russian Civil War* (somewhere above 7.0) is gratifying in a way, there are a lot of good qualities in the game. But I, for one, feel it could have been a much better game, a less expensive game in terms of R&D costs, and a more educational game in terms of an historical tool or model.

The original idea behind the Power Politics Series was, at least at one point, to design a series of **very simple** games which did not rely heavily on either standard wargaming skills or a great knowledge of military history and tactics on the part of the Players. Of course, the reason for this emphasis was to attract a new audience who had some passion for history but were less interested in the narrow field of purely military history. At the time *RCW* was feedbacked in *S&T* #50, several of us were interested in the idea of broadening the audience by broadening the focus of our games. Thus, the PP series was dutifully feedbacked and lo and behold *RCW* and *After The Holocaust* were selected for God knows what reasons by the fickle subscribers to *S&T*.

By September of 1975, Dunnigan had begun researching *RCW*, and by the time he turned it over to me, a little before Thanksgiving, he had amassed his usual voluminous although illegible research which he presented along with his ever-present introduction, 'Don't worry, Frank, it's going to be a simple game!' Nine months and \$5,000 later, the game hit the streets with all of the impact of the 1914 Revision Kit! Where did we go wrong?

The major problem I had in developing *RCW* stemmed from Jim's decision to emphasize the **chaotic** nature of the conflict. Admittedly, the war was chaotic and the game had to convey this, but Jim's approach neglected a primary game requirement: Players must be motivated by assigning relatively simple objectives and clearly defined victory conditions. Often at SPI, it is the developer who determines the victory conditions, rather than the designer. There is nothing wrong with this, although

the designer should brief the developer concerning how he would determine victory in game terms. Unfortunately, in *RCW* Jim's intentions in this regard were not clearly communicated to myself and several other of the staff members who took an interest in the game. He tended to focus on the problems of producing interesting mechanics for things like *Purge* and *Assassination* while the basic problem of Player motivation went unresolved. For a period of roughly six weeks (which consumed about 30% of the game's budget), I remained focused on the problem of what a Player can do in order to win, while Jim seemed more interested in simply keeping the Players busy purging and killing everyone in reach. Jim and I spent a great amount of time arguing about whether or not the game was too chaotic. Meanwhile, the playtesters who I supervised every Friday night became steadily less thrilled with a game which presented endless opportunities for combat and diplomacy but which lacked an overall objective (understand at one point in the game's development, a Player had no way of prohibiting units which he had eliminated from being replaced — thus the Players would simply kill chaotically for five Game-Turns until replacements were arbitrarily curtailed). Keep in mind also that we had yet to develop the concept that the game could only end in a Red or a White victory and that Players would only receive victory points according to their contribution to the overall victory. Instead, the game would simply end after five Turns with the Player who had eliminated the most Strength Points being declared the victor.

The present victory conditions, which are really a compromise between my desire for order and Jim's penchant for chaos, were developed at considerable time and expense. To a large extent, Jim deserves the credit for the victory conditions which, I feel, not only saved the game, but elevated it to the same level as its innovative forerunner, *Kingmaker*. However, I strongly doubt that the game would have any appeal today if I hadn't stuck my neck out in one heated session after another until Jim finally recognized and confronted the game's basic flaw.

Of course, *RCW* has other problems. Historically, it is probably the most inaccurate simulation since *Afrika Korps*. And despite my best efforts, quite a bit of unnecessary 'dirt' remains in the published version. On the other hand, I am very proud of the rules which I composed with a lot of help from co-developer Fred Georgian. I think the second strongest point *RCW* has to offer is a set of rules which make play almost effortless. I can't believe this game wasn't greatly helped by the quality of the rules folder (except perhaps the postal and solitaire rules, which I think cost far more than the worth they add to the basic game — everyone I've talked to plays the standard game solitaire, rather than tiring themselves on the imbecilic solitaire game).

Overall, I can't say *RCW* was a pleasant project, although I am rather proud of the finished product. Personally, I feel that all of these 'diplomatic' games are exceedingly juvenile. I just don't have the patience to spend hours 'negotiating' the fate of a few cardboard counters. I think this attitude formed the foundation for my insistence on tangible objectives and game strategies. Jim, who had some previous experience designing 'political' games was more attuned to the gimmicks which the 'dippy' freaks get off on. The important thing is the fact that **both** my input and Dunnigan's were vital to the success of *Russian Civil War*. The unfortunate thing is that Jim found my contribution too costly and personally wearing. Thus, it is likely to be a long time before he and I team up on another game. The most unfortunate thing of all is that the friction which developed between Jim and myself (and the monetary cost that ensued, driving *RCW* far over budget) should have been easily avoided by two professionals like ourselves.



RUSSIAN CIVIL WAR GRAPHICS & PHYSICAL SYSTEMS DESIGN

[or If Redmond Has Four Colors and
Needs Twelve, How Many Headaches
Will He Actually Have?]

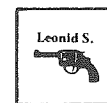
by Redmond A. Simonsen

Russian Civil War presents an unusual mechanics problem in that a given Player can control forces of conflicting nationalities and/or the same nationality as other Players. The Player Control Marker system eventually decided upon came about as a result of the usual push-pull, evolutionary design process between Game Designer and Art Director here at the SPI Game Farm. These markers are 'gray' to signal their marker status, overlaid with color to signal the color of the units under them, and letter-coded to indicate the owning Player. They're printed on both sides in order to remain within the confines of the standard 400-counter mix.

The map is printed in four colors, mechanically mixed to provide a number of additional effects. The most complicated evidence of this is the Random Events Table with its Region-coded bands of color. How helpful this is, is a question only time will answer. Since all multi-player games are by their nature complex, an attempt was made to make the map as clean and straightforward as possible. Actual period boundaries were used for the Provinces, but the railines were simplified and 'ironed out' to make the connective relationships clear. Due to the size of the landmass, it was decided at the outset to represent Siberia abstractly. All the really necessary charts and tables were built into the map (redundantly) to maximize access and utility.

Although the inks used were very bright hues, they were deliberately applied in a manner to create a pleasant, 'quiet' color scheme (though the map remains extremely colorful). This effect was heightened by printing on a sandstone-colored paper (rather than on pure white). The final result is that the map has the flavor of a Twenties atlas. Because of the complexity of the work, a full trial printing of the map was made at a great cost to check color and image. One serious error was found and corrected (another error was found and ignored — a minor spelling discrepancy in the province name 'Vladimir'/map and 'Vladmir'/chart — I didn't feel like spending over a hundred dollars to add an 'i').

One item I wanted to include on the map was a number-letter coding system for each province for Players who can't hack Russian names and/or want to play by mail. I allowed the developer to talk me out of it, to my regret. Although it might have detracted from the 'feel' of the map, it certainly would have been useful.



The box cover was a true rabbit (the kind that comes out of hats) since my original idea was completely different. As time grew short and the design didn't gel, my subconscious rescued me with the cover design that you now know and (I hope) love. The execution and production on the photo assemblage that is the heart of the design was so complex that it wasn't until it was actually printed that I knew I'd done right. Need I mention that I was keeping my fingers crossed? Design-by-dice-roll wins again.

WHAT I DID WRONG: Although an artist is not the best person to have criticize his own work, I'll give it a whack (you should all know that as a class, we're never really happy with our finished 'masterpieces').



The Counters: I should have made the nationality designations on the green and blue units a little easier to read (i.e., larger). I should have tinted the immovable units a darker or lighter shade of blue. It would have been nice to have little profiles on the leader counters.

The Map: I should have made Poland and Finland gray and left White Russia the color of the paper. The yellow in the Transcaucasus should be screened back to a lighter value. I should not have been swayed by the developer and put in the province codes (see above). I should have put a key to the province abbreviations on the map.

The Box: I like the box and have promised not to criticize its designer.

Those of you who have the game can surely think of other criticisms of its graphics. Send all hate mail to RAS of SPI (ah, you can send **complimentary** remarks, too). I do hope that, in the main, you are pleased with the work we did on **RCW**, and I do mean **work**!

HONORABLE MENTION: These designs don't spring from my forehead and magically turn themselves into camera-ready art. Most of the work in executing my map and counter design was done by Staff Artist Larry Catalano; rules and box cover preparation was performed by Assistant AD, Manfred Milkuhn. Here and there, I threw myself onto the board and did the spot illustrations, some of the paste-up, and a little tap-dancing.

— Redmond



THE FINGER & THE FIRE Foreign Intervention in Russia, 1918 — 1920

by Mike McGuire

One of the most incredible chapters in the bloody saga of the Russian Civil War was the blundering interventions by the 'Allied' powers. Few other historical displays rival the malfeasance in statecraft committed by the greatest military powers of the era. Mindless, half-hearted efforts masqueraded as diplomacy, and a total denial of reality left foreign policies around the globe in shambles. To this day the interventionist fiasco affects international relations. Much of the Soviet Union's distrust of the West can be traced directly to the antipathy displayed toward the revolutionary republic by the United States, Britain, France, and Japan a half-century ago.

The Allies' rationale for the intervention was muddled, to put it mildly. Without doubt, the genuine desire to continue an Eastern Front against the Germans was uppermost in the minds of Lloyd George, Clemenceau, and Wilson. And, too, they had a morbid fear of the emerging Bolshevik movement. They were intensely suspicious of the radical, new politics, and could not accept the fact that the dawn of the 20th Century was sounding the deathknoll of other monarchical regimes as well as the Czar. The Bolshevik bogey-man became a great mental demon which drove the Allies to action.

There were other, less esoteric considerations, also. The fate of the vast amounts of military supplies shipped to Russia during WWI was of great concern to the Allies. At one point Vladivostok alone contained \$1 billion worth of equipment not being used against the Germans, and — more importantly for some Allies — for which the Russians had not yet made payment. This line of reasoning led to speculation about other economic advantages which might be gained at the expense of Russia. The world powers gave serious (albeit unofficial) thought to schemes for carving up the lands of the Czar into a new colonial empire, even during the earliest stages of the 1917 Revolution. On December 23, 1917, the British and French established a formal 'understanding' for dividing southern Russia between them. The British were to get the Cossack, Caucasus, and Kurdistan regions, while France was to occupy Bessarabia, the Ukraine, and Crimea. Ultimately, fourteen nations participated in the Russian intervention. The Japanese sent the largest force, expanding their initial 12,500 man detachment to a peak of 72,000. The British contributed 40,000, the French and Greeks sent two divisions each, and the Americans provided 10,000 men.

In all, there were three areas which received Interventionist attention. These included Vladivostok in Siberia, Murmansk and Archangel in the north, and the rich Ukraine in the south. The former two areas were considered essential because of the vast supplies they contained, and all three areas were favorably viewed as potential bases for White Russian, anti-Bolshevik activity.

The North:

In January, 1918, the Intervention inauspiciously began with 34

the Rumanian occupation of portions of Bessarabia. But it wasn't until the Russo-German peace accord in March that large-scale operations were undertaken. The month of March saw the landing of the first token contingents of French, British, and American troops at Murmansk to 'guard' the huge supply dumps there. These units advanced south on the main railway as far as Soroka (now Belomorsk) before establishing themselves in semi-permanent defensive perimeters. By August, the Allies had reinforced the north at Archangel. In the winter of 1918 there were 12,000 British and 11,000 other Allied troops in the northern sector, yet the weather was so severe their operations were extremely limited. Within a matter of months the decision was made to withdraw these forces during the summer thaw of 1919.

The East:

The Japanese had been anxious to move into Siberia throughout early 1918, and other European Allies were interested in occupying Vladivostok to secure its vast military stores. But none of these nations was willing to move without the active participation of the Americans. This was not easily forthcoming. President Wilson seriously doubted the noble intentions of the Japanese, and was adamant in his desire to place the total Allied military effort on the Western Front in the war against Germany (at last Americans were directly dying in the Great War). His attitude created great friction with the British and French, but by July his advisors had persuaded him to do a complete about-face. Much to the consternation of his bewildered Allies, Wilson now strongly supported a joint Allied expedition to Siberia. As envisioned, the Japanese and Americans were to send 7,000 men each, with the other nations contributing smaller contingents.

Wilson's fears of the Japanese were not unfounded. They immediately exceeded the agreed size of their force, advanced west to Irkutsk, and then contented themselves with garrison duty along the Amur River and Eastern Chinese Railways. The other Allies had less of an impact. A few skirmishes by British sailors on the Kama River was the only notable combat engagement by any of these Allied units in all of Siberia. The bulk of the non-Russian fighting in Siberia fell to the Czech Legion.

Of all foreign armies, the Czechs became involved in the civil war in the most unusual fashion. Following the Treaty of Brest-Litovsk (Russia's separate peace with the Central Powers), Germans began a long trek eastward to Vladivostok, where they were to be shipped to western Europe to rejoin the war. This force, known as the Czech Legion, originally had only 800 men. By the time of the revolution it numbered 30,000, and a year later, as the Allies began landing troops in Russia, 60,000 rallied under Czech banners.

On May 14, 1918, a fight between Czech and Hungarian soldiers at the train station in Chelyabinsk led to a direct confrontation with Bolshevik officials and touched off a crucial chain of events. Within two weeks Trotsky issued the ominous order to disarm all Czechs and drove them into the anti-Bolshevik camp. The outbreak of military conflict was not

long in coming. By the end of June, the Czechs controlled a 3,000-mile stretch of the Trans-Siberian Railway, occupied most of the major communications centers in Siberia, and were reforming into military formations after their long train trip across western Russia. A Czech advance on Ekaterinburg caused the local Reds to panic and assassinate the Czar and his family. Within weeks, the Legion had seized the Imperial gold supply at Kazan. Czech dominance in this region continued until the fall of 1918 when exhaustion and pressure from the rapidly improving Red Army combined to spell defeat.

After the degeneration of the Czechs and their subsequent retreat to Vladivostok, the remaining Allies began a wholesale withdrawal from Siberia. By November, 1919, the British were gone. The last Americans sailed in April, 1920. Only the persevering Japanese lingered until international pressure forced them to terminate their occupation in 1922.

The South:

With the end of WWI in November, 1918, the British and French felt secure enough to turn their attention to the third major theater of Interventionist activity. They rushed to occupy the Ukraine and fill the vacuum created by the rapid departure of German occupation troops. The main show was inaugurated when 1,800 French troops from the Salonika Army landed at Odessa on December 18th. Within weeks, 60-65,000 French, Greek, Rumanian, and German volunteer troops swarmed over the Ukraine from Tiraspol on the Dnestr to the Crimea. To the east, the British were pursuing landings at Batum and Baku. The Turks, also, were active in the Trans-Caucasus and Baku areas. Little did anyone realize that the Ukrainian interventions were destined to be even more short-lived than those in the north and in Siberia.

In March, 1919, the rapidly improving Red Army laid siege to Kherson and Nikolaev, north of Odessa. The French and Greek defenders hastily withdrew. Days later, three battalions of Greeks and a battalion of French Colonials were routed by the Red 15th Regiment at Berezovka, only fifty miles from Odessa. Ochakov and Serbka fell easily to the Bolshevik forces, and the Allied exodus was on. After the terrible sacrifices of WWI, the French simply didn't have the will for another war. Entire units threw down their arms and refused to obey orders. The Black Sea flotilla mutinied. In desperation, the French evacuated Odessa and Sevastopol in early April. In less than four months the French had suffered a humiliating defeat at the hands of the fledgling Red Army. For their part, the British hardly fared better. Their forces in Central Asia and the Trans-Caucasus executed forced departures throughout June, 1919.

Lessons Learned:

The Allied Intervention in Russia was an unmitigated disaster. In no theater of action did it produce a single, tangible benefit. The Intervention did nothing to support the White Russians, and at no time did it serve as a catalyst to crystalize anti-Bolshevik action. Indeed, it had just the opposite effect. The foreigners were despised by the Russian peasants, and this hatred was extended to all those anti-Bolsheviks identified with the Allied cause (this was a weakness carefully exploited by Trotsky and other Red propagandists). The Allied forces which were dispatched to Russia were not sent to conduct combat operations, and those that tried acquitted themselves disgracefully in every encounter.

It is frightening to contemplate that at any time the great Allied leaders actually believed their Russian misadventures made sense. In hindsight, we can properly appreciate the lunacy of the entire affair. It was the same doomed, self-defeating policy we have regrettably seen repeated in Asia, Africa, and the Americas by the same cast of principal characters over the last fifty years. An appropriate verse by Rudyard Kipling is vaguely recalled:

As the dog returns to his vomit,
And the beast returns to the mire,
So a fool's burned finger returns
Wiggling back to the fire.



THE RUSSO-POLISH WAR

by Frank Aker

Amidst the chaos and turmoil of the Russian revolution, nationalistic, separatist movements spread among non-Russian peoples throughout the empire. Foremost among these were the Poles. The collapse of the Russian, German, and Austrian empires presented the Polish people with an opportunity for independence which they had awaited for over a century, and the Polish Republic was proclaimed in old Warsaw on November 3, 1918.

The new republic, headed by Marshal Jozef Pilsudski, quickly embarked on a crusade to recover lands taken from Poland in the partitions of the eighteenth century. In the spring of 1919, Pilsudski's army conquered Lithuania, then maneuvered on Galacia and Volhynia Ukraine. Pilsudski's ultimate goal was to unite Lithuania, Byelorussia, and the Ukraine in a federation under Polish leadership. To undermine Bolshevik influence in these regions and thwart a military counterstroke, Pilsudski formed an alliance with the principle faction of Ukrainian nationalists, lead by Symon Petlyura. As a result of this alliance the Poles were able to move swiftly into the Ukraine in the spring of 1920. By May, they were in Kiev, but the nationalist uprising expected to support them did not materialize, and the dangerously overextended Polish army was forced to retreat in the face of determined Red Army counteroffensives.

The end of July found Byelorussia reoccupied by the Reds and the Red Army advancing across Poland proper. The Western European powers feared that a Polish debacle would leave Germany open to the Bolsheviks and moved to blunt the Red drive. Lord Curzon, the British Foreign Secretary, was dispatched to stall the Reds with an offer to mediate an armistice. The Poles received more practical help in the form of an Allied military mission, consisting of munitions and the expert advice of French Marshal Maxime Weygand.

In late summer the Reds, under General Tukhachevsky, attempted to cross the Vistula in an effort to outflank Warsaw. Marshal Pilsudski somehow managed to rally his troops and launched an inspired counterattack. While the rest of the army held before the Lvov and Vistula Rivers, Pilsudski concentrated five crack divisions on the Wieprz River and attacked the threatening Red forces in the rear. The results of this action were decisive. By mid-August, Tukhachevsky's army was in retreat. Subsequent Polish victories near the Niemen River turned the retreat into rout. The Poles captured over 66,000 prisoners in the pursuit and by the end of September had captured Vilna and reoccupied all of the territory they had held in the previous January. Both sides then agreed to an armistice, and hostilities came to a close on October 12, 1920.

The final Treaty of Riga, concluded five months later, ceded substantial portions of Byelorussia and parts of the Ukraine to Poland, including the cities of Pinsk, Kovel, and Rovno. The bulk of the Ukraine, however, was allowed to remain a Soviet Republic. The Great Powers, relieved that the Communist threat had been contained in Russia, formally recognized the boundaries established in the treaty in 1923.



FROM REVOLUTION TO REPUBLIC

A Chronology of the Russian Civil War

by Frank Aker

1917

March: Following bread riots, strikes, and demonstrations by workers, the Petrograd military garrison mutinies and joins the revolt. A Provisional Government is established, headed by Prince Georgi Y. Lvov. Czar Nicholas II abdicates for himself and his hemophilic son in favor of his brother, Grand Duke Michael, who in turn abdicates in favor of the Provisional Government.

April: Lenin arrives in Petrograd and delivers his 'April Thesis', calling for a struggle against the Provisional Government and an end to the war.

May: The Provisional Government reorganizes to include Mensheviks and Socialist Revolutionaries, but excludes the Bolsheviks. Trotsky arrives in Petrograd and establishes the radical newspaper *Vperiod*.

July: When the last great Russian Summer Offensive against the Germans collapses within a few days, Prince Lvov resigns and Alexander Kerensky becomes head of the Provisional Government. Kerensky pledges to continue the war. The Bolsheviks (Reds) fail in an attempt to usurp control of the Petrograd government. Lenin, Zinoviev, and other prominent Reds go into hiding in Finland. Trotsky is arrested.

September: In a last effort by the Right Wing to regain control of the Provisional Government, General Lavr Kornilov, Commander-in-Chief of the Russian Army, marches against Petrograd. The move fails when Kornilov's demoralized army refuses to fight.

October: Trotsky is elected President of the Petrograd Soviet (governing council of the city) and plots an armed uprising against the Provisional Government.

November: Lenin secretly returns to Russia and, using Trotsky's masterplan, successfully overthrows the Provisional Government. Kerensky escapes into exile. Shortly after the Bolsheviks seize power, Estonia, Latvia, Ukraine, and Finland declare their independence.

December: The new Red government mistakenly tries to nationalize Don Cossack lands. This action triggers an insurrection which marks the beginning of the great Civil War. A volunteer army of Don Cossacks under the command of counterrevolutionary (White) Generals Alekseev, Kaledin, and Kornilov, advances north through the Ukraine to the Don Basin. There, they fight a series of inconclusive battles against the Reds.

January: Finn nationalists led by General Mannerheim attack the Reds in Finland with the help of General Golts's German Iron Division. The Finns take Helsinki, Vasa, and Tannerfors and win Finland's independence.

February: Red troops under General Muraviev gain the Ukrainian capital of Kiev, only to be forced out by the Germans. Rostov and Novo-Cherkassk (the Don Cossack capital) also fall to the Reds and White General Aledseev's Volunteer Army retreats south into Kuban. White General Kaledin commits suicide out of disgrace and is replaced by General Krasnov.

March: The Reds sign the Treaty of Brest-Litovsk and WWI ends on the Eastern Front. Although the terms of this separate peace are harsh (Russia is deprived of vast territories, including the Ukraine) the Reds are now free to carry out their subjugation of Russia. When the Reds fail to bow to Allied pressure urging them to resume fighting against the Central Powers, the Allies land troops at Murmansk, Archangel, and Vladivostok to prevent the vast stockpiles of munitions from falling into German hands. The Reds themselves need the supplies and become openly hostile to the Allies. The Allies' land reinforcements, enlarge their perimeters, and give *de facto* support to White leader who promise to re-enter the war. Ekaterinodar, the Kuban capital, falls to the Reds. The Red government moves its capital to Moscow, a location that is more central and more easily defended than Petrograd.

April: The Trans-Caucasia Federation of Georgia, Armenia, and Azerbaijan declare their independence. General Kornilov is killed when the White Volunteer Army attempts to retake Ekaterinodar. General Denikin is chosen to succeed Kornilov as Joint Commander of White forces.

May: Clashes break out between Red troops and the Czecho-Slovak Legion. The Legion was a polyglot force comprised of deserters from the Austro-Hungarian Army and commanded by French officers. They were enroute to the Western Front via Vladivostok when they became embroiled in the Russian Civil War. Trotsky fears the Legion might support the Whites under Admiral Kolchak and orders the Legion be disarmed (and executed). The Czechs respond by occupying the Trans-Siberian Railway east of Lake Baikal. They take the cities of Penza, Samara, Chelyabinsk, Omsk, and Irkutsk, effectively clearing the Reds from Asiatic Russia.

June: The Whites establish an anti-Red government at Omsk, but fail to coordinate its many factions.

July: The Reds murder former Czar Nicholas II and his family to prevent their liberation by the Whites. Boris Savinkov, the White guerrilla leader, captures Yaroslavl and directs an uprising in Moscow. General Muraviev, Red commander of the Volga front, attempts a coup in support of Savinkov, but is shot by his own troops. The Cheka (secret police) 'eliminates' Savinkov and the uprising fails.

August: Trotsky directs a major reorganization of the Red forces into sixteen armies. He maintains overall control by using a special armored command train. Lenin is seriously wounded in an assassination attempt and conducts the 'Red Terror' in reprisal. Over 500 people are executed in Petrograd alone. White forces capture Kazan (the Tartar capital), Ekaterinodar, and the port of Novorossisk.

September: Asiatic White factions declare Siberian independence and for the Ufa Directory with Admiral Aleksandr Kolchak as Minister of War. Kolchak finances his campaign with gold captured from the Imperial bank at Kazan.

October: The Red 5th Army captures Samara and advances across the Volga. General Alekseev dies of ill health, leaving Denikin in full command of the White Volunteer Army.

November: WWI ends, and the Germans withdraw from the Ukraine. Simon Petlyura is left head of the Ukrainian Republic. The Reds declare the Treaty of Brest-Litovsk void and overrun Estonia and Latvia. In Omsk, Admiral Kolchak proclaims himself Supreme Ruler of Russia.

December: Ukrainian nationalists occupy Kiev. The Red 16th Army captures Minsk. France garrisons Odessa and becomes the chief source of supply for White armies in the south.

1919

January: The Red 12th Army invades the Ukraine and captures its largest city, Kharkov.

February: The Red 12th and 14th Armies advance through the Ukraine. Kiev falls quickly, and the Reds continue through the Big Valley until they contact French forces near Odessa. White General Krasnov of the Don Army resigns. He is succeeded by General Bogaevsky, who in turn recognizes Denikin as the Supreme Commander of White forces in the south.

March: Admiral Kolchak marches on the Volga. His army captures Ufa and Perm. Kolchak's concept of land warfare is limited, and he relies greatly on an incompetent staff.

April: The French evacuate Odessa. Crimea is left to the Red Army. General Frunze inflicts major defeats on Kolchak's White Army in Buzuluk and Buguruslam.

May: Denikin takes the offensive, and the Cossack cavalry breaks through the southern front near Yuzovka.

June: Denikin continues the advance and captures Kharkov, Tsaritsin, and Ekaterinslav. The White Northwestern Army captures Fort Kranaya Gorka in a surprise move to threaten Petrograd, but help promised by the British fleet in the Baltic does not appear and the Whites fall back. Trotsky decides to go on the defensive on both the North and South Fronts, but orders an offensive in the east, in which General Tukhachevski retakes Ufa. Tukhachevski's Reds roll through Perm as Kolchak's armies retreat in disorder.

August: General Mamontov, of the White Don Cossacks Army, begins a wild raid into the Red Army's rear area. His savage horsemen destroy rail lines, cut telegraph communications, burn military stores, and plunder Tombov, Kozlov, Eletz, Ranenbur, and Voronezh. The 500-mile long raid is so successful that Trotsky declares Mamontov and his cavalry 'criminals' to be shot when captured. The Reds are forced to give ground, and withdraw from Kiev, Kursk, and Odessa. Denikin's flank, previously exposed by the French evacuation, is secured.

October: The high-water mark of the White cause. Yudenich's Northwestern White Army marches out of the Baltic Theater to Petrograd; Denikin's Volunteer Army occupies Orel, only 200 miles from Moscow; the Don Army reaches Voronezh and threatens to link with Kolchak's forces. For a moment it appears that both Moscow and Petrograd will fall to the Whites, but the situation changes radically overnight. Wrangel's White Caucasus Army fails to hold against Tukhachevsky's Reds returning from the Urals. Yudenich is driven back from Petrograd into Estonia. The White armies — outnumbered, overextended, exhausted — disintegrate.

November: Omsk, Kolchak's capital, falls. The Red armies encounter little resistance on the Southern Front and enter Kursk.

December: The Reds continue their counteroffensive. They occupy Kharkov, Kiev, and Ekaterinslav, and gain control of the Ukraine. The remnants of Denikin's forces retreat to Rostov.

1920

January: Kolchak abdicates as Supreme Ruler in favor of Denikin, and seeks refuge with the Czech Legion in Irkutsk. French General Janin hands Kolchak over to the Reds.

February: Admiral Kolchak is executed by the Revolutionary Committee of Irkutsk. The Czechs must battle both Reds and Whites as they fight their way eastward along the Trans-Siberian Railway to reach American-held Siberia. The Red 6th Army eliminates Miller's White North Russian Army.

March: The Red Army pursues the southern White armies to the Black Sea. With the help of British and French naval units, Denikin evacuates the remnants of his armies from Novorossisk to Constantinople. Only a small force of Whites, under General Baron Pytor Wrangel, remains in Crimea.

April: Denikin resigns command of the White forces in southern Russia in favor of General Wrangel. Red Armies penetrate the Caucasus and reach Turkish-controlled Baku. Red efforts to gain control of the Caspian Sea are stopped by British warships based in Persian Caspian ports. War breaks out between the Reds and newly independent Poland, led by Marshal Pilsudski. Pilsudski allies with the Ukrainian nationalists of Symon Petlyura. The survivors of the Czech Legion sail from Vladivostok with the Americans.

May: The Polish Army enters Kiev.

June: General Tukhachevsky is given command on the Polish Front. General Budenny's Red Cavalry Army seizes the cities of Berditcev and Zhitomir. This maneuver outflanks the Poles and forces them to withdraw from Kiev. General Wrangel takes advantage of the Red preoccupation with the Russo-Polish War and advances north from the Sea of Azov.

July: The Red Army presses the attack against Poland and captures Minsk and Vilna.

August: Tukhachevsky's Army Group takes Brest-Litovsk and threatens Warsaw. Pilsudski rallies the Polish Army and routes the Reds with a brilliant counterstroke. The Poles recapture Brest-Litovsk and pursue the Reds into Russia.

October: Russia and Poland agree to an armistice. The Reds also settle the Treaty of Dorpat, which recognizes the independence of Finland and the Baltic States. The Red Army concentrates against Wrangel in the south, the last remaining White force of any significance.

November: The Reds push General Wrangel's army back into the Crimea, from where it is evacuated to Constantinople by the British navy. The Civil War is all but over.

1921

February: The Red Army overruns Georgia.

March: The Russian people have had enough fighting. To avoid a people's revolt, Lenin initiates the New Economic Policy (NEP), described as a 'temporary retreat from Communism in the interests of economic rehabilitation.'

1922

April: Stalin becomes General Secretary of the Central Committee of the Communist Party.

December: The USSR is organized, bringing together with Greater Russia the Ukraine, Byelorussia, and Transcaucasia, with political control from Moscow. The other republics are added later.

The Leaders

RED



LENIN, pen name of Vladimir Ilyitch Ulyanov.
[1870 - 1924]

Rose from middle-class background (his father was a school teacher) to become leader of the Bolshevik Revolution in 1917 and founding father of the Soviet Republic. Formulated the official Communist ideology, Marxism-Leninism. Always subordinated his personal life to his political objectives. E.g., Lenin refused to play chess or have sex because they were distracting, and would not listen to music by Beethoven because it made him feel 'weak'. Although a less gifted writer and orator than Trotsky, Lenin's genius lay in his ability to accept temporary setbacks and face unpleasant realities without sacrificing his principles. In August, 1918, Lenin was wounded in an assassination attempt and never fully recovered. His health deteriorated until he suffered paralysis of his right side, speech loss, and eventually death. His embalmed body is on display in a mausoleum at Moscow's Red Square.

TROTSKY, real name Lev Davydovich Bronstein.
[1879 - 1940]

Of the Russian middle class, Trotsky became an active Marxist in his early youth. His revolutionary agitation resulted in expulsion and/or imprisonment in Russia, the United States, and most European countries. To escape from Siberia in 1902 he used a forged passport in the name of one of his jailers, 'Trotsky'. Mastermind of the Bolshevik coup in 1917, he also skillfully negotiated a separate peace with the Central Powers to end Russian participation in WWI. Trotsky incurred the lifetime (and eventually fatal) enmity of Josef Stalin when he replaced Stalin as Commissar of War. In that post, Trotsky strengthened political control over the army by making military commanders subordinate to unit commissars, and coerced the best officers of the former Imperial Army into serving the Reds by holding their families hostage. Trotsky's failure to attend Lenin's funeral paved the way for Stalin to gain control of the Triumverate. Trotsky was removed from his posts and exiled. While living in Mexico, 1940, he was assassinated by a close friend of the family with a pickaxe.

TUKHACHEVSKY, MIKHAIL NIKOLAYEVICH
[1893 - 1937]

Educated in the Corps of Cadets and the Aleksander Military School, he rose rapidly through the ranks in WWI. Tukhachevsky possessed a magnificent brain, vast organizational talent, noble carriage, and great charm. He was a favorite of Lenin, who called him a 'young Napoleon' and gave him an army to command. He became a hero to Russian youth despite a goiter which he cleverly concealed. His initial successes against the Poles were stunning, and Tukhachevsky was defeated only when Budenny and Vegorov, under orders from their political commissar, Josef Stalin, did not concentrate against Warsaw as planned. Tukhachevsky later commanded the Military Academy until appointed Assistant Chief of Staff in 1924. Eventually purged by Stalin and executed, he was posthumously rehabilitated in 1962.

VOROSHILOV, KLEMET YEFREMOVICH
[1881 - 1969]

A laborer from the lower middle class, he became a Bolshevik in 1903 and helped organize the Cheka (Red secret police). He rose through party ranks as an ally of Stalin, and became a

member of the Central Committee in 1921, Commandant of the North Caucasus Military District in 1924, People's Commissar for Military and Naval Affairs in 1925, People's Commissar for Defense in 1934, and held numerous other honorary and collateral posts. Voroshilov held brief command of the Baltic Front in WW2, but was relieved because of military 'reversals' and appointed Vice Premier. On Stalin's death in 1953, Voroshilov was elevated to President of the USSR. He was forced into obscurity in 1960 due to his opposition to Khrushchev, and died of natural causes in Moscow, 1969.

FRUNZE, MIKHAIL VASILIEVICH
[1885 - 1925]

A peasant turned Bolshevik, while in prison for political crimes (1907 - 1914) he read extensively books on military science, including the works of Clausewitz, Jomini, Frederick the Great, and Sun Tzu. He was made a general in the Red Army after the 1917 revolution and immediately demonstrated a natural gift for military leadership. As commander of the Red Army Group which eventually defeated Wrangel's forces in the Crimea, he replaced Trotsky as the War and Naval Commissar and formulated the strategy by which the Russians fought and won WW2 (and which still remains part of the Soviet military doctrine). He died from cancer in 1925 and was paid the highest tribute by being buried in Red Square.

BUDENNY, SEMYON MIKHAILOVICH
[1883 -]

A peasant who joined the Imperial Russian Cavalry in 1903, Budenny rose to the rank of sergeant-major by 1914. He was a man of big frame, sported an impressive handlebar moustache, and possessed a reputation for personal courage that made him extremely popular with his troops. During the Russian Civil War he commanded the Red Army's cavalry corps and smashed the 'superior' White cavalry. Lenin praised Budenny as 'the most brilliant cavalry leader of the world.' Through Stalin's patronage, he became a marshal in 1936. Unable to adapt to modern mechanized warfare, WW2 came as a shock to Budenny. When the Germans encircled and destroyed most of his forces at Kiev in 1941, he was relieved as commander of the South-western Theater. The latest word is that Budenny is alive and living in Kiev.

ZINOVIEV, pen name of Grigori Yevseyevich Radomyski.
[1883 - 1936]

A stout, curly-headed, and clear-minded man, he helped organize the Bolsheviks in 1903 and worked closely with Lenin during their years of exile. Zinoviev's contribution to the Civil War was a political one, fulfilling a number of important functions as the local 'Boss' of Petrograd. He became a member of the Triumverate with Kamenev and Stalin following Lenin's death, and sided with Trotsky against Stalin's ambitions. For his 'vassallaton' Zinoviev was expelled and stripped of his offices in 1927. He was later readmitted to the Party after recanting his views, but was arrested on Stalin's orders and charged with treason and conspiracy. To the world's astonishment, Zinoviev confessed his guilt and was shot.



TROTSKY



DENIKIN



WRANGEL



STALIN



KOLCHAK

WHITE

WRANGEL, BARON PYOTR NIKOLAYEVICH [1878 - 1928]

A mining engineer who joined the Imperial Army during the Russo-Japanese War, by the close of WWI Wrangel was commander of a cavalry corps. He was an impressive figure, always wore a Cossack uniform tailored around his six-foot frame, and possessed a resonant, booming voice. Devoutly attached to the Orthodox Church, the 'Black Baron', as he was nicknamed, had priests bless his troops with Holy Water and rewarded his generals with Ikons. His true monarchist position caused considerable friction with Denikin, who took a more liberal stance. Wrangel became supreme commander of the Whites in 1920 when Denikin evacuated to Turkey. After initial successes in Kuban, Wrangel's army — noted as looters and plunderers, rather than soldiers — was soon defeated. After evacuating to Turkey, Wrangel maintained a staff and cadre structure of the Volunteer Army in Yugoslavia until 1925. Later, he went to Belgium and finished life as an engineer.

DENIKIN, ANTON IVANOVICH [1872 - 1947]

From the Warsaw lower class, he gained promotion in the Russian Imperial Army through merit rather than influence or wealth, finally to succeed Kornilov as commander of the White Army in the Don River region. Denikin possessed phlegmatic self-control and became recognized by all belligerents as a capable, if not great, general. He was above all a soldier, uncomfortable with both politics and economics. His support of the displaced landlords alienated the peasants without whose support his Army could be neither raised nor maintained. Denikin resigned his command in 1920 in favor of Baron Wrangel, emigrated to the United States, and lived in Ann

Arbor, Michigan, until his death in 1947.

KOLCHAK, ALEKSANDR VASILYVICH [1874 - 1920]

An officer in the Imperial Navy, Kolchak distinguished himself as commander of a destroyer during the Russo-Japanese War and as an Arctic explorer. As WWI broke out, he received an unprecedented promotion (in Russia) to the rank of Rear Admiral and eventually commanded the Black Sea Fleet. He resigned from the navy after the 1917 Revolution and, through the machinations of the British Foreign Office, became Minister of War in the Siberian anti-Bolshevik government. After a coup at Omsk, he proclaimed himself 'Supreme Ruler' of Russia. A 'moral man in immoral times,' Kolchak ardently believed in his mission as the restorer of a great, undivided Russia, but his training and life as a naval officer, accustomed to giving orders and having them automatically obeyed, did not cultivate in him the qualities of a popular leader. Although he had unquestioned integrity and courage, he was extremely nervous, almost hysterical in temperament, and lacked the capacity for cool balanced judgement outside his narrow specialized naval career. Kolchak was handicapped further by a romantic approach to the prosaic problems of everyday policy. He was also a complete amateur in land warfare, taking counsel from incompetent and ambitious generals. After the defeat of his army by the Reds, he was betrayed into the hands of the Irkutsk Soviet by the Czech Legion. A man of pride and honor until the end, Kolchak refused the traditional blindfold as he faced a dawn firing squad. His body was ignominiously dumped into the frozen Irkut River.

by
Frank Aker



RUSSIAN CIVIL WAR FOR ONE

by Raymond W. Lowe

Although not advertised anywhere on the outside game packaging, **Russian Civil War** comes with a solitaire game variant designed by Fred Georgian. The single player version is understandably quite different from the multi-player version, since **Russian Civil War** was originally designed as a three-to-six player game. Many of the fundamental concepts which give the game its flavor are deleted from the solitaire version. The most important 'missing' concept is the Red disunity which results from having several players control the Red forces. In the solitaire version, all the Red forces are controlled by the single player with all the non-Red forces controlled by 'the system'. With total Red unity, purges and assassinations are not used in the game. Thus, while standard **Russian Civil War** is often a fight between Red 'teammates', solitaire **Russian Civil War** is a straight military confrontation between the unified Reds and the various non-Red forces.

Since the Red Army is the largest and most powerful combat force on the board, it would seem at first that giving the Reds unity of purpose and command is also giving them an overwhelming advantage over the Whites (and Blues and Greens). Obviously, a trade-off must be made somewhere to maintain play balance. This trade-off is made in the deployment and use of Red leaders. Essentially, the Reds receive only two leaders, Lenin and Trotsky. At the beginning of each Game-Turn, the Player receives additional Red leaders according to a die roll. The number on the die is the number of additional Red leaders he may choose for that Turn, although he may never have more than six leaders total in play at any one time. At the beginning of each Game-Turn, all Red leaders except Lenin and Trotsky are removed from the map and the Player must again roll for additional leaders. Thus, the number of Red leaders available to the Player varies from Turn to Turn, although it can never exceed six. This shortage of Red leaders insures that not all of the Red combat units will be available for offensive operations every Turn.

The non-Red forces' movement, combat, and stacking are controlled by 'the system'. Movement direction is governed in such a way that all non-Red forces march zombie-like along rail lines toward Petrograd or Moscow, whichever is closest. Movement speed for each stack is determined by the die. Combat priorities are established, with the highest target priority being given to the smallest stack of Red units in a given province. The stacking rules governing non-Red forces allow units to restack only after all movement is concluded. Thus, non-Red units cannot 'attach' units in provinces they move through, only in provinces they end their movement in. This has the effect of dissipating White combat strength.

Given the above changes in the game system, the flow of play in solitaire **Russian Civil War** is much different from that in the standard game. The big difference is that every solitaire game follows the same pattern, whereas most multi-player games are different from each other. This is because in the solitaire game the 'system' behaves in the same manner every game, forcing the Player to react in the same manner every game. Solitaire **Russian Civil War** begins with a large White offensive originating from the Cossacks Region and approaching Moscow from the south. A more piecemeal White attack approaches from Siberia. A third, and even smaller, White attack prematurely marches on Petrograd from the Baltic Region. Usually this last attack is easily crushed by the Red units in Petrograd under Lenin. The only other major threats to the Reds come from the Poles and Finns, who can be very if and when they enter the game as the result of their player control marker being drawn from the randomizer. The Finns are particularly threatening due to their being adjacent to Petrograd. The miscellaneous Blue interventionist forces are more of a nuisance than a threat. The game usually develops with the southern and eastern White offensives slogging their way through occupied Red provinces until they are defeated in a climactic battle with the Reds around Game-Turn Four at or near Moscow. The Finns and Poles must also be defeated in one (or two) big battle(s) if they enter the game. Once these major battles are resolved, the Reds spend the rest of the game racing against time, trying to mop up the remnants of non-Red forces on the map.

Since solitaire games like this one are easily and quickly 'wired', I will refrain from giving too detailed notes on the best Red strategy and tactics for those Players who prefer to crack the game themselves. But, generally, players should remember that the non-Red forces never deviate from their zombie-like movement toward the Red capitol provinces. Thus, they may pretty much be brought to battle at a time and place of the Player's choice. Delaying tactics can be very effective, since the non-Red units cannot go around a 'roadblock'. Sacrificial diversions can be useful, since the non-Red forces prefer to attack the smallest Red stack in a province regardless of overkill (instead of attacking an equally vulnerable but larger stack). The Red Player should keep in mind that he must bring about the destruction of the large non-Red forces early enough to allow time for the mopping up of the remaining Blue and Green forces. Care must be taken to insure that if the Poles and Finns are destroyed, they do not return in the form of replacements. This can be done by occupying the home countries of the Poles and Finns as soon as their armies are destroyed. The southern and eastern White thrusts must be dealt with first, although an eye should be kept out for the Finns. Small Red units should be placed in front of the advancing Whites to slow them down, not in the same province as the Whites, but in the next province they must move to. Meanwhile, the bulk of the Red Army should be attacking the smaller stacks of Whites in order to whittle down the White attacking force. The Whites will never counterattack the main Red armies, because they prefer to move toward their destination rather than stay in the same province and fight the Reds. By the time the Whites reach the environs of Moscow, they should be reduced in strength enough for the Reds to administer the final *coup de grace*.

Like all solitaire games in which the Player plays against a fixed 'system', solitaire **Russian Civil War** has no surprises. The Player always knows exactly what the enemy is going to do. Thus, the game is easily mastered in terms of the best strategy and so forth. For this reason, I prefer to play both sides (as in a two player game) if I must play a game solitaire. Unfortunately, **Russian Civil War** cannot be played in such a fashion due to its emphasis on diplomacy and alliances. So, in this case, the official solitaire version is all that is left for the solitaire wargamer. And, as far as 'fixed system' solitaire games go, it is fairly well balanced and does not require an inordinate amount of die rolling/chit-pulling like some solitaire games. But, even given this, it looks like no gamer can expect to play **Russian Civil War** in a truly satisfying fashion in any way other than that in which it was intended; i.e. with three or more players.



Battle Report

BURMA

F&M's Battle Reports are 'first impression' game reviews intended to assist our readers through the bewildering maze of titles in the burgeoning wargame market. The emphasis of these reviews is on how well the game in question plays, its feel and flow, with additional comments on physical quality, historical accuracy, and special design features. We hope these Battle Reports will serve as a useful source of consumer information and call attention to games of interest which might otherwise have been overlooked.

by
Raymond W. Lowe

Burma; historical research and design by Bob Fowler, game development by Marc Miller. Playtesting and constructive criticism by Frank Chadwick, Doug Poe, Darryl Hany, John Harshman, and Mark Wukas. Art Director, Paul R. Banner. Available for \$8.00 from Game Designer's Workshop; 203 North Street; Normal, Illinois 91761.

The China-India-Burma Theater has probably been the most neglected theater of the Second World War. As a result, the wargaming industry has ignored the conflict which raged for four years over the rugged Burma mountains. But recently Game Designers' Workshop has introduced an operational level game dealing with the Burma campaign which very well may herald a new era of interest in this particular segment of the Pacific war. GDW's **Burma** covers the Burma campaign from December 1942 until May 1945 in twenty-six monthly and bi-monthly turns. The game centers around the Allied attempt

to secure a land supply route from India to China and the Japanese efforts to prevent the same. Thus, a major part of the game deals with the construction (or thwarting) of the infamous 'Burma Road'. The game is played in sequenced turns. Counters represent Allied brigades and Japanese 'butais' (battalion-size battlegroups) along with engineer, tank, artillery, supply, and air transport units. Paratroops and Long Range Penetration units are also included in the game. As in the real campaign, the game pits Indian, British, African, American and Chinese troops against the Japanese and a small, Japanese-organized Indian National Army. The game places a heavy emphasis on road construction and supply, two factors which proved to be crucial in deciding the outcome of the actual campaign. The game is decided on a Victory Point basis with points awarded to players for the timely attainment of certain geographic objectives.

PHYSICAL SYSTEMS

Burma comes with an attractive four-color 22" X 28" unmounted mapboard which covers the entirety of Burma and portions of neighboring India and China. There are some hex-grid ambiguities in the terrain features which could have been avoided, but otherwise the map is first-rate. The 'real distance' each hex represents is not given.

240 die-cut counters accompany the game. They are gloss finished in various shades of brown, mustard, green, blue, and yellow with black and white printing. Standard military unit symbols are used with the exception of tank, air transport, and coastal patrol boat units which all use appropriate silhouettes. As stated before, ground units represent Allied brigades or Japanese 'butais'.

Besides the map and counters, **Burma** comes with two Order of Battle and Appearance charts (one Allied, one Japanese) and a Turn Record chart which also keeps track of replacement points, naval transport points, Allied units in training, and weather. The Order of Battle charts have the units printed right on them so that the unit counters can be set up right on the chart prior to the game's start. Unfortunately, the Order of Battle charts are all one color so that the Allied player has a difficult time sorting out his multi-colored armies on the chart. Instead, the Allied player must try to match up the numerical unit designations on the counters with those on the chart, which is a time-consuming process. The atrocious weather which often had such a pronounced effect on the conduct of the campaign is cleverly and cleanly dealt with on the Turn Record Chart. Since bad weather usually affects all units equally in terms of slowing down operations, the Turn Record sometimes lumps two months together into one turn. This has the effect of 'slowing things up' for each of the representative months within the single turn. Thus, bad weather actually speeds up time instead of slowing down operations on the map, although the cumulative effect is the same. This method eliminates complex weather rules for movement and combat. On monsoon turns, all movement and combat is suspended. An eight-page rules booklet rounds out the **Burma** components. The last two pages of the rules booklet contain the Terrain Effects Chart, Combat Results Table, and other necessary game charts.

Burma comes packaged in a clear, heavy plastic envelope with a 'zip-lock' seal. There is no provision for storing the unit counters once punched out.

RULES AND DESIGN CONCEPTS

Burma's greatest weakness lies in its rules. They are simply too sketchy and full of loopholes. The biggest offenders in this regard are the ground movement rules. For a game in which each hex can comprise various combinations of jungle, mountains, rivers, roads, tracks, etc.; seven paragraphs on ground movement are simply not enough to cover all the movement possibilities. Another major flaw in the rules concerns the coastal patrol boat units, called 'base' units in the game. They are ignored. At no time do the rules mention these units, except on the unit identifications chart. Obviously these units have special capabilities and restrictions which distinguish them from tanks or infantry. Or do they? The rules make no

mention of the subject. There are many other smaller omissions and ambiguities in the rules, but most of them can be figured out by experienced wargamers. However, there are those wargamers who like to play a game when they buy it without having to finish developing it first.

Fortunately, what the rules lack in clarity, the design concepts make up for in scope. A number of interesting design features combine to give the game the special flavor of the Burma campaign. The importance of Allied airlift capability is exhibited by the air transport rules. Air transport units can perform several tasks, from transporting troops to supplying isolated airheads. The difficulties inherent in overland supply make the Allied aerial supply capability all the more valuable. Naval transport capability is available to both sides, while the Allies can also conduct amphibious assaults in the latter stages of the game.

Supply is a very important factor in the game. This is reflected by the supply rules. Units can either be in attack supply, general supply, or isolation. Attack supply requires the expenditure of a supply unit, while isolated units perish if their condition is not relieved within four supply phases. General supply also requires the expenditure of a supply unit unless the supply unit being traced to is part of a supply 'chain'. So, with two supply phases per side per turn, units not in close proximity to supply roads consume supplies at an alarming rate without even attacking. Road construction capability, therefore, is also a crucial factor in the game. Both sides have road-building engineers. Without these, neither side could conduct largescale operations in areas which had not previously been blessed with roads (which applies to about half the map). However, while the numerous Allied engineers can build roads fairly quickly even in the roughest terrain, the handful of Japanese engineers build roads at a rate akin to that of old women!

The Allies have the ability to create parachute units and Long Range Penetration units by withdrawing regular brigades for four turns of special training. These withdrawn troops then return to the game in the form of paratroops and LRPs. Although weaker in strength than their originating brigades, these units are the only ones in the game capable of moving out of supply voluntarily and being airdropped. Thus, they can be used with great effect in the Japanese rear areas to disrupt the Japanese's already strained, land-bound supply routes.

While the Allies possess the strategic advantages of air transport and supply, better road-building capability, and airmobile units, the Japanese have their advantages, too. Japanese units can use infiltration tactics which allow them to pass right through Allied units under certain conditions. This can have disastrous consequences for an unwary Allied commander. Also, the Japanese are fighting a principally defensive battle; i.e. their biggest job is to prevent the construction of a road-link between India and China. And as the defender the Japanese enjoy the advantages of interior lines and a consequently less severe supply problem.

HOW DOES IT PLAY?

Since the supply situation is probably at least as important as strategic or tactical skill in determining the outcome of the game, most games of **Burma** will take on a similar complexion. The Japanese can use their initial numerical superiority to try to break through to India, but the lack of roads over the mountains separating India and Burma will probably cut their advance short. Japanese engineers can possibly link the Burmese road net and the Indian road net from the line Indaw-Tamy-Imphal, but probably not in time to allow the Japanese to advance into India before the arrival of heavy Allied reinforcements. The Japanese might try an advance along the coast from Maungdaw into India, using the sea lanes to supply the advance. This advance, however, would be restricted to the narrow coastal strip and therefore be more easily blocked. If the Japanese fail in their bid to end the game early by breaking into India before Allied reinforcements arrive, they will eventually be forced back by the weight of Allied numbers. The Allies will then start advancing over the mountains into Burma utilizing their

superior road-building capability and, from time to time, aerial supply. The most likely axis of advance would be Ledo-Moanguang and/or Imphal-Mandalay. As the Japanese fall back toward their supply road net they will be able to offer greater and greater resistance to the Allies until large-scale counterattacks are feasible. Despite overall numerical inferiority, the Japanese can easily gain local superiority due to their superior stacking capability and use of infiltration tactics. The decisive battles will occur near Moanguang and/or Mandalay as the Allies try to connect up with the Burmese Road net and then clear a road to China. Meanwhile, Allied LRPs can be causing the Japanese more than just passing trouble in his rear area supply routes.

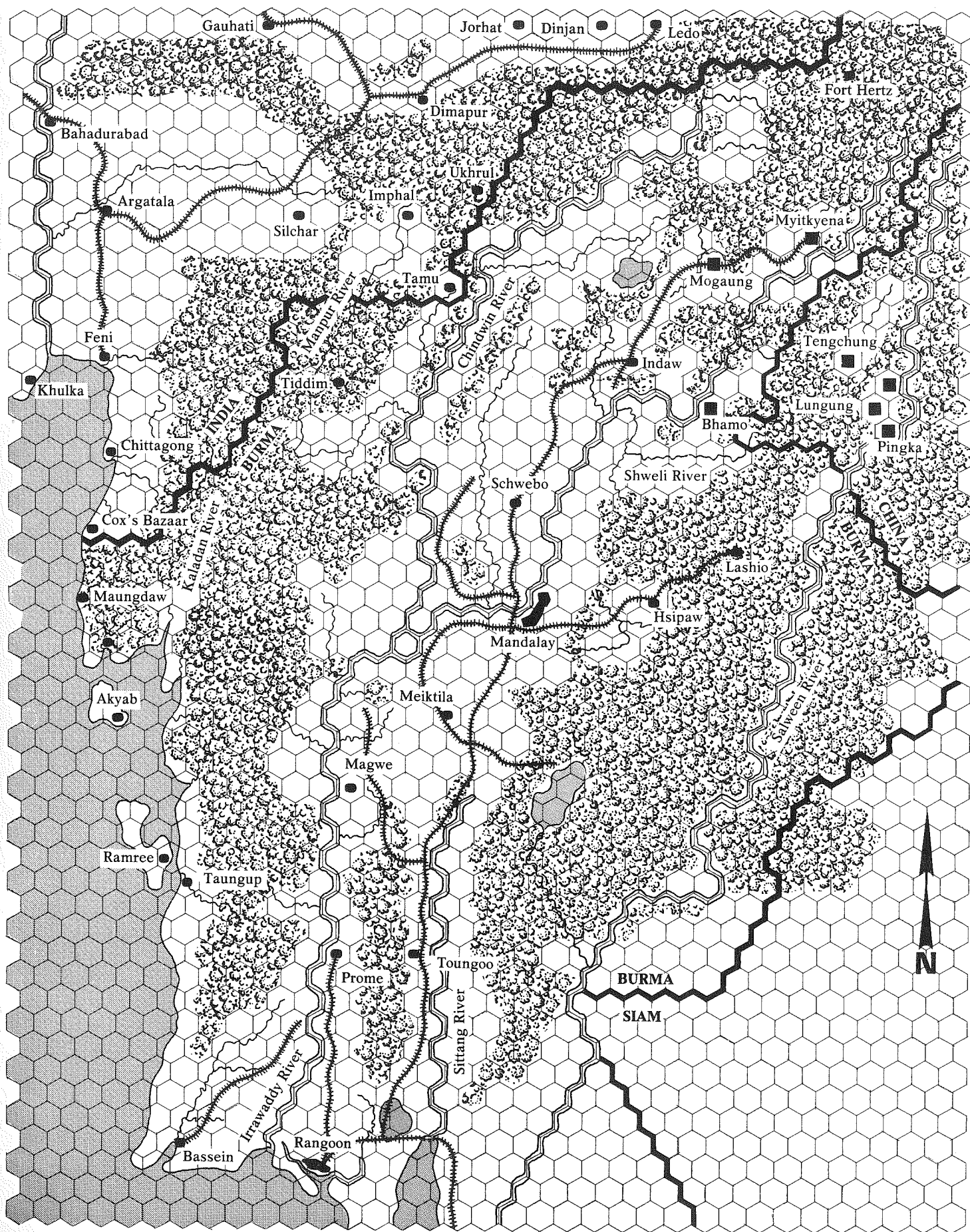
COMMENTS AND CRITICISMS

All in all, I am happy to see the Burma campaign finally covered in a high-quality wargame. The design concepts accurately reflect the problems of rugged terrain and supply which influenced the conduct of the campaign so greatly. Moreover, the physical quality of the game is excellent, with the previously mentioned exception of the Allied Order of Battle chart. I consider it a shame, therefore, that such a well-conceived design should be marred by a shoddy set of rules. But serious wargamers should not let this deter them from buying the game, although I would not recommend it to those unfamiliar with 'standard' land-war games. When it is all said and done, **Burma** emerges as a first-class design, even if that design has been somewhat flawed in its execution. And after all, it is one of the few Pacific Theater land-war games in which the Japanese actually have a chance of winning!

The following errata for **Burma** was obtained from the developer, Marc Miller. It is by no means exhaustive, but should clear up some of the questions which inevitably arise during the play of **Burma**.

- 1) Roads completely negate other terrain in a hex for movement purposes.
- 2) Railroads completely negate other terrain in a hex for movement purposes.
- 3) Cities and ports are controlled by the side who last had units pass through or occupy them. Otherwise, all Burmese cities and ports are Japanese, while all Indian and Chinese cities and ports are Allied.
- 4) Movement and/or combat is prohibited between hexes 1213 and 1113.
- 5) 'Base' units may only move into or through coastal hexes, but they must pay all normal terrain costs for those hexes. Otherwise they are just like other ground units. They represent bases for short-range patrol boats.





Fire & Movement's Sketch-Map of GDW's Burma. © F&M and GDW

DESIGNER'S NOTES: BURMA

The Long and Winding Road

by Bob Fowler

With the publication of **Burma** by GDW I finally realized a goal I had been working towards for quite some time. These notes will describe how the game came to be and the decisions made in the design process.

Burma, as a country, had always evoked exotic pictures in my mind. I imagined the sound of tinkling bells in a Buddhist pagoda or I could see a steamboat churning through the waters of a broad sluggish river and of course there were the steaming jungles in which all motion is slowed due to the heat. To these images were added the massive armies that General Slim wrote of in his book 'Defeat Into Victory' (1959). I was amazed by the size of the forces involved and the complexity of the strategies attempted.

In 1969, shortly after my introduction into wargaming, I read the book 'Kohima' and I was captured by the descriptions of the heroic efforts of the individuals on both sides. This was the 'spark' which led to **BURMA**.

I felt that the best level of operations by which to simulate this conflict was by showing the entire campaign. But having never designed a game I was put off somewhat by the complexities of the actual campaign. I felt that I should first design a less ambitious game in order to get some actual design experience. I decided to do the battles of Kohima and Imphal. I began on this project in 1970, working whenever I felt inspired or when I was in the mood. Months actually went by without my even looking at the design. Then there were periods when I'd spend four to eight weeks on just solid design work — no breaks, not even weekends. In spreading my time like this things that at first seemed difficult to design became easy, or flaws that I might have missed were caught and corrected.

I very much wanted the game to be published. Most of the publishers I contacted were most unresponsive, but the now defunct **ALBION** published the game in its original form and following this JagdPanther Publications decided to publish the game. This led me to modify the game and it was published by JP in early '76.

After this experience I felt I was ready for the 'real' game — **BURMA**. I approached the design very analytically. SPI had talked about their 'systems approach' to game design and having been a systems analyst I felt I'd give it a try. I decided to layout what I thought they meant based on my experiences in the design of the Imphal battle game. I would establish a logical method to ensure that the **BURMA** design would be as thorough as possible.

This approach resulted in a written Methodology of Wargame Design. This included a written design specification system and a schedule of sequential steps that I would follow. Briefly, these were: (1) Write a specification for the game design (including scale, number of turns, number of units, etc.). (2) Research and determine the complete order of battle. (3) Select the scale of the map and sketch it out on paper. (4) Sketch the scale of the map on a standard hex sheet. (5) Prepare 'turn' sheets — each sheet approximating in real time what would occur in one turn. (6) Final specifications (tactics to be represented, scale, number of turns, etc.). (7) Prepare worksheet files on each subject (i.e., design topics such as supply, movement etc. from historical references). (8) Draft the rules. (9) Complete unit counters. (10) Complete map. (11) Solitaire playtest a complete game by using 'turn' sheets. (12) Make rules revisions. (13) Have game playtested by independent playtesters. (14) Make all final revisions necessary.

I followed the above schedule quite closely and found it worked well. It might be too thorough and detailed, but the design for me was a hobby — I enjoyed spending the time.

The main goal of the design was to give priority to playability. The hardest section in which to achieve this was in the supply rules. Supply considerations were so significant in the actual campaign it was simply impossible to omit them in the game. Omitting them was considered at one point, but the game would have been distorted beyond all reason. With the air rules, the decision (based on playability) was the opposite — the axe fell.

Some liberty was taken with the rules to achieve playability. For example, a normal turn is about one month except during the monsoon season when one turn represents an entire season. The order of appearance is not exact, although it could have been designed as in **ANZIO** or **PANZERARMEE AFRIKA** with units arriving or withdrawing at exact times. Instead, the most significant units are made to arrive, but not leave the board so that the number of combat factors available is always correct. On the map, there is no railway from India to Chittagong, although there was one in reality. This is done to create the effect of the supply bottleneck that actually occurred on this railway which had very limited capacity.

The game as published by GDW has adhered well to the design principles, although they have added substantially to rule concepts. I feel that all involved have done their best to produce an interesting and enjoyable game.

What is the best strategy in the game? I don't feel that being a designer really qualifies me to answer this question well. However, I can comment based on what happened historically.

The Japanese player must push as deep into India as possible on all fronts. He must capture Imphal and perhaps base his line on the central front at Kohima. In the north, he must push as far as his supply will allow him towards Ledo. On the coast, probably he can reach the Feni River. A conservative player can await the Allied counteroffensive. An aggressive player will probably build himself a road for supply and use this to push far into India, ideally attacking from Imphal to reach the north edge of the mapboard, cutting off Ledo. The Japanese player must be wary of the coast at all times since it is so remote as to be difficult to reinforce, and a significant Allied offensive here can spell disaster when the Allied player gets his amphibious capability. In the end, the Japanese player must be prepared to fight a slow withdrawal, timing this so that he has enough strength left to defend south of Mandalay in 1945.

The Allied player must decide where to start the Burma Road soon, and once committed cannot start again. However, he can keep the Japanese player guessing as long as possible by attacking from both Ledo and Dimapur. He must start in the meantime a slow and steady push along the coast, to capture Akyab by at least the end of 1944 and to threaten the whole of the coast by amphibious assault. Once he gets Ramree Island he in fact threatens Rangoon.

The Allied player will have a hard time at the start of his counteroffensive — he must be prepared for a war of attrition to wear down the Japanese. His key to get moving is to convert as soon as possible at least (4) brigades into LRP units and another brigade into paratroops — more if he can afford it. Throttling the Japanese supply line is the objective. Paratroops can attempt to seize airfields near supply routes into which infantry can be flown to establish a stronghold; or LRP units can be glider-landed into rough terrain next to supply routes. If you don't succeed at first, withdraw before being hurt too badly and try again. In any case, once the Allied player starts his road, he must keep up the pressure and never let the Japanese rest.

The final phase should see the Chinese and British/Indian forces join near Mandalay, or a least Bhamo, to cut off the north, and be prepared to drive south onto Rangoon; another strong force should be poised on the coast to threaten Rangoon by amphibious assault. The Japanese, if weakened enough, cannot watch both directions.

LAST MINUTE NEWS!

Game Designers' Workshop is pleased to announce the publication of three new games, two revised games, issue number two of the Newsletter, and a catalog!

At Origins II, GDW unveiled three brand new games to the wargaming community, ready for shipment immediately.

1. **AVALANCHE**, the Salerno Landings, 1943. Company level (some platoons). 1300 meter hex scale. 8 hour turns. 960 die cut counters, some back printed for step reduction and all vehicles marked with silhouettes for recognition. Two 4-color maps resembling military topographic maps of the period. Avalanche, only \$12.75 postpaid.

2. **BATTLE FOR MIDWAY**, Decision in the Pacific, '42. Ship level, 37.5 mile hexes, 6 hour turns. 240 die cut counters. Two maps (one of the Midway area, the other extending the area of play west to Tokyo). Game system similar to Coral Sea, but adding primary guns, submarines, and aircraft scout elements. Battle for Midway, \$10.00, postpaid.

3. **BURMA**, the Campaign in Burma, 1942-45. Brigade level (some regiments and battalions, some Chinese divisions). Monthly turns. One 4-color map, plus 240 die cut counters. Tanks, air transport, LRP units. Provisions for building the Burma Road. Burma, \$8.00 postpaid.

In concert with the publication of the new games, two revisions of older GDW games were made.

1. **CORAL SEA** (2nd edition). All new artwork from the ground up, and added or clarified rules and charts as necessary. 240 die cut counters, one map (of the Coral Sea area), and a rules booklet, plus charts. Added are several scenarios and more ships for the scenarios. [Gamers already owning Coral Sea can purchase the new rules for only \$1; the new counters are not necessary, but we recommend them, at \$2; the new map is essentially unchanged from the old.] Second edition Coral Sea, \$8.00 postpaid.

from GAME DESIGNERS' WORKSHOP

2. **MANASSAS** (2nd edition). The award winning Civil War battle game returns basically unchanged, but with new artwork on map and counters. The first edition (privately published) has sold out and we had to reprint to keep up with demand. Second edition Manassas, \$8.00, postpaid.

GDW is currently experimenting with a Newsletter, covering primarily the games, research and milieu of the Europa Series (our series recreating World War II on the division level; four games out already, and more coming), as well as news and information about GDW in general. Subscriptions to the Newsletter through issue 4 are free, provided you subscribe using our official subscription blank (available in our catalog; see next item below). Issues one and two are already out, and available free if you include a stamped, self addressed envelope with your request.

Finally, to fully describe our growing line of games, to provide you with an order blank, to tell you about our free errata service, and to convince you of the quality of our games, we have published a 20 page catalog. Illustrated with color and photographs, the new GDW catalog covers our entire line with pictures and illustrations, descriptions of contents and components, and news of things to come. If you want more information about any of the games listed above, or about the rest of our line of over 15 military simulations, ask us for our catalog, its free! (Asking us also gets you on our mailing list, and assures you of getting future announcements as we issue them.)

We would like to point out that all GDW games are postpaid in the US and Canada. Other foreign orders please add \$2 per game surface postage.

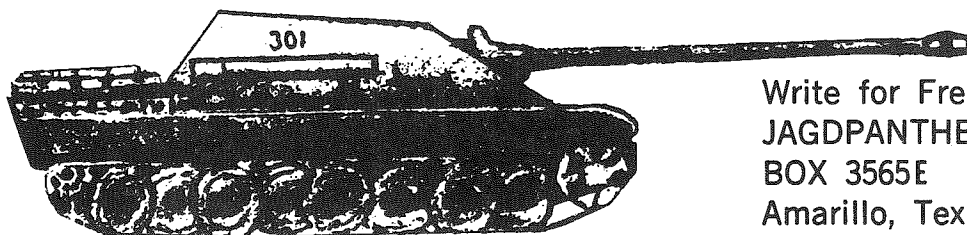
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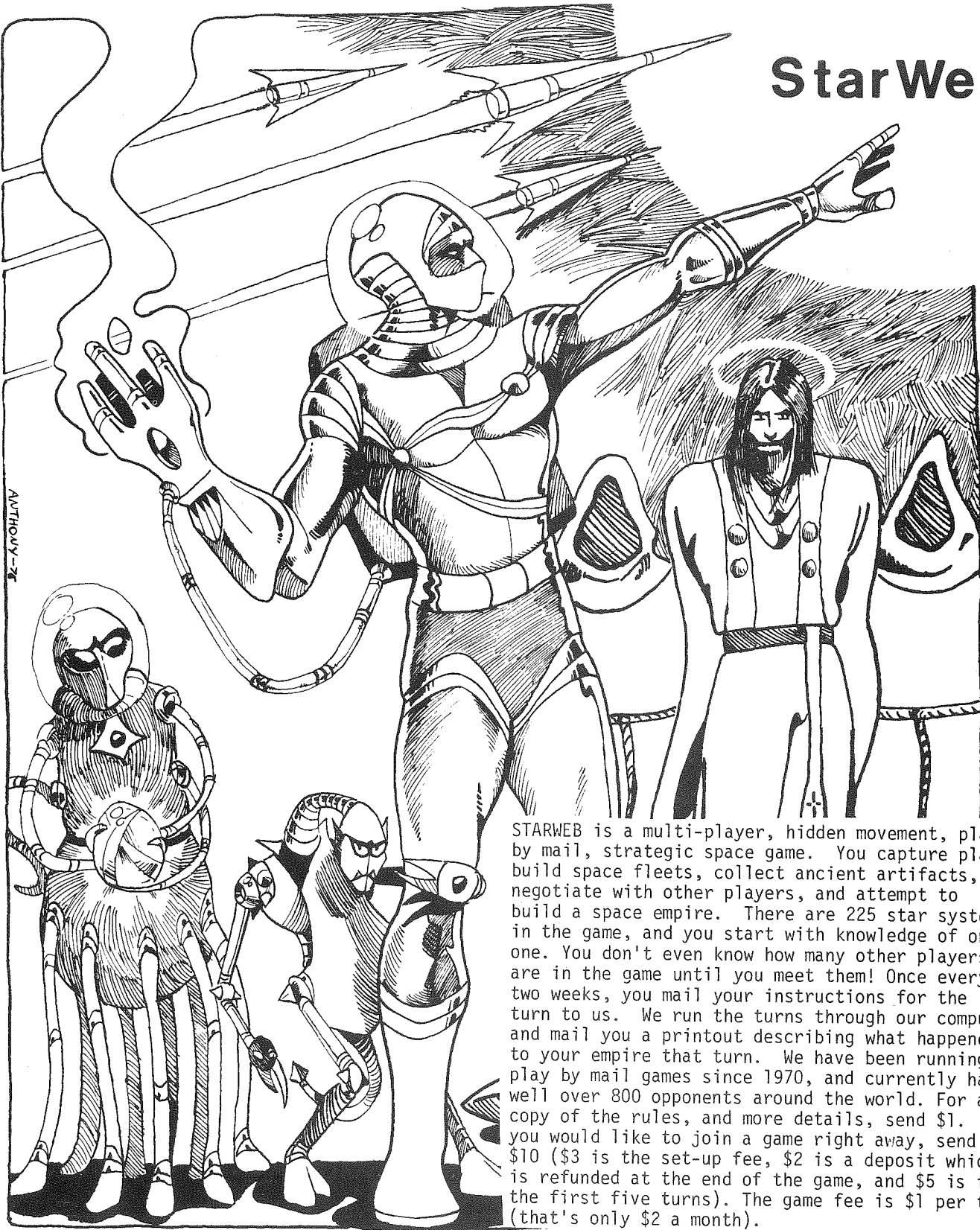
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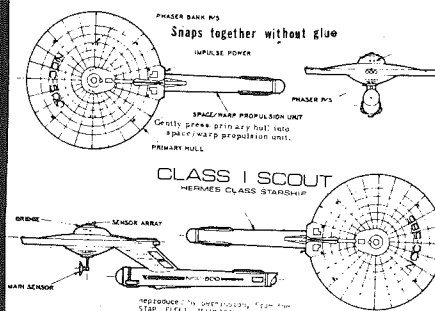
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