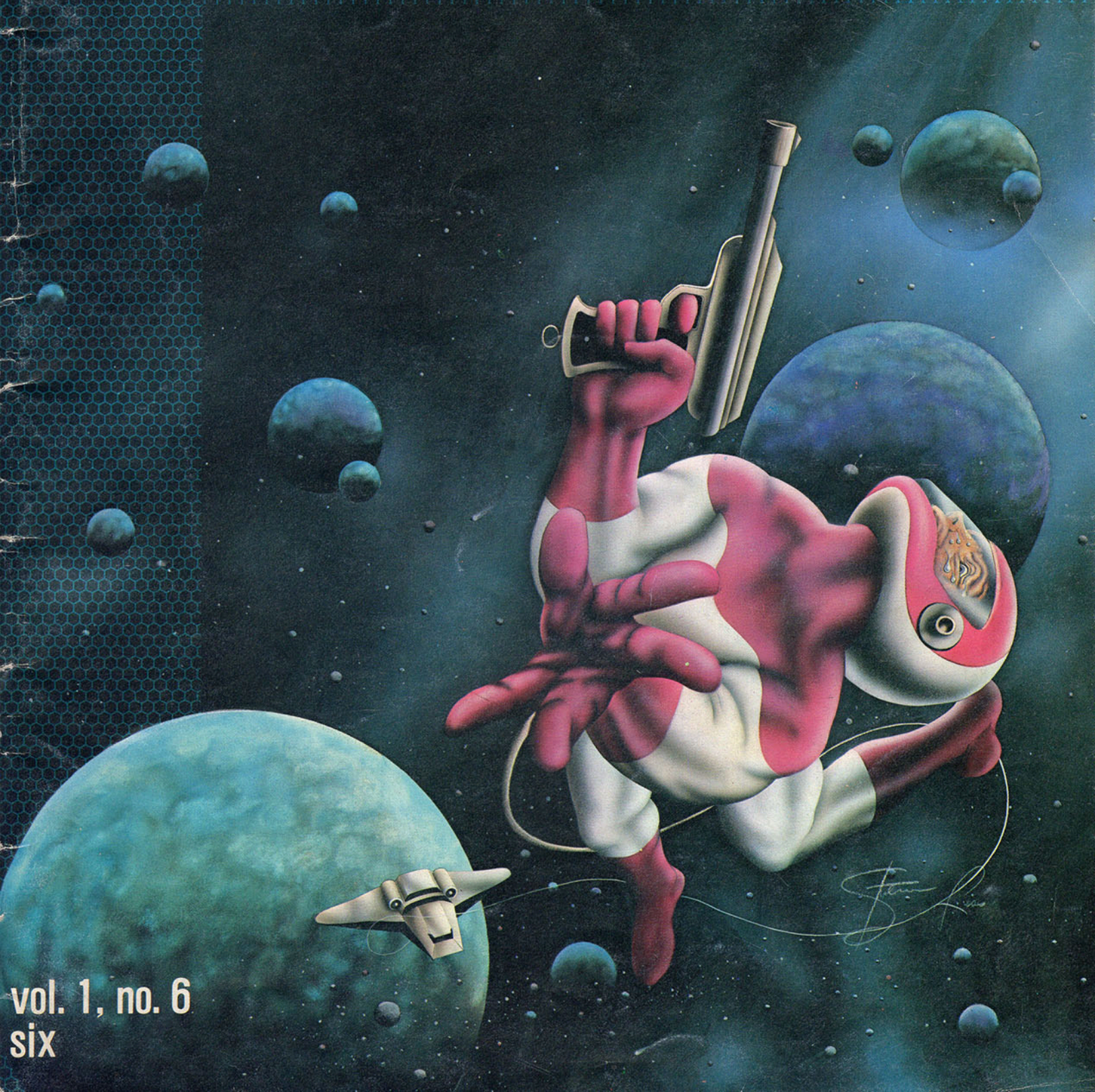


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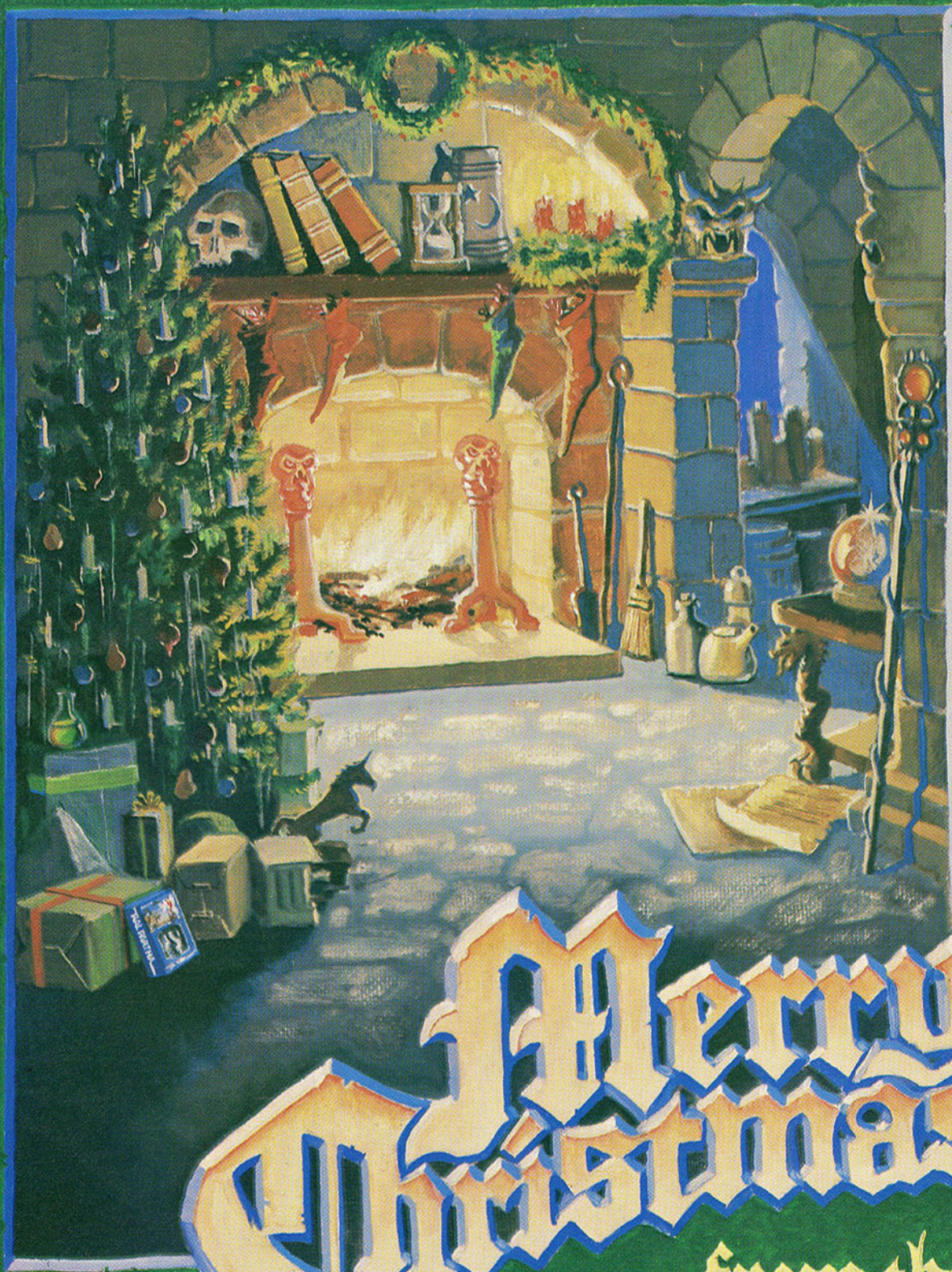
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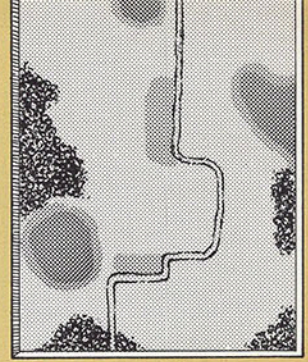
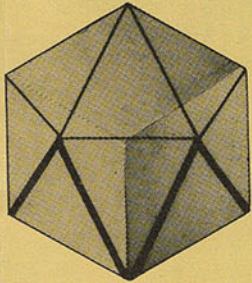


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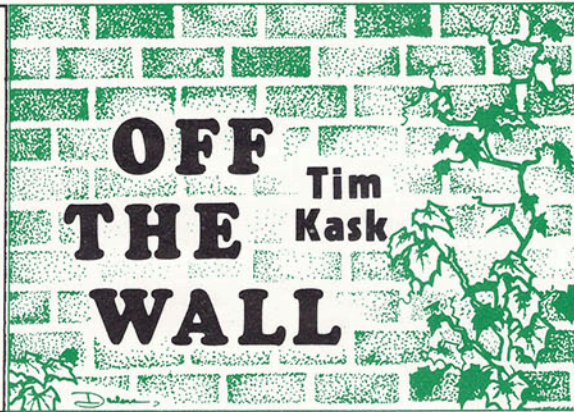
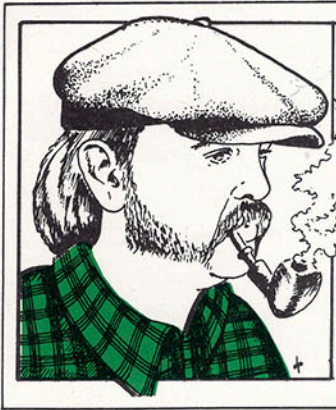
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Gaming is becoming much more of a social exercise than ever it was before. I do not refer to the proliferation of cons and gaming get-togethers, though it is also a sign of the changes. Neither am I referring to the increased numbers of gamers active today.

The advent of FRP, *D&D*® specifically, changed the face of gaming in more ways than topic. Previously, gaming had been an essentially one-to-one endeavor, needing only two people with the common interest. (In my own case, I played all my first games with the same fellow for three years because neither of us knew anybody else that was interested.) Clubs were formed, as much to provide more opponents as anything else. With FRP, you needed many more than two players to get the ball rolling, and to keep the campaigns viable.

FRP added new goals and direction to traditional gaming values. No longer was every game fought to reach a conclusion, *i.e.*, a winner and a loser. Goals shifted to more basic things, like survival and living to fight and explore another day. Group effort was rewarded—such was the design intent.

One of the more pleasant side-effects seems to be the proliferation of multi-player games. M-p games were not practical when there were so few people to play with. The only major exceptions were *Diplomacy*, *Tactics II* and miniatures-gaming, which was always more group/club oriented than board-gaming.

There have been numerous forgotten and forgettable efforts over the years, some quite good and others quite bad. How then, do we account for the fact that so many m-p games are being published and finding acceptance today?

I think that the chief reason was that FRP accustomed us to playing with

larger numbers of people at one time. As gamers tended to congregate in larger groups, the social aspects played a hidden part in shaping us. Another factor was the initiation of new players not restricted by the prejudices and habits of us oldtimers.

Other benefits are making themselves more apparent. More people are playing miniatures games today; "beer & pretzel" games have become both more numerous and more acceptable. More people

are playing games for *fun*, not refighting battles and wars for the "historical interest."

I feel that this has been an excellent development. It could be justifiably said, in years past, that gamers tended towards the strange. This was a result of the non-gamers' lack of understanding as much as the personalities previously involved. Today, though, the average gamer is much harder to pick from a crowd, as the "normalcy quotient" has risen steeply.

This development bodes well for both the hobby and the participants. As the hobby becomes less misunderstood, more recruits become available. As the participants get more involved in group activities, their social skills and graces improve, thereby enriching us all.

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Variant Rules for WAR IN EUROPE ©

by Steve List

Anyone who has seen WAR IN EUROPE has to admit it is a mammoth game, and the thought of adding variant rules to it may smack of adding filigree to a Gothic cathedral. But one of the effects of the game's size is precisely the lack of such decorative touches — unit types share uniform anonymity, aircraft and naval forces are abstracted, and in general the nits and lice have been exterminated on the grounds that "everything comes out in the wash." The variants presented herein are not to be construed as a criticism of the sacred cow principle, but rather as icing on the cake, graffiti on the edifice or just the vermin that make life interesting. Some, particularly the air and naval rules, are major sub-systems, but most are trivial add-ons to give historical flavor. In general, they are modular and can be used independently of each other, but in a few obvious cases they should be employed in combination.

Air-Naval Considerations

One of the unanswered questions left by the German failure to invade England was whether Luftwaffe superiority over the Channel would be able to serve in place of a surface navy in preventing the Royal Navy from interfering with invasion shipping. The basic game structure says no; the only way aircraft can affect shipping is through the defensive mechanism of air-sea interdiction. For those of us who feel otherwise, I propose the following: Airpower can be used to protect High Seas movement from enemy naval intervention. Air Points assigned to Air-Sea action which make no other attacks that game turn may cover units whose course of movement lies within the range of the air points (*i.e.*, 12 hexes). Divide the AP into groups of from 1 to 5, and for each group, roll a die and consult the Sea Superiority Table. If the result is an A, the group loses a point and is deemed "ineffective". If a D is rolled, the group is "effective". Each effective group is to be treated as the equivalent of a surface naval point for all High Seas movement and supply tracing purposes. However, if a loss of naval points is called for, the loss can be taken from effective groups. One group can lose one Air Point per naval point loss called for. No more than one Air Point may be taken from any one group.



Prior to determining the effectiveness of a group, the player must designate a single hex as the "base" for that group from which its range is counted. In the case of some long sea moves, a single group may not be able to cover the whole path traced. In this case, the smallest number of groups covering any point of the path is the number to be used as escorts. Thus, if the path were 20 hexes long and there was an effective air group based at each end point covering it, the effective escort strength would be one group even though two were used, and in fact had overlapping coverage on the middle of the path. Also, note that ineffective groups are considered to have flown a mission and so may count against Minor Supply Lines. (Note that the procedure above can be used by the Allies as well as the German, when employing the module on naval combat presented next.)

Optional Allied Reaction to U-boats

As it now stands, rule 22.4 is far too powerful to allow the Allied player to use. At a cost of a mere 3 Air Points per cycle, he can guarantee the destruction of 2 U-boat points each cycle, which is about all the Germans can afford to build. In my opinion, it should not be used, but if it is, here are two alternatives to draw its fangs a little. A) To implement this rule, the Allied player must use one Strategic Bomber Point for each 3 Air Points diverted to ASW. For each U-boat destroyed, the German will roll a die, and for each 1 rolled, the Allied player loses an SBP. B) The Allied player may instead allot up to 5 Air Points to ASW each cycle. He rolls one die. If the number rolled is less than the number of

AP, the German will lose U-boat points equal to half (rounded down) the AP committed. In any case, the AP are eliminated as well.

Allied Diversion of Strategic Bombers

In addition to the attrition option covered in the naval rules following, the Allied player may divert his Strategic Bomber force to other uses (e.g., carpet bombing the Panzer Lehr Division). For each two SBs diverted from strategic bombing, the Allied player may add one tactical AP to his available total for all four turns of that cycle, barring losses. Within 12 hexes of their base, these diverted points may be used for any mission except air superiority. Beyond the 12 hex range, they may conduct interdiction or any air-sea mission up to their range limit, but if they do so they may not be escorted by SEs and the German gets an Extraordinary Intercept. For this, he can use any uncommitted AP, or AP in the Air Superiority box of the front the bombers are flying to.

German Surface Raiders

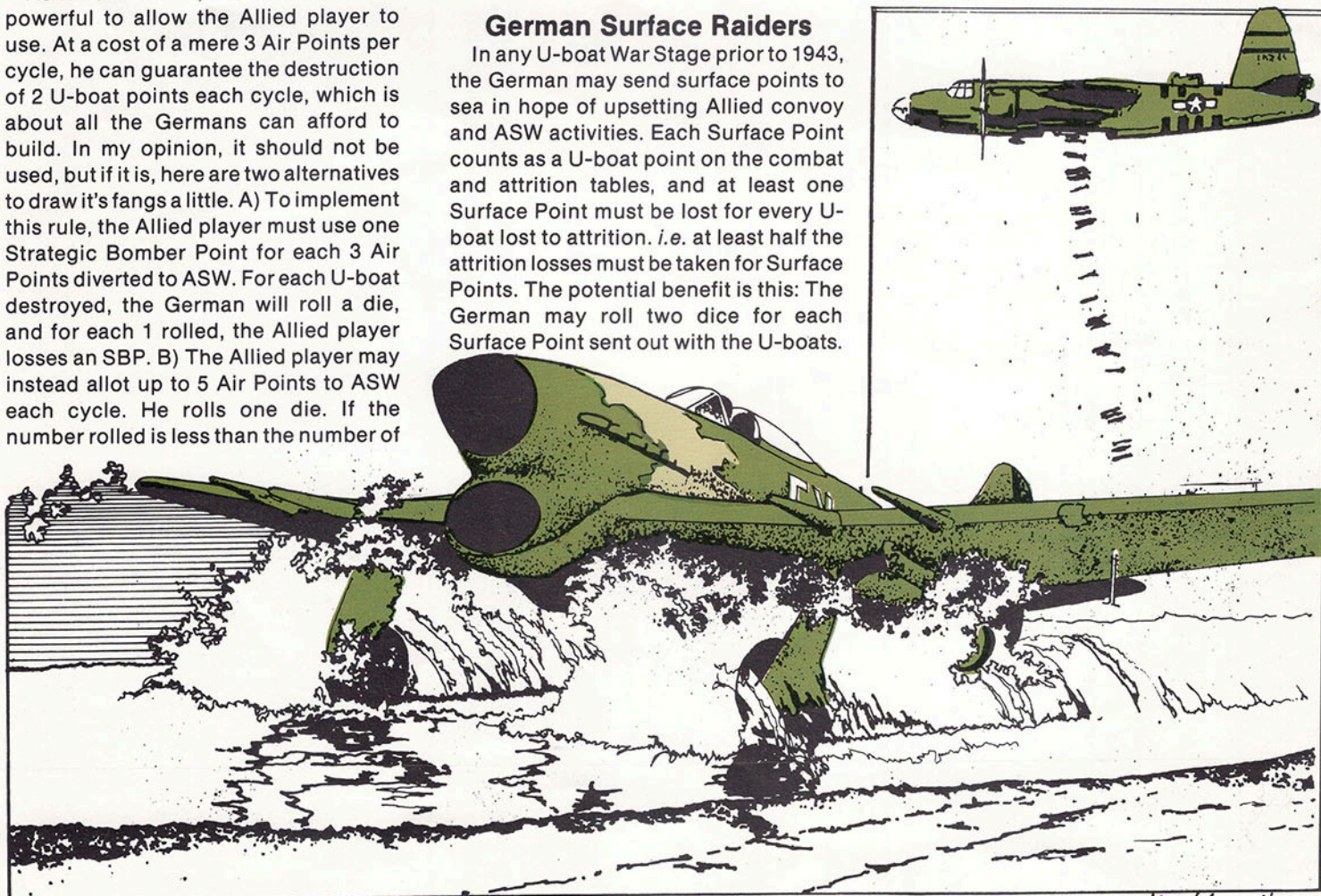
In any U-boat War Stage prior to 1943, the German may send surface points to sea in hope of upsetting Allied convoy and ASW activities. Each Surface Point counts as a U-boat point on the combat and attrition tables, and at least one Surface Point must be lost for every U-boat lost to attrition. i.e. at least half the attrition losses must be taken for Surface Points. The potential benefit is this: The German may roll two dice for each Surface Point sent out with the U-boats.

For each 6 he rolls, he can subtract one from his roll on the U-boat CRT and the Allied player must add one to his roll on the Attrition Table.

Naval Combat and Allied Naval Points

The basic game design makes the assumption that the Allies have an unlimited supply of naval strength compared to the Axis, and this is generally true. But if players use the pre-war build options described in the Designer's Notes, it is possible for the German to create a navy which at the start of the war is a significant fraction of the Allies' total strength. Before presenting the "orders of battle", I will give the mechanics for using these naval points in combat.

The primary use of naval points will be to support or intercept invasion shipping. Both players may make use of the "effective air group" procedure described earlier, except that when one player has at least a 2:1 air superiority ratio on that



75 Hinkle 81

Front, the inferior player cannot make use of effective groups. Each player has a naval strength equal to the surface points and effective air groups assigned to protect shipping or supply on the one hand, and to interfere with them on the other. Note that the player transporting units and supply must use separate air/ naval forces for these two functions. The other player need not have separate intercepting forces, though he may if he wishes. His survivors from any force used to intercept enemy High Seas Movement can also be used against High Seas Supply Tracing. "Combat Procedure" is this: if the intercepting player has the greater naval strength, he may then roll for attrition against the transporting player, using the normal procedure, with the exception that the transporting player cannot lose more naval (or air) points than the intercepting player has, and the transporting player gets to "shoot back". He rolls one die to determine the losses the intercepting player suffers, subject to the same limit. If the intercepting player has equal or fewer naval/air points, he can still attack the transporting player's naval force, and be counter-attacked, but he cannot touch the enemy units being transported. Similarly, if the intercepting player has the larger naval total, he can apply normal procedures against enemy supply lines being traced (in which case the other player gets a die roll to see if, by rolling a "1", he kills an enemy naval point). If he does not have a larger total, no further action is taken. If by some quirk both players are attempting to transport units and/or supplies on the High Seas on the same Front, they will each have to assign naval points and effective air groups separately for escort and interception missions.

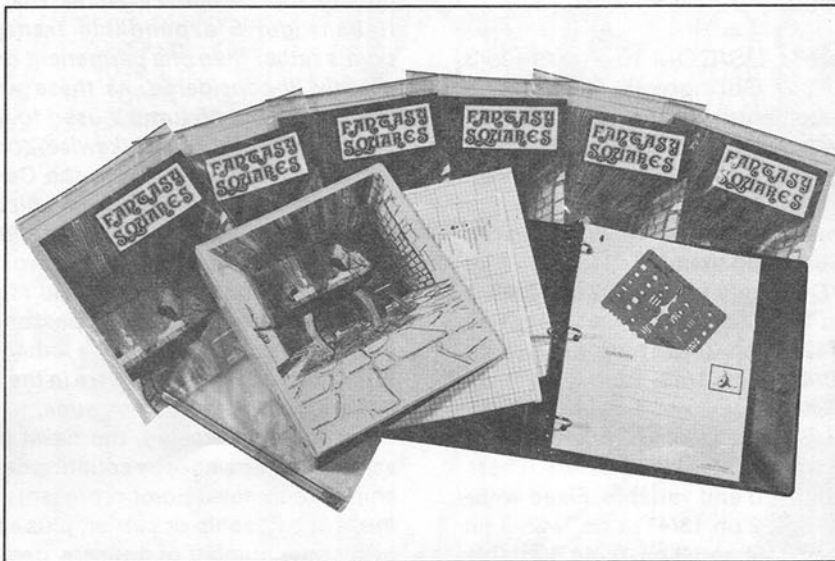
"Pure" naval combat is also possible, somewhat liked knights having single combat. The players mutually agree on a sea hex in which the battles will be fought, and trace a path from a designated "home port" to that hex, to see if their naval points might suffer from interdiction attacks in transit. Players may then try to create effective air groups to add to their strength if the site of the battle is close enough to land. The battle is then fought in rounds. Each player rolls one die, with the result being the number of naval/air points lost by the enemy, except enemy losses cannot be greater than one's own strength. Effective air groups which lose an AP become

ineffective. Either player may terminate the battle after a round is completed. There is no "pursuit fire" or anything, they just go home.

NOTE: a player must have at least one naval surface point allotted to tracing supply at sea. This includes the Allied player, who is considered to be supplied from the United States. In other words, if

he doesn't allocate a surface point for this purpose each cycle, he will lose his reinforcements for that cycle. The German cannot attack this surface point or interfere with Allied reinforcements in any way except the U-boat war procedure. Also note that all Allied transport is permanent and so is never lost by any interdiction process, though the units

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being carried may be. Allied amphib, of course, are subject to loss. Finally, it should be noted that the "effective air group" bit is an offensive weapon, to hit your opponent's naval strength. If you are on the defensive and expecting an invasion, it is more cost effective to use your Air Points for regular interdiction.

Surface Points

The number of naval surface points available to the major combatants are as follows:

At Start US/COM 10 France 3
Germany 0 Italy 2

Reinforcements: France gets 1 each on 8/40, 1/41, 1/43, 1/44
Italy gets 2 on 9/40, and 1 each on 6/42 and 6/44
Germany gets 1 on 12/39, thereafter must build them
US/COM gets 1 on 9/40, 2 on 13/40, 1 on 1/41, 2 on 5/41, 1 on 12/41, 1 on 3/42, 2 on 7/42, 1 on 8/42, 1 on 10/42, 1 on 1/43, 2 on 8/43, 1 on 11/44.

The US/COM naval forces are subject to withdrawals for other theaters. These are both fixed and variable. Fixed withdrawals are: 2 on 13/41, 1 on 1/42, 3 on 5/42, 4 on 3/44 and 3 on 12/44. Variable withdrawals take place during 1942-43 only. The player rolls one die each cycle. If he rolls a 1, he rolls again to see how many points are withdrawn 1, 2=1 pt.; 3, 4=2 pts.; 5, 6=3 pts.), and a third time to see how long they will be gone (1, 2=2 cycles, 3=3 cycles, 4, 5=4 cycles, 6=5 cycles). The player rolls even when some points have been withdrawn, but in this case the only effect is to delay the return of those gone if necessary, or to add to those gone. No more than 3 points will ever be withdrawn at any given moment. Points withdrawn can come from any theater (see below), but if they have to round the Cape to reach the Indian ocean, their return will be delayed another full cycle.

France: Once France has surrendered, French naval points are confined to the Western Mediterranean, and no further naval points will be received as reinforcements. If Vichy is formed, one-half (rounded down) on the French naval points in existence at the time are eliminated and the rest are considered to be in Metropolitan France. If Vichy becomes an active German ally, these and the permanent transport point come under German control. If Germany occupies

Vichy, the transport point goes to the Allies (*big deal*) and the naval points may or may not be destroyed. If a German or Italian land unit enters Toulon on the same turn Germany occupies Vichy, the German player rolls a die. If a 1, 2 or 3 is rolled, he gets the French navy. Otherwise, they are eliminated (scuttled before the Germans could get there).

Italy: All Italian naval points are eliminated if Italy surrenders. Italian transport points go to the Allies. *Note: the suggestion in the Designer's Notes that the Italians get 5 expendable transport points rather than one permanent one is grossly ill-considered, as these would last only about 15 turns if used to trace supply to North Africa. Likewise, confining the permanent point to the Central Med prevents the Italian from shipping supply to Tobruk even in peacetime. I would suggest combining the two. The permanent point in the Central Med is subject to interdiction on its passengers but is never lost, while the other five points can be used anywhere in the Med but are gone forever when sunk.*

For those interested, the naval point values were arrived at by counting capital ships. Each naval point represents one modern battleship or carrier, plus a proportionate number of cruisers, destroyers, etc. WW I and interwar battleships, battlecruisers, carriers, and small battleships like *SCHARNHORST* or *STRASBOURG* count as half a point. "Pocket battleships" are basically heavy cruisers and are not counted.

Naval Attrition

Both sides in the war had means other than open battle of inflicting losses on enemy surface units, such as air raids, mines, submarines, frogmen, etc. The attrition procedure also reflects to some extent the "miscellaneous" naval combats such as *HOOD's* loss to *BISMARCK*. Attrition is conducted following the Allied reinforce-phase in Stage 2. It is conducted as follows:

Attrition of Allied units — The Axis player designates which front (West or South) he will attempt attrition on, and if the South front, whether it is against English or French ships. He rolls two dice. If the result is 10 or 11, one naval point is eliminated. If the result is 12, one point is out of play for a period determined by another die roll. For a result of 1-5, the point is out of play for that many cycles. If the roll is 6, roll again and add five to that roll to get the number of

cycles. Note that if the German player does not control a major port in full operation on the South front, he may not use attrition on that front.

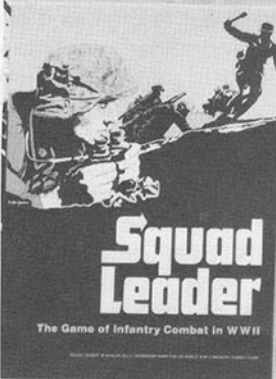
Attrition of Axis units — Because they spent more time in port, Axis units were less vulnerable, and different procedures are used. Note that the allied player may use attrition against Axis amphib and transports as well as naval points. The procedure in the Mediterranean is to allocate naval points in that front to attack each enemy naval point to be attacked. For each attacking naval point, roll one die. If the total is at least 12, roll again. If the second roll is a 6, the target is eliminated; otherwise, it is disabled (see above). Thus at least two naval points are needed to make a single attrition attack; air points may not be used. In the Western Front, the Allied player may also make one two-die attack against the Axis using the same procedure. In addition to these forms of attack, the Allied player may also divert Strategic Bombers to attrition attacks on the Axis. Obviously the bombers and their base must be in the same front as the naval point under attack. The procedure is the same as in the Med, *i.e.*, at least two SB for each attack. These SB cannot be used in the Air War Stage, nor can they be intercepted or escorted. But to represent operational losses, whenever the Allied player uses SBs for this purpose, the Axis player rolls two dice once for each front on which such an attack is made. If he rolls 12, one SB is eliminated.

Allocation of Allied Naval Points — These must be divided up between the West and South fronts, in any manner the Allied player wishes. Naval points on one front cannot do anything on the other front. This allocation is done during the Reinforcement Stage, after reinforcements are added and withdrawals made. For real nitpickers, naval points on the South front must be divided into two parts, based on Gibraltar and Alexandria. It takes one week to transfer naval points from the West front to the South front except that the Allied player may choose to send them to Alexandria the long way, using the "rounding the Cape" procedure. Otherwise they must trace a path through the Central Med and are subject to all applicable forms of interdiction. The results of interdiction are: 1 = normal result; 0 = roll again, 6 = elimination; anything else causes the naval point to be disabled for a number

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of turns equal to that die roll plus a third die roll. Once the Axis can no longer interdict such travel, the distinction between the two bases is dropped (i.e., everybody is at Malta . . .?). Until then, the points based on Gibraltar can go no further east than the Central Med, and those based at Alexandria can go no farther West than the Central Med.

Free Building of Units

The Designer's Notes give some sketchy ideas for free building of units. Here I will attempt to define these a bit better. First, all countries get their regularly scheduled 1939 reinforcements for free; that is, they cannot alter these, but they don't count against the total points available for building the starting mix, either. I would also suggest the German player disregard the restrictions of rule 77.6, as well. He will, in general, have to adhere fairly close to them anyway if he produces in a rational manner, but following them to the letter will prevent him from building up Air Points as rapidly as was done historically. Beyond that, players can build what they want.

Reinforcements must be planned ahead, except that only the German need build naval points. Allied and Italian naval points come on as given in the above rules. Planning is done prior to the 11th cycle of each year. Players calculate the total point value by nationality of the non-naval reinforcements they will get in the next calendar year (excluding, of course, Germans and Russians). The Allied player does this even if his reinforcement schedule has

slipped due to U-boat warfare. However, if his schedule has advanced, he must plan ahead whenever there are only 3 cycles worth of reinforcements left "in the pipeline". Having obtained totals for each cycle and the year as a whole, reinforcements are laid out cycle by cycle. The Allied 50% air point requirement must be satisfied each cycle. In addition, reinforcements whose point total is greater than that scheduled for that cycle may be scheduled only if the year-to-date total is not exceeded. In other words, no units on credit.

Allied naval construction: The Allied player only can divert US/COM reinforcement points to naval construction if he wishes. Each naval surface or amphib point will cost 10 replacement points, but the naval point will not arrive until 6 cycles after the cycle the points used to build it were originally scheduled to arrive. The reverse procedure is not possible, that is, the allied player cannot forego any of his scheduled naval points in order to get something else.

Allied reaction to Axis naval rearmament: The Allied player may exercise his Axis Naval Buildup Reaction Option (ANBRO) if the German uses his pre-war build to create any surface or amphibious units. The Italian Navy can also trigger ANBRO by replacing one of its AT START or scheduled naval points with an amphibious point (use German counters; maximum of two; the naval point replaced is lost for good). Note that once Italy is at war, Germany can deploy up to two amphibians built in Germany in Italy. This can be done with

units whose completion follows Italian entry into the war. If the Allied player exercises ANBRO, he is allowed to add to his AT START naval force any or all of the naval points he would ordinarily get in 1940. However, to pay for this accelerated naval buildup, he must lose 10 points of other reinforcements for each naval point, taken from the cycle six cycles prior to the one in which the naval points would have arrived.

Special Rule on Air Deployment

Normally, tactical Air Points are considered to originate from any conveniently located hex in an Air Front which meets supply requirements. But the question of how those Air Points get to that hex in the first place arises. The following rule of thumb should be applied: *For a hex to be usable under the normal rules, it must be able to trace an overland line of communication to a major port with secure sea communication to a friendly supply source, or directly to the supply source itself.* "Overland" can include stretches of terrain impassable to friendly land units (e.g., because they are sea hexes or are enemy occupied) as long as no more than 24 hexes (12 for the Russians) lie between the destination hex and the last friendly supplied hex. Note the distinction between this and a supply line; the purpose of this rule is to determine which hexes are so far from ultimate supply sources that aircraft can't fly directly to them, but must be ferried. For example, any hex of the island of Britain qualifies, as does any hex in Egypt so long as an Allied sea supply line to Egypt is maintained. But an isolated island like Malta may, depending on the position of the front lines, be so far from "friendly territory" that the only way to get aircraft there is by sea. Thus, to operate from such a hex, the Air Point must be physically in the hex at the start of the Joint Air War Phase, and to get to the hex it must be transported and undergo possible attrition just as if it were a land unit. Air Points deployed on the map in this manner are considered to be the Available Air Points Box for that front for all purposes, its just that their point of origin has been pinned down. They can leave such a "base" only by the loss in combat or naval transport out again. They cannot be used in Air Operations in a turn in which they are transported anywhere.



Air Assault

This represents the landing of troops on airfields seized by paratroopers, as combat reinforcements. It is conducted the same as Air Landing except that the Air Assaulting troops can take part in combat. Only parachute units and designated German mountain divisions can make an Air Assault, and at least a parachute regiment must Air Drop on the same hex. The Air Transport Point used to transport the Air Assaulting units is subject to extra attrition: it is destroyed on a die roll of 1-3. A regiment carried by a destroyed ATP is also destroyed. A division must be carried by 3 ATP, and is unaffected if only one ATP is lost; it is reduced to a battlegroup if two are lost and eliminated if all three are lost.

Airborne Supply

To give players a chance to duplicate some historical accomplishments, add this rule: For the purpose of rule 8.26 only, a unit having just conducted an Air Assault or Air Landing is in supply if it is not in an enemy Zone of Control and there is at least one uncommitted friendly ATP available on that Air Front.

Cavalry

All Horse Cavalry move and have ZCs as if they were Non-mechanized except that they can move in the Mechanized Movement Phase. They may not enter Arid Weather Zones or move north of the Arctic circle. Additional rules apply to German Cavalry divisions. To build a cavalry KG costs the same in time and production points as an infantry KG, and can be built up to a division for the same cost and time as infantry. That's if you want to build any. If you want to get rid of them, a cavalry KG on the board can be replaced by an infantry KG at no cost except that it can't move or attack that turn. A cavalry KG on the production spiral can be replaced with an infantry KG with no restrictions. A full strength cavalry division can be rebuilt to an infantry division at no cost by placing it on the spiral as if it were a KG. It could also be placed on the spiral and immediately be replaced by an infantry division if it is then immediately placed for conversion into a *Panzer* or *Panzer Grenadier* division.

German Motorized Divisions

In S&T 25, Jim Dunnigan stated that the Germans could have obtained enough motor vehicles in occupied Europe to motorize their entire army for the Russian invasion, and this is given as an optional rule in the first edition of *WAR*

IN THE EAST. No such action is possible in *WIE* or 2nd edition *WITE*, so to fill this "screaming need", I propose a new type of unit. Put an asterisk or some other symbol on a standard infantry division to denote it's movement factor is now 10, and like Allied motorized divisions, it pays mechanized terrain costs. To create a motorized division, you need a 1-5 KG and 3 Production Points, or a motorized 1-5* KG and 2 production points, which are built up to division strength in the same time it takes to build an infantry division up to full strength. A 6-5 infantry division and 1 production point can be converted in one cycle. A 1-5* KG cannot be built directly. A 6-5* motorized division can be converted to a mechanized division at a cost of one Production Point less than the cost of converting an infantry division.

Allied Non-Motorized Divisions

I feel that as motorized divisions pay mechanized movement costs, like mechanized units they should not be allowed north of the Arctic Circle. If you go along with this, there should be some mechanism for given the US/COM forces some non-motorized units. Any infantry or parachute division can be declared non-motorized (as such it will have a movement factor of 4) during an Allied Reinforcement/Replacement Phase. Such a unit may not move or attack that player turn, and of course should be marked somehow to show its status. It can be re-motorized in the same way, but must be in major supply at the time.

Conversion of German Panzer Brigades

While the late war *panzer* brigades were just pick-up units of varying composition, the 3-8's in the early war scenarios represent elite regiments such as the *Grossdeutschland*, *Leibstandarte* or *Totenkopf*. These units were subsequently upgraded to *panzer* divisions (another case of the Germans breaking the rules of the game). A 3-8 can be converted to a *PG* division at a cost of 4 production points and to a *panzer* division for 7 points. In either case the conversion takes 6 cycles.

Mountain Units

These pay on MP to enter rough terrain, 2 to enter mountain hexes (except for US units which pay regular non-motorized costs for these terrain types but retains its MF of 10). In any attack against a mountain or rough hex in which only mountain divisions take part,

the terrain die roll modification is ignored. German and Italian mountain divisions may be transported by air, which requires 3 ATP, while the German units can perform Air Assault Landings.

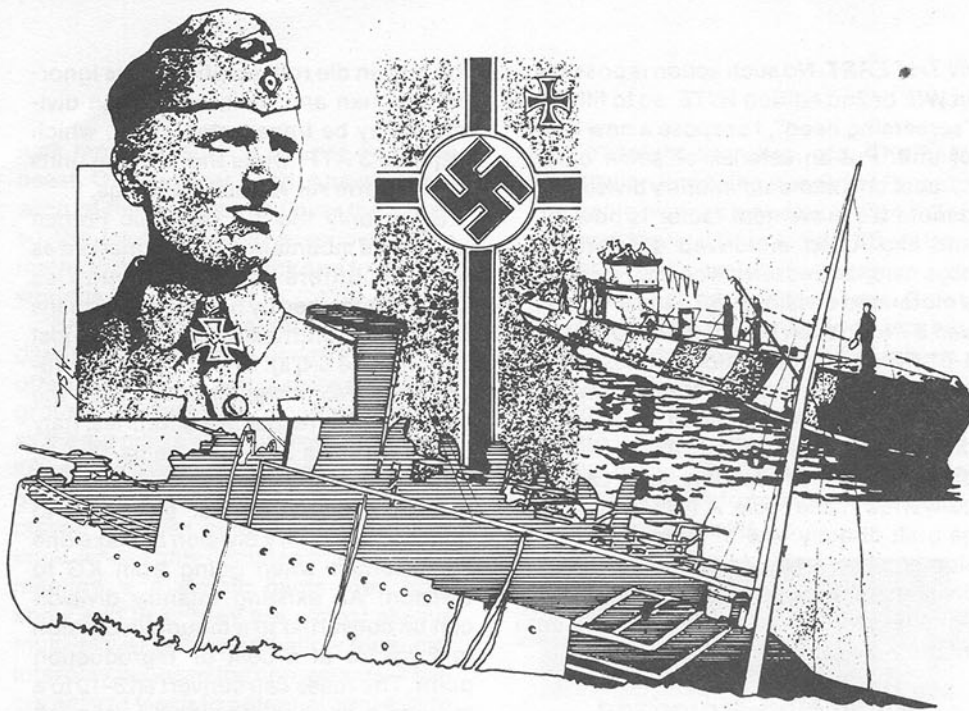
Since only the 3rd Republic French units have mountain divisions marked as such, counters for other countries should be marked by hand. The Germans start the war with 3 and can build at most 7 more (use 6-5's). The US gets one (8-10) on 0/3/45, while all others start the war with their respective countries: Italy 5x2-4, Bulgaria 3x2-4, Rumania 15x2-4, Spain 3x3-4, and Turkey 3x3-4. German mountain divisions cost the same to build as an infantry division but take one cycle longer when going from KG to division. An existing infantry division can be converted to a mountain division in 2 cycles at a cost of 1 production point. The Allies can convert an 8-10 to a mountain division (identical to the US unit described above) by expending an infantry replacement point and keeping the unit inactive for 8 consecutive weeks.

German Cossacks

Whenever the German is "nice" to the Ukraine, in addition to the infantry divisions he can raise, he can raise 3x2-3 cavalry divisions and 3 Draft Replacements which can only be used for these divisions. In addition to the usual nicety restrictions, he must have a supplied unit in Rostov for two consecutive cycles (without occupation or supply lapsing.). Once the units are raised, Rostov no longer matters. These units can only be raised once in a game.

Doubling the Panzer Divisions

After the Fall of France, Hitler doubled the number of panzer divisions essentially by halving their tank component. To reflect this, between the surrender of France and 0/5/41, the German may replicate every full-strength panzer division on the board at the time of the surrender. This is done on a unit for unit basis, so the German will have to keep track of them as they are processed. The procedure is to place the panzer division and an infantry division on the production track and expend 2 production points. The panzer division is returned to play after two cycles on the spiral, but the infantry division needs the full term of conversion. As a bonus, the German gets one mechanized Draft Replacement Point for every three (fractions lost) in his pool on the turn France surrenders.



Interdiction of Draft Replacements

Whenever a unit tracing its supply line by sea is to receive a Draft Replacement, the Replacement Point must be "transported" and may therefore be subject to air-sea interdiction. If destroyed in transit, it is totally lost. This should give the Axis in North Africa or the Allies in a precarious bridgehead something else to worry about. Draft Replacements can be "stockpiled" on the board to avoid this by transporting them while the coast is clear. All Draft Points in a given beachhead, island, continent, or whatever are stacked in the port they arrived in. They do not count against stacking in that hex, have no ZC of their own and are eliminated if they are ever in an enemy ZC unless stacked with a friendly unit. To transport them requires some transport capacity. One Draft replacement of any type can ride "for free" with the regular supply line when it is traced by sea. All additional ones count as half a division and must be carried in transport or amphib points.

Finland

Since no Russian in his right mind would bother to fight the Winter War, there should be an incentive for him to do it. There should also be the possibility of such Russian aggression causing more than the limited belligerency Finland showed later. I propose the following: If the Soviet fights the Winter War, the Axis player may draw one card from a standard playing deck (or a chit from a set numbered 1-13) and place it hidden to the side for later verification. If the card is an ace, king, queen or jack (a chit

being 1-4), then by secret treaty Finland will be a full Axis ally on whatever turn Germany starts total war with Russia, or at the German's bidding if Russia attacks Germany. It is freed from all the restrictions of rules 72.0 and 54.0 except surrender criteria. In addition, on the turn the Axis brings Finland into the war, he may redeploy (as if by magic) up to ten non-mechanized units from Germany to anywhere in Finland not adjacent to a Russian unit. This represents secret German deployment prior to springing the surprise.

Given all this, the Russian player will need an even greater incentive to fight a Winter War. For one thing, the German still gets to draw a card as above, with the same result, even if there is no Winter War (not that this had the slightest chance of really happening, but Stalin was not the most rational of men. If he thought it was possible, then it was reasonable to plan for it. The whole idea is to create a great uncertainty in the Russian player's mind about the security of his northern frontier.) Since he may have to deal with the Finns anyway, such a pre-emptive war makes more sense. The Russian player can stick with the standard Winter War if he wants, but he can also go beyond it by declaring at the time he starts the Winter War that he will extend it. In this case he can immediately go to Limited War status, and beginning 4/2/40 he may attack Finland across the 1941 start line. He may continue to attack Finland for as long as he wants, to the point of conquering it if he can. (In this case it becomes Soviet territory, just like the Baltic states). No outside intervention is allowed without such parties also becoming involved in war with the

Soviets, viz, the Germans can't send troops to Finland without having to fight in Poland as well. If the German does hold a "trump card" allowing full Finnish belligerency, he can still send his secret units to Finland before going to war. Also, if the Russian does go beyond the Winter War, it costs the German no Political Points to declare war on Russia, as long as Finland is still alive and the Russians are in Limited War. If the Russian does conquer Finland, he automatically reverts to Peacetime status and any subsequent declaration of war will cost points.

Allied Politics

The BEF Incentive — England may be tempted to stint on helping France, especially if Germany has built a lot of invasion capability. The BEF is composed of 10 infantry divisions and 1 armored brigade when at full strength. These must be sent to France as they become available. If they are not, the German is awarded 2 Political Points for each unit not sent; if sent to France, they may not be withdrawn prior to the surrender of France unless they are returned to France within two turns or they have been reduced to battlegroups. Anything else and withdrawal will also result in the German getting 2 points per unit. Finally, if units are not sent (or returned) to France because it surrendered before they could get there, no points are awarded.

Frostbite

It seems inequitable to saddle the Germans with Hitler's prejudices about a short war when the Russian player doesn't have to live with Stalin's vision of Nazi good fellowship. Ignore the Frostbite Rule (61.82). But on the first turn after the invasion of Russia, the German will roll the die to see if his staff work adequately prepared his supply system to cope with Russian conditions in general. On a roll of 1-3, he's okay and normal supply rules apply. On a roll of 4-6, somebody slipped up and rule 61.81 applies for the first 13 strategic cycles following the declaration of war. In any case, rule 61.83 applies only during the first winter after invasion only.

German Early War Economy

Another interesting option from the 1st edition of *WITE*: Suppose Albert Speer had replaced Fritz Todt earlier in the war? Increase the German production multiple by one through 1941 and by two thereafter.

Polish Liberation Army

Anytime after 0/6/42 that the Soviet player occupies a Polish city with a supplied unit for a full strategic cycle, he

can raise in or adjacent to that city 3 Polish 4-4 divisions. Each cycle after that that he holds a Polish city in supply he can rebuild one Polish division from a battlegroup. He cannot accumulate Polish Draft Replacements, and the Polish divisions are otherwise treated as if they were Russians. *Note: To use this option, Germany and Russia must be in a state of Total War.*

Warsaw Uprising — Whenever a supplied Soviet or Polish Liberation unit gets within two hexes of Warsaw, the Russian player can place a partisan cadre in Warsaw. It is treated as a normal cadre except that it blocks German supply lines and rail transport through the city. If the Soviets can occupy Warsaw in supply before this cadre is eliminated, it can be replaced by a 1-4 Polish BG.

Swedish Iron and the Railroads

Once a German Finnish rail link is secured, the Swedish resource centers need not be connected with Germany through Narvik in snow turns.

Iraqi Oil, etc.

If Turkey is an active Axis ally, the Line of Communication for the Iraqi resource hex may be traced by rail through Turkey.

Parachute Units

For inexplicable reasons, the designer has given the Allies in this game Air Transport Points which can lift three

times the amount as can Axis units, and airborne divisions that are not only motorized but are more powerful than their regular infantry. Blatant western chauvinism, I call it, and I hereby propose to set the matter aright.

First, allied 9-10 airborne divisions may not be Air Transported. They are to be considered to be motorized units with the potential to undertake Air Operations. To do so, they must first be declared non-motorized (using the rules presented elsewhere in this article) and replaced with a 7-4 airborne division counter (2-4 BG flipside). The unit can be re-motorized by the same rules. A 7-4 division requires 3 ATP to transport it. It can be broken down into 3 2-4 regiments (brigades for Commonwealth units), each of which can be transported by 1 ATP. A 2-4 regiment/brigade is produced by conversion of a 2-10 BG and expenditure of 2 points; a 7-4 division is formed by stacking and combining 3 2-4 units; a 9-10 division is formed by motorizing a 7-4 division, or by the usual procedure using the costs in 78.0. However, the Allies may not begin to produce a 9-10 division via the production cycle until after they have successfully used at least one 2-4 unit in a combat operation (i.e., the unit Air Assaulted, took part in combat and survived). *NOTE: Russians have only 1-4 parachute divisions; they can build these per existing rules, and air transport them with 1 ATP.*

Parachute Operations Learning Curve: Use of airborne troops was a talent

acquired the hard way by all belligerents. Accordingly, the following rules are suggested. The first time a nationality uses a parachute unit, no more than one regiment/brigade can be dropped into a hex. If the use is successful (as defined above), the next time that nationality uses them, it may drop as many regiments/brigades in the hex as desired. If this use is successful (as above, except that only at least one of the participating units need survive), then in all subsequent operations, that nationality may drop division sized units. Division sized units require 3 ATP to transport (except that Italian divisions require only 2 and Russian divisions only 1). If a nationality skips one step of the above procedure, then 1 is subtracted from the attrition die roll and if the modified attrition die roll is "1", or less the regiment being transported is destroyed as well (if a division is being transported, it is reduced to a KG/BG if one ATP is lost to attrition, and is eliminated if two or three are lost to attrition). If the nationality skips two steps (i.e., drops a division size counter right off the bat), the division is automatically reduced to a KG/BG before any combat is resolved, and is eliminated if any of the ATP are lost. Once again, subtract 1 from the ATP Attrition Die Roll. *NOTE: The Russians are again a special case. The first time, they drop a division, it is considered skipping one step only; subsequent drops are considered skipping a step only if no previous drops were successful.*

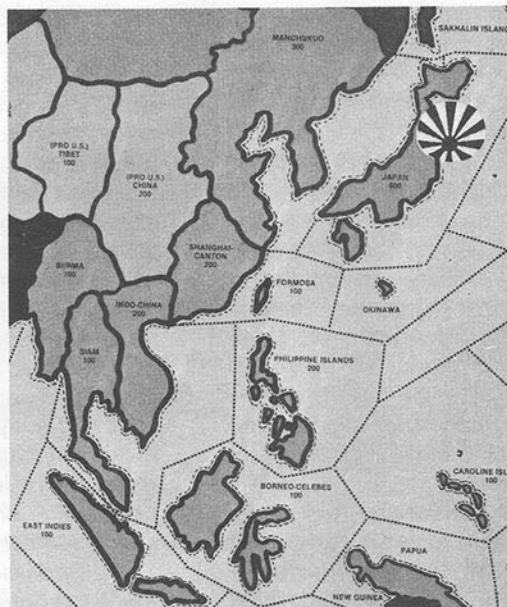
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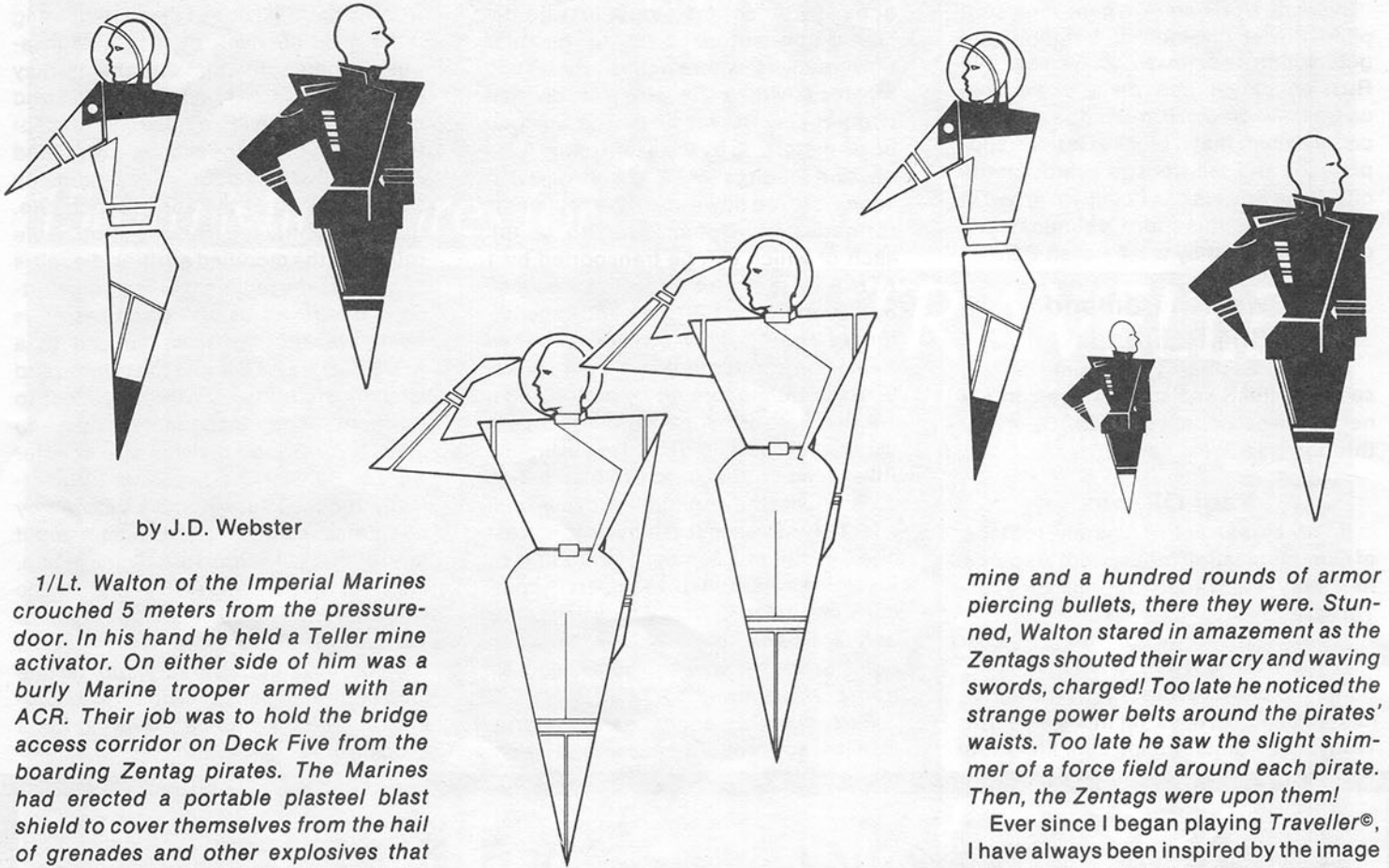
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the zentag connection

a scenario for close combat on starships in TRAVELLER®



by J.D. Webster

1/Lt. Walton of the Imperial Marines crouched 5 meters from the pressure-door. In his hand he held a Teller mine activator. On either side of him was a burly Marine trooper armed with an ACR. Their job was to hold the bridge access corridor on Deck Five from the boarding Zentag pirates. The Marines had erected a portable plasteel blast shield to cover themselves from the hail of grenades and other explosives that usually accompanied any assault. One last time the marines checked themselves over; they were too deep in the bowels of the ship to worry about pressure loss, so bulky vacc suits were out and cloth armor was in. In addition, each had side arms, chemical masks, and stun grenades ready.

"WARNING! . . . INTRUDERS HAVE ENTERED DECK FIVE. . . WARNING!", Walton shut off the comm-link with the computer. "Get, ready, men", he said with a little unnecessary bravado, but he was justly worried. The main defense of the ship was to have been on Deck Three. If the intruders had breached that, then they must be heavily armed and in battle armor. After all, Imperial Marines have a deadly reputation in shipboard combat.

Suddenly, the pressure-door seals hissed, and then dissolved in a shower of sparks. Walton winced subconsciously as the door tumbled out of its deactivated magnetic well. As the first Zentag rushed through the door, Walton ducked and hit

the switch. For a split second he wasn't sure he believed his eyes, then the concussion from the Teller mine rocked him as smoke filled the corridor and thousands of pieces of shrapnel pinged off the shield. In the next second his two troopers were up cutting loose with staccato bursts of deadly API ammunition. Walton hesitated to look at the carnage, he had expected combat-armored troopers with advanced weaponry; what he had seen were bare-chested men in silk pants with earrings and carrying . . . swords? Something wasn't right; Zentags had a reputation for being wild but that was carrying the pirate image a bit far.

As suddenly as it began, it was quiet. From the horrified look on his men's faces Walton judged the carnage to have been awful. Bracing himself, he peeked over the blast shield and . . . "What the . . .!!". Impossibly, the pirates were still there! Laughing and alive and apparently untouched even though the corridor was blackened and pockmarked from the

mine and a hundred rounds of armor piercing bullets, there they were. Stunned, Walton stared in amazement as the Zentags shouted their war cry and waving swords, charged! Too late he noticed the strange power belts around the pirates' waists. Too late he saw the slight shimmer of a force field around each pirate. Then, the Zentags were upon them!

Ever since I began playing Traveller®, I have always been inspired by the image of Marines with cutlasses charging into a fray to help hold a desperate defense. But since most desperate actions seem to be exchanges of laser and bullet shots, I never get to do this unless both sides are out of ammo. Actually, this makes sense as no fool is going to leap out into a ship's corridor with his rapier if that same corridor is being raked by a light MG. In *Snapshot*®, a player may get to close for blade combat if he survives cover fire and the snap defense rule. However, since it costs as much to swing a sword as to shoot, most people shoot. In *Azhanti High Lightning*®, close combat almost never occurs due to the multiple fire and action phases within each turn which usually eliminates anyone exposed to such fire. This is all fairly realistic, but being the bloodthirsty, nasty referee that I am, I wanted to surprise my players one game and involve them in a more personal form of combat. (i.e., hack and slash).

Thus entered the Zentag pirates. For about fifty years, Zentags scoured the

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Lanth and Rhylanor subsectors before Imperial Marines got the better of them. The cause of this was the discovery of a cache of ancient war artifacts which included several thousand of these shield belts. The principal of operation is unknown but the effect is like a miniature repulsor in that any fast moving mass is going to be deflected. The faster it is moving the more force it is deflected with. Obviously, this is going to work well against bullets and shrapnel. However, the principal works going out as well as in, so the Zentags are unable to use slug throwers with the belts activated. Their answer to this was to relearn close combat techniques and team them up with new generation hand to hand weapons. Imagine if you will, a sword made of advanced metal alloy that is virtually unbreakable and honed to a micro-fine cutting edge. It would be strong enough to chop through even bullet-stopping cloth armor. Boarding pikes made in this manner would also be back in vogue. You can begin to imagine the effect these pirates would have armed this way and seeming to be invincible to a poor merchantman's crew futilely blazing away with submachine guns and the like.

But lets touch on the "Achilles Heel" of these devices, *i.e.*, energy weapons such as lasers, blasters, plasma, and fusion weapons. The power unit on the belt will act as a capacitor and attempt to absorb such energy as comes into contact with the shield. (30 pts. of damage for *Traveller/Snapshot* system, and 10 penetration factors if using *Azhanti High Lightning* rules). This absorption is cumulative and if the capacity is exceeded during a battle the shield will implode in on the luckless pirate wearing it. However, the shield will *discharge* 3 damage pts. or 1 penetration factor of energy every 2 rounds of melee in which it isn't absorbing energy.

This implosion will destroy the belt and severely injure, if not kill outright, the pirate. Damage inflicted on the pirate should be any damage points left over from the energy hit that destroyed the belt plus an additional four die. For the *Azhanti High Lightning* game system, roll a hit on the damage table using any leftover penetration factors from the energy hit and then roll for an additional hit using a penetration factor of 2. Because of this the Zentag pirates would tend to prey on small starships and poor merchantmen (*i.e.*, players), rather than risk fighting ships that might have a heavily armed Marine contingent complete with a large proportion of energy weapons.

Speaking of Marines, let's get back to these guys and justify their automatic *Cutlass 1* skill and the image I put forth earlier. Sometime after poor Lt. Walton's encounter with the pirates, and during the fifty years the Zentags were making their reputation, the Imperial Marines issued Training Edict 509A which directed all Marines assigned to Ships' Troops to undergo training in close combat; specifically, to learn bayonet and cutlass techniques to counter the Zentag superiority in close combat. To further get an edge on the Zentags, special close combat teams were assigned to merchant ships and equipped with combat armor and laser pikes along with their standard weapons. The laser pike was a short lived weapon used specifically against the Zentags. It was basically an 8-foot long metal pole with a laser generator in the end. It doubled as a laser carbine until you got caught in close combat where it was used to keep the pirate at bay while zapping his shield belt with each prod until it imploded. The final blow to the Zentag scourge came when the Territorial units of the Marines were upgraded in equipment such as battledress and the man-portable energy weapons. Of course by the time this happened, many

battles in starships had occurred where only the husky Marine and his cutlass were able to beat back a Zentag assault; the image of the Imperial Marine with his trusty cutlass was proud tradition.

In closing, I'd like to say that shipboard melees are fun and this is but one idea for having them. Though in the average *Traveller* campaign the era of the Zentag threat would be old history, renegade descendants of these pirates could still be encountered wearing shield belts or some patron may have gotten one on the black market, *etc.*

EQUIPMENT: ADVANCED

ALLOY BLADES (TL 9+)

+3 to hit and +3 pts. of damage beyond that of a normal weapon. For *Azhanti HL* add 2 to the melee factor of a character using one.

LASER PIKE (TL 9+)

Treat as a laser carbine in all respects except melee, for melee treat as a +3 PIKE but doing damage as a laser carbine. For AHL give +3 to the melee factor of the user.

THE ZENTAG SHIELD BELT (Artifact)

Very rare. All projectile weapons except the low velocity snub and body pistols incur a minus 8 to hit; ram grenades, snub and body pistols incur a minus 5; arrows and crossbow bolts a minus 4; hand held missile weapons a minus 2; any melee weapon a minus one. All Energy type weapons affect the belts as described above.

Other facts about the belt: It weighs 2 kg and cannot be duplicated or manufactured except at TL 16+. The only discernible controls are an on/off switch. It has one other function in that if the switch is rotated then pressed in, the belt will stop being a repulsor and act as an anti-grav device allowing the user to float up or down but not move horizontally as it has no motive unit.

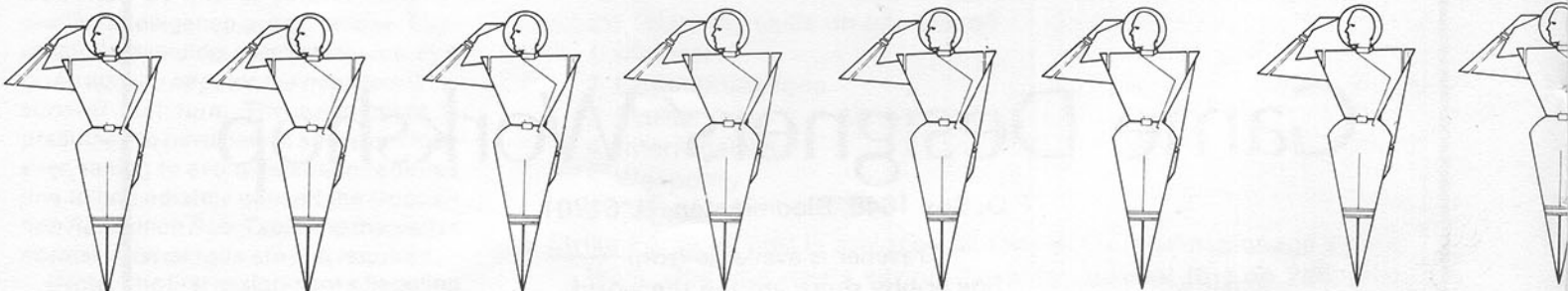


Table-Top Relay: Speculative History

Mexican vs. Texian: The Battle of Realito-Sept. 6, 1841

by Samuel T. Gill

What is gaming for adventure all about?

A lot of hobbyists feel that adventure gaming is confined to merely recreating a standard hero-and-villain encounter where virtue and justice, after a series of routine trials, emerges triumphant at last. But for others adventure gaming has a broader scope and includes the rewriting of history as well. History has been revised with a vengeance lately by the Heart of America Tactical and Strategic Order of the Followers of Featherstone (HATSOFF) in their series of battles comprising the First Mexican-Texian War. Mexico and the infant Republic were actually at war during much of the period of Texan independence, although operations seldom exceeded large-scale raiding. HATSOFF has changed that—and, surprisingly enough, Mexico has been winning the war hands down!

Setting the Stage

The latest clash occurred near the squalid sagebrush hamlet of Realito, about 75 miles southwest of Corpus Christi Bay, where Los Olmos Creek meanders through a little wooded valley on its sluggish way to the Gulf of Mexico. The shallow creek, though almost everywhere fordable for active men and horses, is constricted hereabouts by impassable tangles of salt marsh choked with cattails. Guns and wagons can only cross at two unpaved fords, both overlooked by steep, rocky knolls on the north bank of the Creek. The two-rut main "road" winds across the short-grass prairie to what is known as the Wagon Ford, while a dirt mule-track leads to a secondary crossing about three-quarters of a mile upstream known locally as the Upper Ford. Stands of cottonwoods and live oak dot the prairie thereabouts, providing excellent cover for deer, quail, timber wolves—and light infantry skirmishers.

Along the south bank of the Los Olmos the Mexican army under General Antonio Lopez de Santa Anna took its stand. The position was not particularly well chosen since Santa Anna had to cover both fords and his forces were consequently separated into two wings by the meandering creek bottoms. The wings

were not mutually supporting nor were they well suited for defense, being overlooked by the higher ground north of the creek. Nevertheless, the Mexican *Generalissimo* rightly considered his meager forces unreliable in the attack and was correct in initially adopting a defensive stance.

Santa Anna's army consisted of ten battalions of the Regular Mexican Line infantry and three Regular Cavalry regiments, each of two weak squadrons. The whole force numbered about 3000 bayonets and 450 sabres. In addition, there were twelve 8-lb. field pieces from the 2nd, 3rd, and 4th Regiments of Regular Artillery.

Expecting a powerful Texian blow against his right, Santa Anna earmarked the flower of his infantry—two brigades under Generals Pena and de la Vega—to defend the Wagon Ford. Pena's brigade (the 8th, 10th, and 11th Regiments of the Line) with four guns of the 3rd Artillery, was deployed astride the Wagon Road south of Los Olmos Creek, with de la Vega (5th of the Line and the Marines) in close support. On a little swell of ground to the left rear of Pena's lines, General de la Vega planted the four guns of his 2nd Artillery, near Santa Anna's headquarters marquee. The army's only *corps de reserve*, a battalion of the *Guardia Grenadiero del Supremo Poderes*, was posted hard by de la Vega's battery position.

A few hundred yards upstream, to the westward, the troopers of General Torrejon's cavalry brigade, formed up in squadron columns, sat their ponies between a loop of the Los Olmos and a live oak thicket. Finally, more than a quarter of a mile from the *Jalisco* Lancers forming Torrejon's left, General Perez' brigade (4th Light Infantry, 1st, 3rd, and 6th Regiments of the Line, and the 4th Artillery's four cannon) stood squarely athwart the mule track south of the Upper Ford. An extensive cattail marsh and a sharp bend of the Creek protected Perez' right, while his left was covered by a broad tract of cottonwoods.

"Now, *soldados*," quoth the Santa Anna, with a flourish of his cocked hat. "Now, let the damned *gringos* come on!"

The "damned *gringos*", marching from their camps near Realito, were approaching the Mexican position in two columns. The Texian commander, General Sam

Houston, indeed intended to smash the Mexican right at the Wagon Ford with the bulk of his army, while a smaller force under General Burleson pinned Perez' command to its upstream positions. Burleson's column consisted of a battalion of Mormon volunteers in the Texas service, a New York volunteer outfit, the Missouri Mounted Regiment, and two 6-pounder field pieces of the St. Louis Light Artillery Blues. The volunteer lump was leavened by a crack regular battalion of the First Republic of Texas Infantry.

Houston's main force comprised General Rusk's brigade (Second, Third, and Fourth Texas Infantry plus a four-gun battery of flying artillery), General Green's brigade (Fifth and Sixth Infantry, and the Marine Voltigeurs, with four more guns), and the First Cavalry, a fine regular unit under Colonel Doniphan. The total Texian force of some 2700 bayonets, 300 sabres and ten cannon was slightly smaller than Santa Anna's host but much superior in fighting quality. (See map #1 for the terrain and deployment of the armies.)

The stage was thus set for an intimate little HATSOFF game, the players grouped expectantly around the table, none in direct command of more than a single brigade of troops. The gaudy Mexican army with its ornate shakoes and brilliant facing colors, the red tunics of its lancers and hussars, the glitter of its brass-and-crimson *cuirassiers* contrasted with the sober Texians under the Lone Star banner, in dark grey regulation fatigues or the dowdy homespun of the volunteers. Southrons! To arms! The fate of Texas is in your hands!

Commencement of Battle

At about ten o'clock in the forenoon, on the 6th of September, 1841, General Pena's artillery opened a cannonade on Rusk's brigade leading the Texian advance, as it approached at the double on the Wagon Road, screened by Doniphan's horse. When the head of the column came within range of de la Vega's guns on their rise the doubled volume of fire threw the Texians into some disorder. Rusk was compelled to deploy his three battalions into a single line of battle, swinging his own artillery into battery to reply to the Mexican bom-

bardment. Green's brigade formed up to the left rear of Rusk's and a brief, ineffectual artillery duel ensued while Houston straightened his lines. Little damage was done except to the First Cavalry Regiment, whose exposed position allowed the Mexican cannoners to empty some 30 saddles.

Burleson's brigade, screened by the Missouri Mounted Regiment, was meanwhile deploying to threaten the Upper Ford. The Missourians had ridden far forward of the left of Burleson's advancing line of infantry, into the water meadow enclosed by the loop of Los Olmos Creek, opposite Torrejon's Mexican horse. Burleson was intent on linking up his command with the main column on the Wagon Road, and the Mexican *Generalissimo* ordered Torrejon to cross the Creek and harass this movement.

"*Adelante, muchachos!*" ordered General Torrejon, moving his brigade forward at the trot, the *Jalisco* Lancers and *Tulanchingo Cuirassiers* in the van, two squadrons of the elite *Husares de Guardia* in their blue dolmans and fur busbys in support. Neither side was willing to call on the *arme blanche* at this stage, but a sharp mounted firefight developed hard by the north end of the

cattail marsh near the Upper Ford. The rifles and shotguns of the Missouri Mounted held their own against the less efficient cut-down muskets (*escopetas*) of the Lancers and *Cuirassiers*.

Seeing the powder smoke of this combat billowing up in the water meadow, Houston ordered Colonel Doniphan to take the First Cavalry, depleted but still full of fight, to the Missourians' aid, while he organized Rusk's and Green's brigades for a frontal assault on the Wagon Ford. It was now nearly 11:00 a.m.

Burleson's detachment had, in the interim, pushed forward to the Upper Ford opposite Perez' brigade and opened a brisk fusillade across the Creek as a demonstration to pin the Mexicans in position. Perez, however, had earlier thrown forward his 4th Light Infantry into the cottonwoods on the north bank of the Los Olmos. Enfiladed by their fire, and with his two 6-pounders outweighed by Perez' heavier metal, Burleson was compelled to break off the fight and retire slowly onto the heights in his left rear. The Mormon Battalion on the right of his line suffered about 70 casualties in this phase of the action and fell into some confusion while going to the rear.

Seeing Burleson in retreat and the

main Texian force still sorting itself out, Santa Anna now felt that the time had come for a counterstroke. The opportunity to crush the weaker Texian column was at hand. Mounted couriers galloped to General Perez with orders to press Burleson's retreat, and to General Torrejon ordering him to charge the Missourians and sweep down on Burleson's left and rear with the white weapon.

These orders, however, so crisply Napoleonic in style, were not so easily executed on the spot. In order to "press Burleson", Perez had first to wheel his brigade across the Los Olmos, leaving his guns behind, and form up in a line almost at right angles to his original front, before he could regain contact with the Texians. Torrejon, on the other hand, closely engaged in a fire fight across level ground, had only to sound his bugles "*A los caballos!*" and "*A la carga!*" when Santa Anna's order reached him. Long before General Perez could affect the issue, therefore, the four squadrons of Torrejon's first line were galloping into the startled Missourians with cold steel.

Not even the most disciplined troopers could withstand so determined a charge

Cont. on pg. 42

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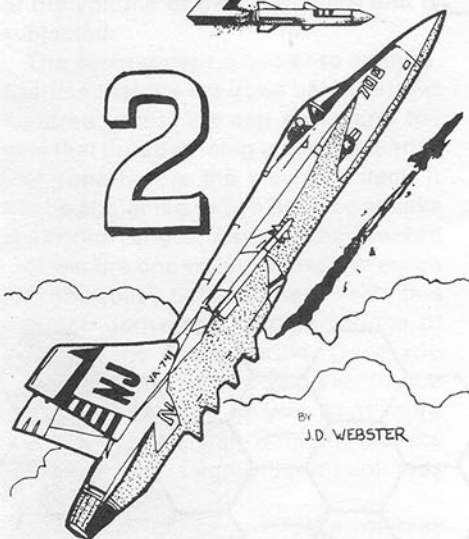


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The Realities of Air to Air Gunplay

One day recently on TV, I saw John Wayne blast a few dozen Nipponese aircraft out of existence with little or no difficulty in as many seconds as it took for him to say "Watch your tail, Red Leader!" His secret was to lean forward, grimace, squeeze the trigger and presto! One flaming Nip, followed by a John Wayne closeup. I didn't think much of it until later that night when I saw Robert Conrad in "Black Sheep Squadron" doing the same thing, while keeping up a narrative monologue in addition! Not only was the monologue boring, but Conrad never even used his gunsight! If only it was that easy in real life!

With that in mind, I decided to write this month on air to air gunnery. I'm sure that all of us who are air wargamers have at one time or another imagined ourselves in Eddie Rickenbacker's seat sitting firmly on some unfortunate enemy's tail and blazing away with our machine guns until that sucker went down.

Unlike most wargamers, I have had, and will have many more, chances to try and get in that position. As an A-7E Corsair pilot for the Navy I have had the opportunity to dogfight several times with fellow Corsairs and other Navy fighters and I'd like to say that if anybody thinks that shooting airplanes in the air is easy, they are victims of Hollywood and most of the air wargames on the market

today. Before I continue, let me state that air gunnery as it is presented in SPI's *Airwar*, Gamescience's *Mig Killers*, Battelines' *Air Force/Dauntless*, and TSR's *Fight in the Skies* is terribly unrealistic. Now, before all you designers rush forth to defend your games let me just say that I'm not going to take up the playability *versus* realism issue at this time. I just want to give gamers a truer picture of just what is involved in air to air gun attacks.

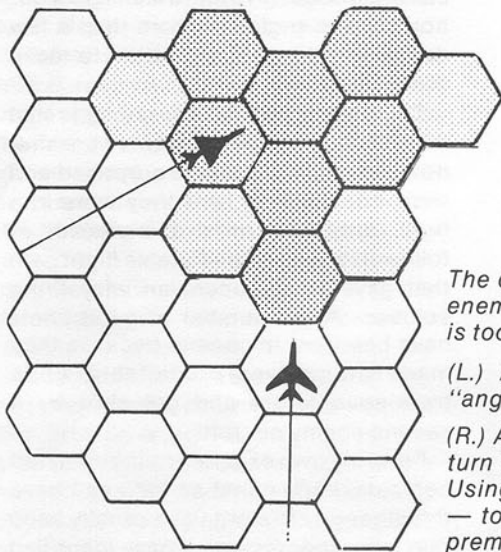
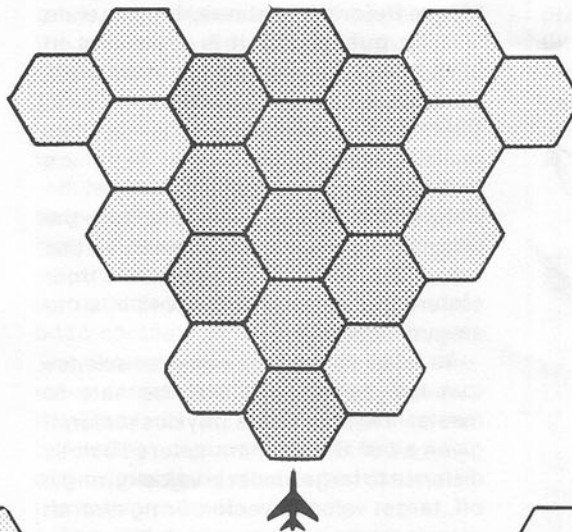
Air to air shooting is a precise science that few people will ever be able to master. I'm sure that a physics major, if given all of the set parameters such as distance to target, muzzle velocity, angle off, target velocity vector, firing aircraft velocity vector, and the gunsight's parallax angle, could tell me exactly where to aim to score a hit. But if I took that same physics major and broke his slide rule and then stuck him in the cockpit of a P-51 over Germany in 1945 and told him that he had three seconds to guess his airspeed and that of an FW-190 crossing his nose, determine the angle off, 'guesstimate' the range and position his Mustang in such a way as to fire a burst with sufficient lead as to have a reasonable chance of hitting the Focke Wulf, he would get out and punch me in the nose. That, however, is the position that many pilots in the various air wars have found themselves in. They have a few seconds to guesstimate all of the firing parameters, aim, correct a little as all of the parameters are constantly changing, and then fire. This, as you might imagine, would be extremely difficult; not surprisingly, most of the pilots missed. It is a proven statistic that in air fighting, eighty percent of the pilots shot down never saw their attackers until it was too late, if at all. Chances are, if you are not aware of the fact that you are under attack, then you are probably flying in a predictable manner and that your attacker has reduced the angle off to a minimum, thereby solving 75% of the tracking solution. In addition, he has probably had about ten to fifteen seconds to refine that solution instead of the normal two to five seconds encountered in most dogfights. In this case, you will probably be shot down. On the other hand, even if you spot your attacker at the last second, a quickly executed evasive move will be enough to spoil your attacker's aim and cause a miss, forcing him into a maneuvering fight where it is extremely difficult to get a good hit. To quote a Spitfire pilot's comments in the book *Full Circle*;

"The average standard of shooting in fighter command was not high. Far too little attention had been devoted to gunnery instruction and the kills always seemed to fall to the same three or four pilots, while the remainder had to be content with a probable or damaged because they hosepiped their machine guns from skidding airplanes, opened fire from absurd ranges and could not estimate their amount of forward allowance. The average pilot of those days could usually hit an enemy aeroplane when he overhauled it from dead line astern and sprayed him with eight machine guns. But give him a testing deflection shot at angles of more than a few degrees and he usually failed to make the kill."

To reiterate, what I am saying is that most of the people shot down were shot down because they were surprised and were not evading, or if they were in a fight, they performed a maneuver or followed an easily predictable flight path that gave an opponent an easy firing solution. A fair number of good pilots have been lost in combat because they made themselves predictable while tracking a target and got shot by a second enemy aircraft.

From my own experience in simulated combats, I know that as long as I have the other guy in sight I can usually keep him from shooting me. I have identified three basic cases where I usually get shot: a) I'm surprised and shot while flying straight and level; b) I have lost sight of my foe while fighting and I maintain an easily predictable turn or constant flight path while looking for him; c) I have maneuvered myself out of airspeed and energy and I'm floundering along straight and level just above stall speed trying to build my speed back up to turn. In all of these cases the common ingredient seems to be a predictable flight path that makes for an easier firing solution for the bad guy. The other ingredient in my case is inexperience and sloppy fighting (good thing these were simulated fights). The few times that I have scored kills against my instructors came only when I surprised them or one time when I caught an instructor who had outmaneuvered my wingman but was out of energy as I rolled in behind him. Of course getting to a firing position is only half the job and whether or not I actually would have hit the guy remains to be seen. An air to air gun is a pinpoint weapon and to score a hit a pilot must have fired at

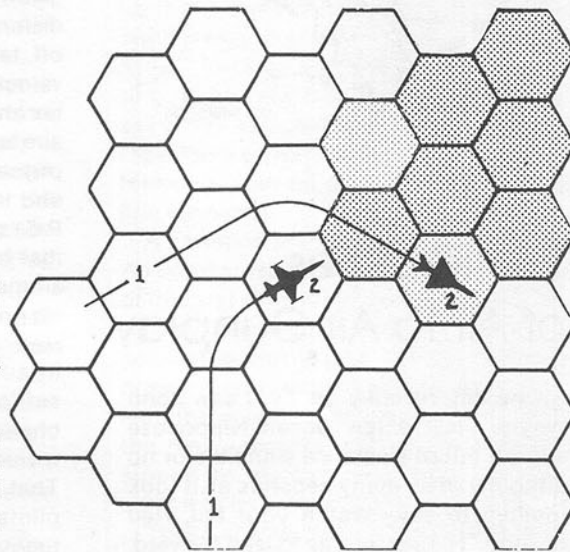
The gunfire arc as it appears in *Air War*, *AF/Dauntless* and *Mig Killers* allows for unrealistic situations; the darker area is recommended as more realistic.



The defensive turn or "break" into the enemy won't work because the gun fan is too large.

(L.) Alc 1 attacking Alc 2 with 60° "angle off".

(R.) Alc 2 breaks into enemy and ends turn in #2 position; more than 120° off. Using original arc, Alc 1 can still shoot — too unrealistic. Optional arc places premium on maneuvering.



precisely the right time with precisely the right lead angle for the shell to arrive at the same point in the sky with the target at some given range.

Since I doubt there is any pilot who can do this consistently, what we have done to compensate for our inability to really shoot well is simply mount lots of automatic machine guns and cannons in our planes that put out lots of shells in the direction of the enemy so he can fly into one of them. I have noticed that most of the aces of the various wars had a favorite attack method which they used repeatedly to score their kills: sneak up behind them and shoot. Also, very few of the aces relied on deflection shooting. (Speaking of aces, of the 500,000 American fighter pilots who saw combat in WW-II, less than 1000 of them scored more than five kills to become aces, and less than a few hundred of these scored 10 or more kills. Overall, less than a quarter of American fighter

pilots shot even one enemy down.)

OK, now that I've beat you to death with how hard it actually is to shoot someone in an airplane from another airplane, let's get back to what I mentioned earlier; air to air gunning being unrealistic as it is presented in most of the air warfare games. Simply stated, my chief complaint with the games I mentioned earlier is that it is too easy to shoot and hit each other. Let me hit each game individually here; *Air War* gives the gamer a full page of charts for the various cannon armaments of aircraft which are well thought out and prepared but then spoils the feel of the tense nature of air to air gunfighting by making the gunfire arc so wide that regardless of what you can do as a defender, the attacker will be able to get off a shot every turn just by being behind you even at high angles of deflection. (In *Air War*, because of the scale a turning jet will only move one to three hexes a turn.) In

real life, anything over thirty degrees angle off is probably a wasted shot. In *Mig Killers*, you see again the over-large gun arc which makes it too easy to shoot. In *Air Force/Dauntless* again you have that giant gun arc, but this time it is combined with a combat system which guarantees that you will get hits on your opponent if you have an even average-armed aircraft regardless of evasive maneuvering, or the range. In *Fight in The Skies* the gunfire arc seems even more absurd as it is based on squares rather than hexes like the other games.

In all of these games the gunfire arc is just too big to be believable. In *Air War* this is balanced a bit by the fact that in the end the combat table provides for a low probability of a hit. But in *Air Force/Dauntless* the deflection rules lower your hit table, which affects how many hits you get, not whether you hit or miss. I could go on, but I think by now you must see my point. With the exception of *Mig*

Killers, the other games seem to compensate for the ease of hitting by giving aircraft large damage values. Regardless of what you've heard about this aircraft being able to take more hits than that one, etc., you are being misled. Aircraft in general are rather delicate machines and easily prone to destruction when hit.

I will not get into aircraft and damage right now as that will be another article all-together. But I would like to illustrate some of my arguments with diagrams: In Diagram One, I show the gunfire arc as it is presented in *Air War*, *Mig Killers*, and *Air Force/Dauntless*. Now that you realize that air to air guns are point weapons you can see how big this arc looks. It allows for a play of fire of about forty degrees to either side of the aircraft's nose. Though it is possible, due to game mechanics, in real life, if I tried to skid my jet by stomping on the rudder in order to bring my guns to bear on a target 40 degrees off my nose (*Position A in Diagram One*), not only would I miss as my gunsight is worthless if I am

skidding but the jet's swept wings would produce a rudder roll or at worse a departure followed by a spin. A straight winged WW-II fighter would probably execute a neat skidded turn stall departure if it tried the same thing. Of course none of this is conducive to accurate shooting. Also the most effective and almost universally used defensive maneuver is the hard turn into the attack. This almost always puts your projected turning circle inside that of the attacker's, making it impossible for him to generate enough lead angle to hit you. Unfortunately, with the big gun arc this maneuver seldom works.

See Diagrams 2a and 2b for graphics and note how with a reduced gun arc this maneuver would work. The reduced gun arc is superimposed over the gun arc of Diagram One, and is my suggestion for reducing the unrealistic situations that can occur with the bigger arc. By using the reduced arc players will find just a little harder to get shots at a defensively maneuvering target and the

games will be just a little more challenging.

Now, if you want to get even more realistic, you should not allow players to fire guns the first turn that a target ends up in the gun arc. Rather, make it be the "tracking" turn and allow him to shoot on each subsequent turn that he can keep the target in his gun arc. If at any time the target ends its turn out of the gun arc, the attacker must go through another tracking turn before he can fire, etc. This puts a real challenge into the games.

I hope your air warfare gamers will give it a try for a change of pace. Some of you may not want to do this under the assumption that the action will be slowed down and that you enjoy blasting your enemy every turn, anyway. That's fine, I just wanted to give gamers an insight into what's really involved in real life as opposed to what John Wayne can do. After all, "the Duke" can do anything . . .!



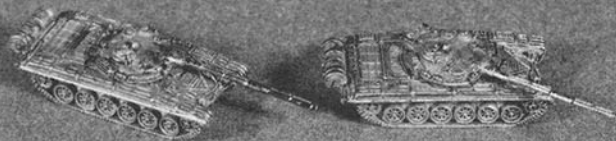
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GRAND TACTICS IN 15mm

Breaking New Ground in Napoleonic Miniatures Gaming

by Marc Rubin

For twenty years, rules for miniatures wargames have been shackled by concepts developed for 30mm and 54mm figures. Large scale figures are expensive and take a lot of gaming space. Consequently, rules focused upon small unit tactics.

In recent years, there has been revolutionary change in the scale of figures. Also, the type and volume of information available to rules designers has increased geometrically. Nevertheless, most see the 15mm scale as a means to cram more troops on the table top.

Many rules sets proclaim that they recreate corps and army size battles. But these rules are not designed with the corps or army commander in mind. They are simply extensions of rules for battalion level games. The designers have tinkered with old concepts to accommodate the larger volume of troops. They have not fundamentally altered the time and distance relationships to provide a simple game system which recreates the problems of higher level commanders.

In this article, I propose to examine those fundamental relationships and

pose some solutions to the problems. Our wargames group has designed detailed solutions to these problems. I will be happy to discuss them with anyone who is interested. However, my solutions to the problems are not the only solutions available. Rather than sell my solutions, I prefer to plant the seed and let you develop your own approach. The four relationships which I will discuss are: time and distance, perceived time, unit organization, and morale.

I. Time and Distance

Time and distance relationships are fundamental to any rules set. The rules designer must first select a ground scale. Too large a scale inhibits grand tactical games because of the sheer space required for a multi-square mile battlefield. Too small a scale squeezes the color out of the basic combat elements; battalion, squadron and battery.

The basic distance relationship in contemporary rules seems to have evolved out of a need to distinguish between firefights and melee. If close range is perceived as 50 yards, then 50 yards in

table top scale must be a visually distinguishable distance. Otherwise, fire fights and melees would become indistinct on the table top and would be hard to keep track of.

Of equal importance is the time scale; the amount of game time represented by one move. Time scale determines the pace of a game. Select a short time period and firefight rules are easy to write. However, grand tactical movements are difficult to handle because of the number of moves required to execute them to completion. Select a long time period and the reverse is true.

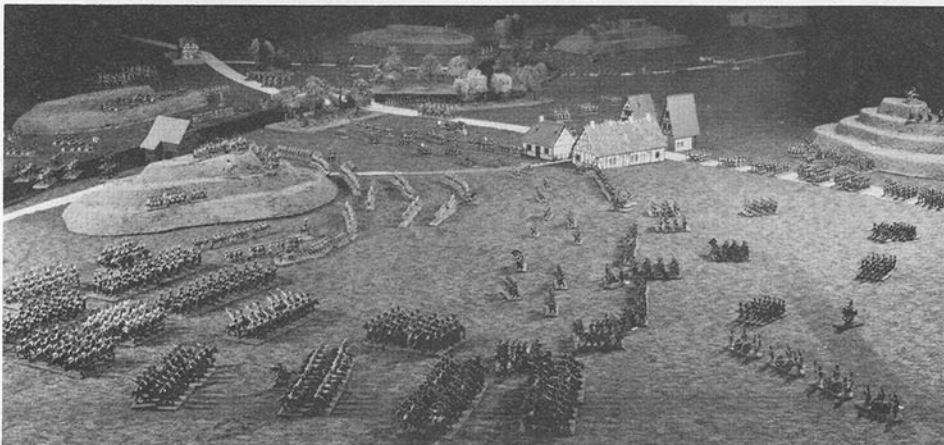
In older rules, and their descendents, ground scales of an inch to 10 or 20 yards, and time scales of one to three minutes are very common. These scales may be adjusted slightly but it is unusual to find a time scale of more than three minutes and ground scales of more than an inch to 25 or 30 yards.

In a corps level game, these relationships become stifling. Simply maneuvering a division across the table-top into melee can take hours of real time as your units proceed in halting steps. The fundamental problem is that rule designers seem compelled to refight battles volley by volley. Therefore, they use a one minute time scale, (the time a battalion needs to fire once and reload) and a large ground scale so that long, medium, and short ranges are distinct killing zones.

These firepower relationships, so useful in 30mm games with few units, are irrelevant in corp level games.

Purely for the purposes of illustration, let us select instead a 15 minute slice of time. Let us also shift to a one inch to 50 yards ground scale. Firepower now becomes a question of the amount of time that a unit spends in the fire zone. A firefight is either two units standing and

Over four corps deployed in 15mm. Rear cavalry (L. foreground) is 40" from artillery opposite. Area shown 6' x 9' — less than half that needed for 25mm.



pounding away at each other or two units sweeping through the fire zone to reach melee contact. In either case, firefight casualties are a direct function of the volume of fire to which a unit is subjected.

The second case is easier to analyze. Assume that the fire zone begins at two hundred yards. We can determine the time that the advancing unit will spend in that zone before the melee contact. It will be subjected to two or three volleys at various ranges. Assume the average unit will fire one volley at medium range and one volley before impact. From this you can derive the average volume of fire from the entire period. Once you have a volume of fire, you can fix the casualties inflicted. If you want more complexity, establish different classes of troops and assign different volumes of fire to them.

In the firefight situation, the volumes of fire are higher, but may not represent a firefight for the *entire* 15 minute time slot. You can make an assumption that one or both units will drop back out of musket range after a few volleys. From that assumption, you can determine the

total volume of fire during the firefight and resolve casualties with one musketry event.

In either case, the problem of a unit moving through the fire zone can be resolved by one musketry event which takes the total volume of fire into account. Similarly, only one musketry range is necessary. That is, it is a four or five inch zone which represents the killing distance of the musket.

Artillery movement and fire is more difficult to abstract because of the "limbered/unlimbered" concept which is built into most rules. Using a 15 minute slice of time, it is virtually impossible for guns under traditional rules to coordinate their fire with advancing infantry in a realistic manner. The solution is to do away with the limbered/unlimbered status.

Again, the key issue is volume of fire. When a gun is moving it is not firing. This reduces its volume of fire. The further the gun moves the smaller the volume of fire it can put out in a 15 minute sequence. Likewise, a unit attacking a stationary gun is only going to be subjected to canister fire for a very short

period of time.

It is simple enough to establish that a stationary cannon, bombarding enemy troops with cannon balls at long range will inflict "x" number of casualties. That same cannon, firing ball, and then canister, at incoming enemy troops will inflict "y" casualties. Once you have established these base volumes you can adjust them for the reduced volumes which occur when a cannon is moving.

Finally, a 15 minute slice of time causes melee distortions. A defender can tie up an attacking force for a long period of game time, while pouring reserves in to heal the breach. One solution is to allow a form of "impulse" movement similar to that used in board war games that simulate the breakthrough effect of armor divisions.

In our game, melee contact does not necessarily freeze the movement of the units in contact. Immediately upon melee contact, we resolve the effects of gun fire. Then we determine whether the attacker or the defender or both lose their nerve and pull up short (attacker) or run away (defender). If the attacker pulls up short, another attacking unit

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“ . . . It seems promising to view melee as a more fluid occurrence than we have traditionally. . . .”

can attack in its place. If the defender runs away, the attacking unit may continue its move, subject to a movement penalty for the time absorbed in this melee confrontation. There are many other solutions, but it seems promising to view melee as a more fluid occurrence than we have traditionally.

II. Perceived Time

The time and distance solutions described above work well in a game where each player is commanding one or two divisions of troops. They do not work well if each player is a commander of one or more corps size units. Even with the expanded distance scales which a 15 minute move provides, the player still must spend time marching units across the battlefield. Every action of the attacker is telegraphed to the defender long before it strikes home, giving the defender ample time in most cases to respond and prepare himself for the onslaught. Although the devices of hidden movement, dummy units and the like provide a partial solution to this problem, players frequently arrive at the critical moment, emotionally drained and physically exhausted from the problems of marching their battalions step by step across a table top four or five moves in depth.

One solution is to re-examine how a corps commander perceives the flow of the battle. This is best described as a conflict which I describe as real time *versus* perceived time. An Historian describes a battle in chronological order: “At 9:00 the skirmishers were engaged all along the line. At 10:00 the cavalry charged and at 10:30 hit the British squares. Fifteen minutes later the Old Guard began its advance. Then the cannons opened up and bombarded the line. Finally, the Old Guard reached their objective, suffered tremendous casualties, and fell back.” That is the real time description of what occurred. The British commander’s perception of what occurred is quite different: “A skirmish fight started, then cavalry came pounding down on him and he barely had time to get his lines into squares. Then, all of the sudden, the Guard appeared, there was a tremendous fire fight and then they disappeared.” That is perceived time; the battle is organized by event rather than by clock.

Traditionally, rules have been organized around a real time progression. The game advances in slices of time. Instead, the game can be organized around a perceived time progression. There, the game advances by events, with each event allocated a time scale appropriate to it.

For example, the key events for a corps commander occur at the beginning, when he organizes his divisions to either hold a piece of ground or to cross it to attack the enemy; and, at the end, once contact with the enemy is made. The intervening time, when divisions move across open ground, is irrelevant; moreover, in a traditional game, the defending corps commander has a view of the developing attack which he would not have in real life.

The initial organization of troops is one event which may require a time scale of one move equals ten minutes. The move to contact is a second event and may require a scale of 60 or 90 minutes to the move. Finally, the actual combat is the third event, again requiring a short time scale.

The mechanics of our solution are too extensive for this article. Essentially, we break our armies down into basic maneuver units; divisions on the French side, and mixed divisions or brigades on the Allied side. The table top is divided into three sectors. Each army establishes its own sectors in secret.

A maneuver unit must operate entirely within one sector, battalions or regiments which cross the sector boundary are frozen and beyond the command control of the divisional commander. Conceptually, the sectors represent the joints between the maneuver elements of the army.

Within its sector, a maneuver unit has unlimited movement, until contact with the enemy. It may attack, which requires it to move, in one move, all the way across the table top and into contact with the enemy. It may demonstrate, which allows it to move, in one move, to within fire fight contact on the enemy or to a particular piece of terrain and hold it. It may hold its position, or it may perform one of a few specialized orders which we permit.

Once armies come into contact, there are three phases of close combat where we use our normal combat rules (a 15 minute time scale). Then another maneuver phase and then three more phases of close combat and so on. Units may be switched from one sector to another while in reserve, but cross-sector attacks are somewhat difficult to achieve.

The key problem here, however you resolve it, is to develop one movement process and time scale for the period of time from the beginning of the battle until maneuver units of the army are in combat and a second, more tactically oriented system and shorter time scale to accommodate the actual combat.

III. Unit Organization

The range of units which a player commands must be limited in order to abstract tactical problems which should not concern him. However, too much abstraction can cost a game much of its historical flavor.

For illustration, consider our basic French infantry unit—the battalion. It contains four stands upon which are placed two *grenadiers*, two *voltigeurs*, fifteen *fusiliers* and one flag. The order of placement within the stands is irrelevant. We selected four stands because they make a pretty square and a column formation can be distinguished from a line formation.

A battalion fires and melees as a unit. All combat tables abstract the presence of integral elite companies in the battalion by upgrading the unit’s overall combat performance. For game purposes it is irrelevant if the *grenadiers* lead the column into melee or bring up the rear. Likewise, the battalion is assumed to always have a skirmisher screen to its front.

These abstractions are essential to a corps level game. If each player must resolve the small tactical decisions of each company under his command, the game will bog down.

The choice of the battalion as the basic maneuver unit is the result of two decisions. First, we didn’t want the game to bog down in tactical decisions below the battalion level. Second, gross battalion tactics (column, line, square) were of importance to the historical flavor of the game.

You must decide early on what level of command your game is intended to reproduce. This will dictate the type and organization of your units. For more on this, see Liam O’Reilly’s column in Issue Two of this magazine.

IV. Morale

Morale rules have been the reaction of designers to traditional games which were too bloody and therefore viewed as unrealistic. The reaction was excessive: whole armies panic and run away after a few casualties. There is a middle ground.

Historically, some units in a battle take devastating casualties. Other units, in quieter parts of the field take light cas-

ualties. Overall, an army may suffer 10-30% casualties before the issue is resolved. To solve this problem, it is necessary to examine unit morale and army morale separately.

Individual units react unpredictably when they are in the killing zone. Some drift back, out of danger, others fall apart and still others stand firm. However, even those that fall apart may be reconstituted once they are out of danger, given enough time. An individual unit morale rule should allow for units to lose their nerve without permanent rout off the table. It should be fairly easy for a player to rally a unit and bring it back into the battle. Even a roughly handled unit should be able to hold a quiet sector of the line.

The defeat of an army is the accumulation of several factors. Weakened units become less willing to advance as attackers, or to face an attack as defenders. Reserves become depleted. Fresh troops are unavailable to press the attack. Shaken troops have no place of safety to rest while they are rallied. Finally, either the attacker is unable to find units which will advance or the defender is unable to find units to plug a hole. It is at this point that an army crumbles. It crumbles, not because of mass hysteria, but because the weakened units have no fresh reserves to rally behind.

Unit morale and army morale can be handled in one rule. Focus upon the individual unit. Its morale should be flexible, but should gradually worsen as the unit takes casualties. As long as fresh units are in reserve, the battered one can be pulled back, rested and moved back up. When reserves run out, there is no place for those battered troops to go. If a unit is subject to continued enemy pressure, its morale should shift from shaky to bad until it runs away.

Mechanically, we use a four level system. Units are fresh; green status (minor problem); yellow status (run to protection but will face enemy once the heat is off); and red status (run to protection, won't fight but gradually shifts up to yellow and green if undisturbed). Status changes result from melee contact. The more roughly the unit is handled in melee, the worse its status when it runs from the melee. Nothing else will cause a unit to panic. Once a unit falls back out of combat, it can be brought back, given enough time.

As an example, assume that a regiment of armored cavalry charge a battalion of infantry in the process of changing from line to square. The infantry will probably go to red status and run away. If they can get away from the cavalry (by running behind friendly troops) they may later be

“ . . . Individual units react unpredictably when they are in the killing zone. . . . ”

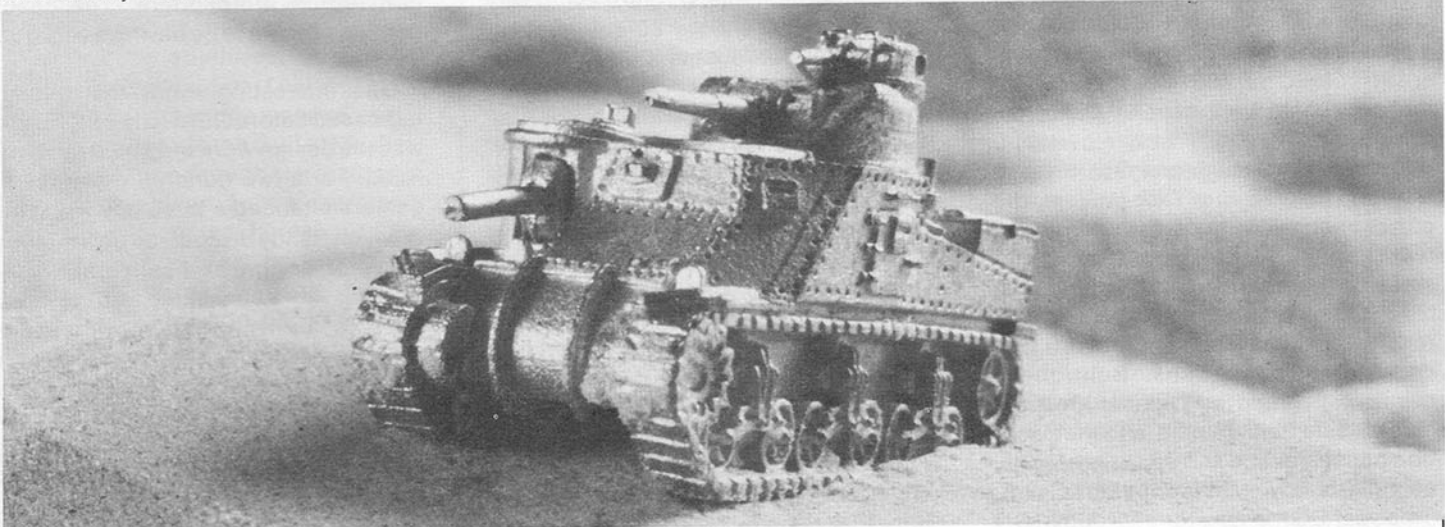
rallied. If, instead, two infantry lines had meleed, one would probably have run from melee in yellow status.

In addition, we rate units as Guard, Elite, Regular and Scum. We use a four stand organization for all units. Guard will always attack. Elite units require two stands. Regulars, three stands, and Scum, all four stands to make an attack. This reflects the reluctance of units to go forward, even though they may stand and defend.

Conclusion

The 15mm scale allows a gamer to play in multi-corps sized battles. This increase in command responsibility requires new solutions in rules design. Some problems may be solved by abstracting traditional wargame combat. Other solutions include varying time scales to suit the needs of a particular table top event; treating movement and fire as different aspects of the same event; and allowing movement and melee to intermingle.

In any case, cast off the shackles of older rules designs. Be imaginative and always keep one eye on the command problems you are trying to replicate.



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Zocchi one on fighter aircraft tactics. My own offerings included a seminar on limited intelligence in 19th and 20th century games and another on game tactics and ground tactics. The customary SPI Roast was held in a "mini" version and there were equally customary GDW seminars by Frank Chadwick and on the role-playing game system *Traveller*. Avalon Hill did not bring many of its foremost designers to GENCON EAST and as a result was woefully under-represented, being able to scrape together only one seminar, by Don Greenwood, on the latest variant to *Squad Leader*. Most of the ones mentioned dealt exclusively with board games but among the 76 there were numerous offerings for any interest a gamer might have, including a seminar by the Society for Creative Anachronism. With 76 seminars GENCON EAST had precisely twice the number of seminar events presented at Origins '78.

Another main event of any convention is the game tournaments. Altogether, 62% of GENCON EAST events were tournaments ranging from board games to FRP. These were centralized in one part of the hotel with some inconvenience—noise from different events penetrated adjoining rooms and occasionally was a bother. The most interesting tournament for me was the one on my new game *Spies* held by SPI and adjudicated by Justin Leites and Brad Hessel. Brad later said that running this tourney along with the *Spies* tournament earlier at Origins was the most fun he had ever had in a tournament at a game convention. The *Spies* tournament at GENCON EAST was won by Joan Gopin with a \$100.00 merchandise credit from SPI as the prize. This was not as fabulous as the \$1,000.00 cash prize awarded at the *Spies* tournament held during Origins but it was still a hefty tourney award.

Such difficulties as existed at GENCON EAST were mainly due to the hotel staff whose cooperation left something to be desired. Cherry Hill Inn was in charge of room registrations for the convention and also assigned rooms in four other motels in the surrounding area. Not all attendees were informed in advance of what hotel they were actually assigned to and thus many made useless trips to the Cherry Hill Inn for rooms. Further, having assigned convention-goers to surrounding locations the Cherry Hill Inn made no effort to inform

outside callers of the actual location of attendees. At the Inn itself there were shortages of many kinds and discourteous personnel. At the last minute the hotel took away space it had previously agreed to allow the convention to use. The convention was also required to buy "food units" that supposedly would otherwise have been sold in the Inn's coffee shop despite the fact that the Inn made no effort until the second day to provide on-site food services, even a soft drink stand. On the first day the hotel restaurant even refused to serve convention-goers dressed in jeans. Fortunately this difficulty was overcome.

Excepting the hotel people GENCON EAST was a successful game convention. Gamers who were interviewed on their experiences had uniformly favorable reactions. The Eastern Gaming Association is to be complimented for its effort. Hopefully their next convention will be as successful as this one turned out to be. Now that summer has drawn to a close we can look forward to the next summer when Origins '82 will be held in Baltimore, Maryland, a return to a site which Origins previously used in 1975 and 1976. If Interest Group Baltimore does as well as EGA then we may have a very good time.

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RIP's In The TRAVELLER® Universe

Rebels, Insurgents & Partisans: An NPC Variant for Anti-Establishment Types

by R. D. Stuart

The following article is not what one might call unique, although *unusual* might well apply. In the almost five years since its introduction, GDW's *Traveller*® game system has grown with the proverbial leaps and bounds; nowhere has this effect been more in evidence than in the development of new character classes since the originals in *Book I*. Still and all, these new groups have all been essentially in-house "establishment types"; even the "rogue" class has implied, at least in part, a character that has a willingness to, on occasion, operate within the system. It's hard to imagine, therefore, that given the immensity of the Imperium, as so far laid out in the *Traveller* universe, that there aren't certain "elements" that feel little love for Big Brother. After all, who were all those army units in *Mercenary* making all those "counter-insurgency" rolls against, anyway? And what about those navy "strike actions"?

The answer is, of course, that *some-where* out there, there exist secret bands and underground cliques of rebels, insurgents, anti-Imperialist partisans, and so forth ready and willing to take up arms against the Imperium. And *that* is what this article is all about, presenting the mechanics necessary to generate these "anti-establishment" types in abundance.

FORMAT

The R.I.P. NPC generation format is similar in nature here to the now familiar one set down in *Book IV*, with the following modifications to reflect the unique circumstances surrounding the character type. In this respect there are no formal enlistment rolls required and, given that RIP's come in all shapes and sizes, theoretically there is no minimum age limit involved either, although for the sake of convenience a suggested minimum of (12) will be used here.

Assignments are drawn in the normal manner, although given in *quarterly*, not yearly, terms. During the course of a given activity players must roll first vs. *Detection* by any of several military/civilian intelligence organizations. Successfully avoiding a detection roll in a given activity *negates the need to roll vs. survival that turn*. The assignment is presumed to have been a success. However, failing to avoid detection requires one to immediately consult the *Opposition Resolution Sub-Table* and thereafter normal survival rolls are still required.

(Note: The first assignment a fledgling RIP will acquire will be a Training Activity wherein two service skills may be earned.)

RIP's operate in one of three categories: Field Command, Operations, and Support Services. While there are no minimum requirements to begin as an RIP so far as enlistment is concerned, *per se*, an NPC must have a given minimum to enter in one of these three areas: FC: END 9+; OP: 12+ INT; and SS: INT 8+. RIP's begin initially in one of these three categories although they may be forced to later switch branches due to Imperial opposition teams.

Players roll for assignments in the normal manner as indicated above. There is no effective "age limit" beyond which an RIP is forced to "retire"; however, upon reaching Rank 6 an RIP will automatically be posted immediately to Operations if not already there and must confine his activities to that branch thereafter. (If an RIP had previously been in Operations and has been forced to switch branches due to Imperial Opposition teams prior to reaching rank six, upon attaining that rank a temporary "resignation" is REQUIRED.)

(This variant allows for the possibility that certain RIP activities may be of a "covert" nature by necessity. Such are indicated as underlined special assignments . . .)

RESIGNATION

RIPs basically can't go home again. Once an RIP always an RIP as far as the Imperium is concerned. Resignation does not, then, exist. "Resignation" in this sense therefore refers to a period of time in which the RIP must go dormant, *i.e.*, going underground after which time he/she could conceivably resume normal activities. This also gives the player a convenient break-off point at which RIPs are ready to begin interacting with standard PC's.

Either at the player's discretion at any point during normal character generation, or whenever forced into resignation by die rolls, the player in question rolls three six-sided die, the result being the amount of time (in months) during which normal generation procedures are sus-

Special Assignments: (Roll 106)

- 1 Dignitary Security: Provision of personal security for VIP. Roll 5+ on two die for successful operation. Gain choice of one skill from any branch, any type.
- 2 Recruitment: Recruiting Assignment; Player receives an automatic +1 Recruiting skill.
- 3 Cross-Training: Player selects one skill, any type available in any branch other than his own. After completion of current term player may transfer to that branch.
- 4 Attache/Liason: On roll of 1-4 (D6) player assigned as military attache, and receives automatic promotion and one skill, any type available in his given branch. On roll 5-6 player is government liason, receiving automatic promotion and +1 Social.
- 5 Special Training: Player receives specialist training and rolls for one of the following skills on one D6 roll:
 - 1 Medical
 - 2 Communications
 - 3 Martial Arts All skills are level 2.
 - 4 Interrogation
 - 5 Weaponry
 - 6 Carousing
- 6 Strike Force: Player is assigned to special counter-espionage attack team. Roll immediate saving throw for survival (6+) on 2d6, plus +DM any prior strike-force assignments, 1 per level. Successful completion of assignment yields immediate promotion and any two skills, any type or combination.

pending and the RIP "lies low", ready for whatever fate the GM has in store.

Likewise, as there is no actual resignation from this service branch, there are no actual mustering out benefits either. Each RIP is provided with a base 100cr/per rank pay level during the time one is an active RIP. This amount should be kept track of by the player. If insufficient "funds" are available when a "Bribery" Opposition result is mandated, forced resignation ensues.

Abbreviations

+1 = +1 Strength, Dexterity, Endurance, Intelligence; Communicat. = Communications; Data Anal. = Data Analysis; Electrnics. = Electronics; Gn.Cmbt. = Gun Combat; Interrogat. = Interrogation; Demolit. = Demolitons; Strwse. = Streetwise; Admin. = Administration

Int. Gath. = Intelligence Gathering

Int. Sec. = Internal Security

Milit. Suprt. = Military Support

R & D = Research and development

R & R = Rest leave

Trng. = Training

Opposition Resolution: (2D6)

- 2 No effective opposition
- 3 No effective opposition
- 4 Bribery
- 5 Bribery
- 6 Compromised
- 7 Compromised
- 8 Compromised
- 9 Compromised
- 10 Forced "resignation"
- 11+ Assassination attempt

Explanation

Bribery: Player must "pay-off" opposition, roll 2 D6 (X) 1,000 crs. per pt., payable immediately

Compromised Status: Effectiveness in one's given branch no longer possible due to opposition interference. Player must immediately transfer to another branch. If already compromised once, resignation is forced.

Forced Resignation: Player must immediately "resign"

Assassination: Player must immediately roll +3 on two dice above that of referee's roll to avoid success.

R.I.P. Ranks

- R 1 Recruit
- R 2 Recruit, Ist. Class
- R 3 Section Leader
- R 4 Group Leader
- R 5 Force Leader
- R 6 Commander
- R 7 Group Commander
- R 8 Force Commander
- R 9 Operation Commander
- R 10 Commander-in-Chief

Assignment Resolution: (By assignment)

	R & R	R & D	Trng.	Int. Gath.	Int. Sec.
Detection:	4+	4+	4+	5+	5+
Survival Roll:	4+	4+	5+	5+	5+
Promotion:	—	9+	8+	10+	8+
Acq. Skills:	8+	7+	5+	6+	5+

	Milit. Suprt.	Espionage	Sabotage	Assassination
Detection:	5+	6+	6+	8+
Survival Roll:	5+	6+	7+	8+
Promotion:	7+	6+	5+	5+
Acq. Skills:	5+	5+	5+	6+

Players may add =1DM to survival throws vs. opposition if any acq. service skill is level 2 or better

Assignment Determination (By branch)

	Operations	Field Command	Support Services
2	R & R	R & R	R & R
D 3	Int. Sec.	Sabotage	Int. Sec.
I 4	R & D	Int. Sec.	Int. Sec.
E 5	Trng.	Trng.	Int. Gath.
6	Espionage	Trng.	Int. Gath.
R 7	Int. Gath.	Espionage	R & R
O 8	Int. Gath.	Espionage	Int. Sec.
L 9	Milit. Suprt.	Espionage	R & D
L 10	Milit. Suprt.	Sabotage	Sabotage
11	Special	Assassination	Espionage
12	Special	Special	Special

Definitions

Assassination:	elimination of opposition personnel
Espionage:	covert counter-intelligence activities
Intelligence Gathering:	collection & analysis of security-oriented data
Internal Security:	in-house security vs. opposition personnel
Military Support:	cooperation with military forces providing intelligence and assistance vs. opposition personnel
R & D:	development of new intelligence systems
R & R:	rest leave
Sabotage:	covert/overt interdiction of enemy services
Training:	specialized course instruction

Acquired Skills Determination: (By assignment drawn)

	R & R	R & D	Trng.	Int. Gath.	Int. Sec.
1	+1 Str.	Electrnics.	Gn.Combt.	Data Anal.	Gn.Combt.
D 2	+1 Dex.	Weaponry	Blade	Data Anal.	Gn.Combt.
I 3	+1 End.	Mechanical	Survival	Bribery	Admin.
E 4	+1 Intel.	Computer	Bribery	Computer	Mechanical
5	Gambling	Forgery	Gn.Cmbt.	Electrnics.	Forgery
6	Wenching	Weaponry	Strwse.	Communicat.	Electrnics.

	Milit. Suprt.	Espionage	Sabotage	Assassination
1	Data Anal.	Survival	Vehicle	Blade
R 2	Forgery	Communicat.	Mechanical	Vehicle
O 3	Leadership	Marital Arts	Gn.Cmbt.	Gn.Cmbt.
L 4	Interrogat.	Gn.Cmbt.	Demolit.	Poisons
L 5	Interrogat.	Gn.Cmbt.	Demolit.	Martial Arts
6	Instruction	Strwse.	Combat	Strwse.
			Engnrg.	

The Complete Adventure

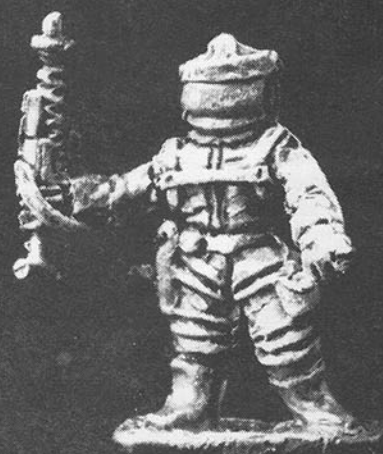
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BEER & PRETZELS

games I have loved and loathed

by Timothy Kask

Not too long ago, four years or so, classifying a game as a "Beer & Pretzel" game was something of an insulting epithet. All too often it was used as a disparagement denoting that said game was somehow something "lesser". I no longer feel that this is true; "b&p" seems to be coming into a new period of acceptance.

It is not very difficult to see how the label got hung on this type of game and gaming. The earliest boardgamers took themselves and their games very seriously. Having been one of them myself, I feel we were somewhat snobbish and clan-ish in reaction (overreaction) to the blank stares and/or hostility that we perceived when we tried to recruit. We overstressed that ours were *adult* games, not child's play. It came to pass that "other" games were somehow less worthy than "serious" war games. A game that was played solely for fun was derided as a "beer & pretzel" game, not a "serious" game. In many cases, it was as though we were attempting to deny our origins.

All of us started on something like *Candy Land* or *Uncle Wiggily* or *Chutes & Ladders* or *Monopoly*, depending on how old we were when we got our first taste of game playing. I have yet to meet any former or present child prodigies that jumped into *Stalingrad* or *Russian Campaign* at age 7. We started playing games because they were FUN!

More and more gamers today are playing many games simply because the games themselves are fun or provide fun. The gaming public has changed incredibly in the last five years.

Despite the title, this discourse is in praise of this form of gaming. "B&P" gaming is where we can find the most potential for cultivating new adventure gamers.

Before we go any further, I must give you my definition of, or criteria for, a "b&p" game, and what makes them work as such. First, to be a "beer & pretzel" game, it must be simple, fast in play and take itself none too seriously. Second, they are most often played purely for fun.

To be successful in this *genre*, they must meet most of the aforementioned requirements. However, any game can be treated as "b&p" if both players con-



sider it to be so. *Ogre*, by Metagaming, is perhaps the best example of the contradictions that the second statement makes. To a neophyte gamer, *Ogre* can appear intimidating. To two players that have mastered the system and are used to more involved games, *Ogre* can easily count as "b&p".

The first requirement, simplicity, is the most often adhered to. To be successful, there must be few rules, very few, if any, optional rules, a small number of pieces or components and minimal set-up or preparation time. This allows neophytes to leap right in and enjoy themselves.

The second requirement, that of speed, counts a great deal to make some of the games more desirable. Some few games violate this tenet with impunity. For the most part, though, turns should be fast and smooth-moving. The conclusion should never be too far down the road as long-term term goals become harder and harder to visualize as the night wears on and/or the empties pile up.

In the matter of components, simplicity and speed are integrated. There should be few pieces or components, and set-up time should be minimal. "B&P" games are often used to satisfying gaming *impulses*.

The third requirement is somewhat nebulous. Seriousness is a judgment call in some cases. Any game can be played seriously, but not all of them were meant to be taken as such. *The Monster That Ate Sheboygan* is a good case in point: you can certainly make a serious effort to obliterate the town or destroy the monster, but the game was not meant to be taken too seriously or literally. A nuclear exchange is certainly no laughing matter, but the game *Nuclear War* is certainly not meant to be taken seriously. Neither game requires a great deal of ponderous thought nor do they involve complex, convoluted strategies.

The second tenet, that they be fun, is inviolable. Who plays games repeatedly that aren't fun? Is there such a critter as a game-masochist? (Perhaps at this point I should explain the second verb in the title—loathed. There isn't a game on the following list that I have not found myself loathing at one time or another as my

luck ran sour; such is the nature of the beast. On the other hand, I have played each of them repeatedly over the years, so the love obviously overpowers the loathing given time to lick and forget old wounds.)

"Beer & pretzel" games fill a niche in gaming that is often underrated. Very often, almost always in the case of the group I play with, "b&p" games are used as the evening's warmup exercises. They are also played when time for a longer game is not available. They are often played between complete strangers at cons, whose only common interest upon meeting is a simple game they both know and like. They are almost always multi-player games and allow for social interplay between the contestants. They are easy to teach to potential converts to adventure gaming. Most importantly, though, they provide as close to instantaneous gratification of the gaming impulse as is possible.

"Beer & pretzel" games are certainly not as much maligned today as they were a few years ago. The biggest proponent, as well as producer, of "b&p" games seems to have become Yaquinto; they have an entire line of simple, fast games in the Album Series, no few of which appear on the accompanying list.

This list represents my own tastes and experiences. There are undoubtedly many games not listed that some of you feel should be, just as there are probably some on this list that you feel shouldn't be. Remember, any game that the players consider to be "b&p" is "b&p" for them. The satisfaction derived is the important consideration, not the vehicle.

(The games are in no particular order, just as I thought of them.)

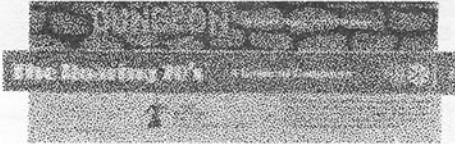
Games denoted with an asterisk (*) were selected among the 100 Editors' Favorites for 1981 by GAMES Magazine.

NUCLEAR WAR* (Flying Buffalo) — The quintessential "b&p" game: simple, fast, easy to learn and loads of fun. Minimal prep time: shuffle the decks and deal. Found played at virtually any con in odd corners of the place at any time of day. The oldest game with mass appeal for adventure gamers, NW was first published in '64, during height of Cold War, wears its age well.

ESCAPE FROM COLDITZ (Eng. import) — Cult classic will finally be reprinted by new firm in England; plans are underway for an American printing sometime next year. POW's vs. Nazi jailers, complete with tunnels, escape

kits, midnight searches, etc. The best preparation is viewing *The Great Escape*. The game was designed by British POW who was there; if your local PBS station carries *Colditz*, watch it—designer was also technical adviser for show. Great game for group of friends; long playing time is only deviation from "b&p" criteria.

RISK* (Parker Bros.)—Parlor classic that has stood the test of time. Long playing time in some games is only serious drawback. Dozens of variants in existence keep it from going stale. Australia rules the world...!?



CIRCUS MAXIMUS (AH)—Exciting, rowdy, bloodthirsty game straight out of the chariot races in Ben Hur. Rules can be taught to newcomers in minutes, and no two races are ever alike. Random turn order keeps everyone in race for as long as possible. Game does tend to get noisy on occasion. Good game for heretofore non-gamers.

THE AWFUL GREEN THINGS FROM OUTER SPACE (TSR)—The best silly game for two on the market. Clever graphics and variable results for weapons keep game fresh. Fast playing time allows repeated playing in an evening for revenge.

THE MONSTER THAT ATE SHEBOYGAN* (SPI)—The second best silly game for two on the market. Variable set-ups and monster abilities make each game different. Answers the burning question: "Why would a monster want to eat Sheboygan?"; "Because monsters are stupid".

WARLOCK (Games Workshop)—Clever fantasy game of dueling wizards using spell-card deck. All spell vs. spell results on charts, nothing to remember. Moves quickly and can be taught to greenies in minutes. High import price makes this best suited as club or group purchase.

DOCTOR WHO (Games Workshop) —Based on the British TV series often seen on PBS. Rules and mechanics are simple; plenty of charts and tables to facilitate memory. Tedious set-up is a drawback if only one must do it; can be a bit long on occasion. Fun game for fans of the series, as well as uninitiated.

SWASHBUCKLER (Yaquinto)—Simple, refreshing multi-player fun. Prep time minimal for those familiar with

game; rules a bit complex at first explanation. Ship boarding actions or taproom brawling offer fresh challenges each playing.

ROARING 20's* (Yaquinto)—Exciting multiplayer game of gangster fun. Limited role-playing and rotating turns make this game a cut above many "b&p" peers. Sanitized vice and lawlessness for the whole family.

A HOUSE DIVIDED (GDW)—Simple, fast-moving abstract recreation of ACW. Games can go quite quickly between two experienced players. Novel mechanics and movement system keep game from going stale.

STARFIRE I/STARFIRE II (Task Force)—Super-simple ship-to-ship science fiction game. Design-your-own aspects keep game fresh and challenging. Sequence of scenarios makes learning system and its subtleties easy. Perhaps the best one-on-one science fiction "b&p" on the market.

OK CORRAL (Discovery Games)—A card-game newcomer, it has the potential to be a classic in the mold of Nuclear War. The basic game is very simple, and there are just enough options and extras to dress it up nicely. The game has ample provision for dirty deeds and backshooting behavior—necessary for any truly great "b&p" game.

SPIES* (SPI)—Another newcomer, this game should prove up to the test of time. The basic rules and game are simple and easy to pick up; the advanced game does not lose the speed and charm of the basic. Mastery of the game will only be achieved through repeated play, but no two games ever play alike. *SPIES* should be around for a long time.

THE BARBARIANS (Yaquinto)—Little subtlety is needed for these games (there are two complete games in the package) as barbarian tactics are encouraged. *Fall of Rome* is extremely fast to play, rarely lasting more than five or six turns. The Hun game is only slightly more involved.

SPEED CIRCUIT (AH)—The lonely sports game in this listing. SC is fast and fun. As in real life, no two races over the same course are ever exactly alike, and additional courses are available from various sources. This one could change minds about sports games.

RAIL BARON (AH)—More of a "parlor" type game, RB has found numerous fans amongst adventure gamers. The long playing time can be a drawback, but there does exist an excellent method

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of speeding play that was published in *Little Wars* and *The Dragon* some time back. Any game that has fake money can't be all bad.

SOURCE OF THE NILE (AH)—Exploring darkest Africa can be fun. This game does entail rules that are somewhat difficult to absorb, and suffers from a shaky turn sequence structure. However, between players that have mastered the intricacies it is fast moving and exciting, with each repetition different from the last. For all intrepid *bnanas*; it is not fast to play.

KNIGHTS OF CAMELOT (TSR)—The basic game is simple and fast moving; some scenarios are very long. *KoC* is the kind of game that lends itself well to be suspended and picked up later. Best preparation is viewing any old medieval movies that you like.

DUNGEON! (TSR)—Probably the oldest fantasy "b&p" game on the market, *D!* can be enjoyed by the whole family. A rather involved and lengthy set-up detracts from the overall appeal, but the rules are simple and the play itself is fast. It is a good game to expose people to fantasy with.

ACE OF ACES* (Nova)—Without a doubt the most innovative game system in years, *AoA* has a basic game that can be picked up in minutes. The basic and intermediate games are very simple, and allow you to add as much to the bare bones as you like. The advanced game is not "b&p" by any means, unless you have truly mastered the system. Average playing time is so short that numerous sorties can be flown in a short evening.

COSMIC ENCOUNTER* (Eon)—One of the most variable games on the market today, the system of rules sees to it that no two games are ever alike. Rules are fairly simple, and once mastered the game is quickly played. The enviable number of expansion kits marketed today attest to its durability and appeal.

FEUDAL* (AH)—This chestnut hides in more adventure gamers' closets than most will admit. A clear bridge between chess and boardgames, *Feudal* has served to make many a recruit to our hobby, and still offers a challenge to two players that know it well. Can be played by six players.

JUNTA* (Creative Wargames Workshop)—A rather cynical view of life and politics in Central America, this game can be played as frivolously or seriously as the players choose. It does take a rather long time to play, which may be the most serious point against it as a pure "b&p" game.



QUIRKS* (Eon)—Ecology and evolution run wild in this game for up to four. It plays quickly and is fairly easy to absorb and master. Game design ensures that no two games are ever alike. A good one for the whole family as well as for potential converts.

WAR OF THE RING-Basic Game* (SPI)—The basic game is simple, challenging and fun. The advanced version is proof of why one shouldn't attempt lily-gilding. The mechanics can be explained quickly and the prep time is reasonable. One need not have read Tolkein to play, but if you have read the books, it offers even more appeal.

OREGON TRAIL* (Fantasy Games Unlimited)—An extremely clever meld of role-playing and boardgaming, this is a semi-serious treatment of the Old West in gaming. Rules are easily explained to newcomers, and the action stays pretty fast. This could be a classic of the future.

FRONTIER SIX (Rimbald Enterprises)—This is a new parlor-type game that could and should find favor amongst "b&p" fans of all ages. Any game that rewards rustling and bank robbery can't be all bad. It does play a little long for a typical "b&p", but is well worth trying. Playing pieces are first-rate.

KLONDIKE (Gammo Two)—This parlor-type has been around for a few years. It involves limited role-playing, and certainly takes itself none too seriously. It is particularly good when one or more of the players does not consider himself a gamer. The action is wild and wooly and fast paced.

TEAM (Gamma Two)—This is an almost perfect example of this genre, played with only a deck of cards. The rules are very simple and pick-up games easy to begin. As it is patterned on hockey, your tongue stays in your cheek throughout as you experience the hilarious player cards. A great ice-breaker or warm-up game.

Special Mention

DARK TOWER (Milton Bradley)—The advent of microelectronics has seen new directions being charted in gaming of all kinds. This is far too expensive to be considered a toy, but simple enough to qualify as good "b&p" material.

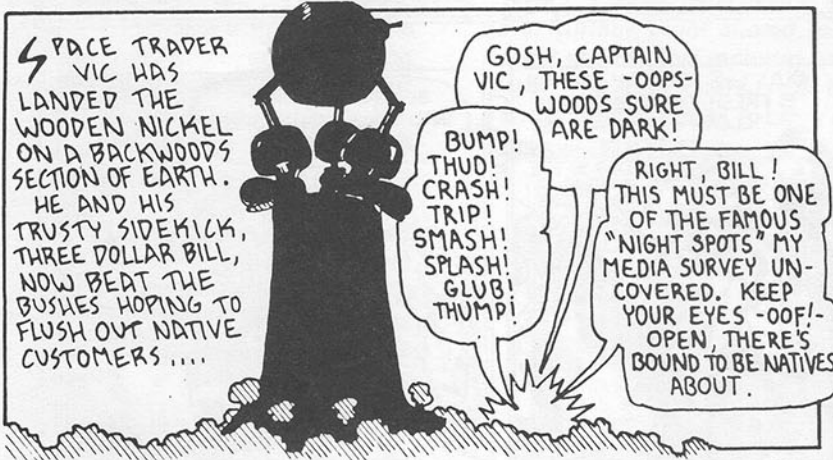
ELECTRONIC D&D® (Mattel)—As the puzzle changes with each playing, this game has the potential to become a standard sight at gaming get-togethers everywhere. Sure to be a hit for years to come with FRPERS.

THE ADVENTURES OF SPACE TRADER VIC

STORY BY BRUCE WHITEFIELD & RON TALBOT.

ART. BY BRUCE WHITEFIELD.

#6



STORY BY
BRIAN CRIST
© 1981

BROM & ARYLLA

ART BY
STEVE SWENSTON
© 1981
LETTERING BY
DAVE SMEDS

THE BLASTED LANDS ARE BEHIND THEM NOW. AS THEY NEAR THE COAST, THE SURROUNDINGS TAKE ON A MORE PLEASANT ASPECT.

THERE WAS NO BALLYMOTE IN MY DAY. IS IT A NICE PLACE?

IS IT—! IT'S A WONDERFUL PLACE!

YOU'LL LIKE IT, BROM! THE AIR IS FRESH, THE STREETS ARE CLEAN—IT'S THE LAST BASTION OF LAW AND ORDER IN THE WORLD!

BEFORE YOU BURST INTO SONG, CAN WE SPEED UP? I'M HUNGRY!

OOH! YOU CAN'T BE HUNGRY! NOT IF YOU'RE A GOD!

GODS HUNGER TOO, ARYLLA! FOR CONVERTS TO WORSHIP US, NEW TEMPLES IN OUR NAME...

AND...YES, CERTAIN PLEASURES OF THE FLESH!

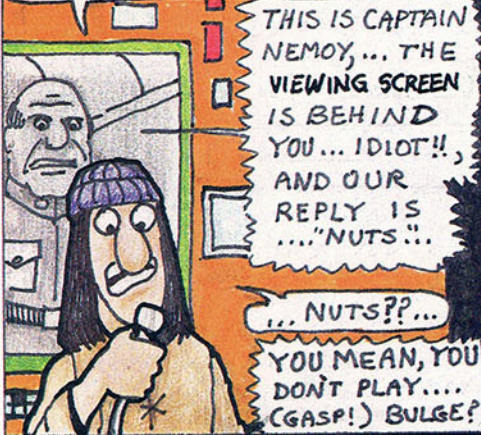
LIKE A RIB ROAST, GRAVY, WITH ONIONS, AND

BEHOLD—
BALLYMOTE!



If Finieous Fingers Played Traveller...

HE'D BE A STALWART, BRAVE (?) PIRATE CAPTAIN OK OUT THERE, THIS IS CAPTAIN JAMES T. FINGERS OF THE ENTERPRISING STAR-SHIP, ... PULL OVER!



THIS IS CAPTAIN NEMOY, ... THE VIEWING SCREEN IS BEHIND YOU ... IDIOT!! AND OUR REPLY IS ... "NUTS" ...

... NUTS??...

YOU MEAN, YOU DON'T PLAY ... (GASP!) BULGE?

GEE, THEY DIDN'T BELIEVE WE WERE HEAVILY ARMED TILL YOU HIT 'EM WITH OUR SANDCASTER!

HOWEVER, THAT WAS AFTER WE LOST OUR TAIL TO THEIR MESON GUN...

BUT RAMMING THEM WAS A GOOD TOUCH...



YES, ... BUT ILLOGICAL

GLADLY!

ANYWAY, BEAM ME DOWN, FRED!

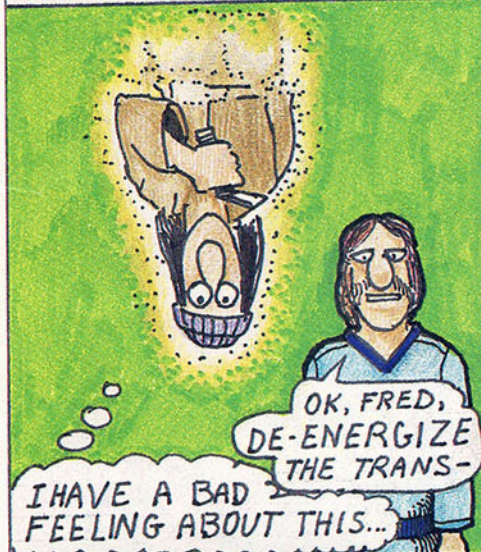
I MEANT ... UH ... VIA THE TRANSPORTER FRED...



I KNOW! ... BUT I'VE ALWAYS WANTED TO DO THIS TO YOU, FINIEOUS...

BUT...

DESPITE A WELL TRAINED CREW, FINGERS HAS HIS UPS AND...



OK, FRED, DE-ENERGIZE THE TRANS-

I HAVE A BAD FEELING ABOUT THIS...

... YOU SAW IT COMING ... (AH WELL)



-PORTER, ... HMM...

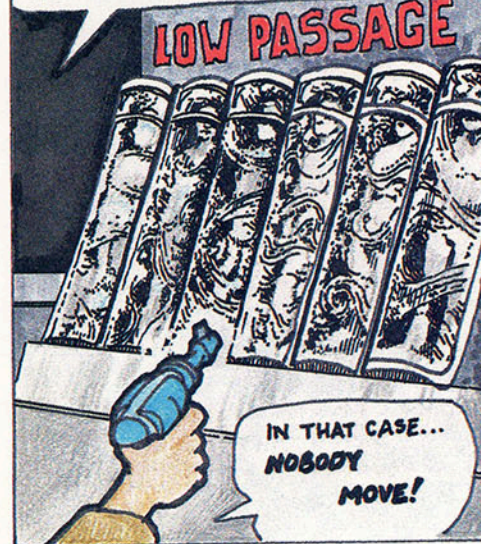
KA-WAP!

HOWEVER, FIN IS ALWAYS QUICK TO RECOVER...



AWRIGHT, EVERYBODY - FREEZE!

BUT FIN, ... THEY'RE ALREADY FROZEN!



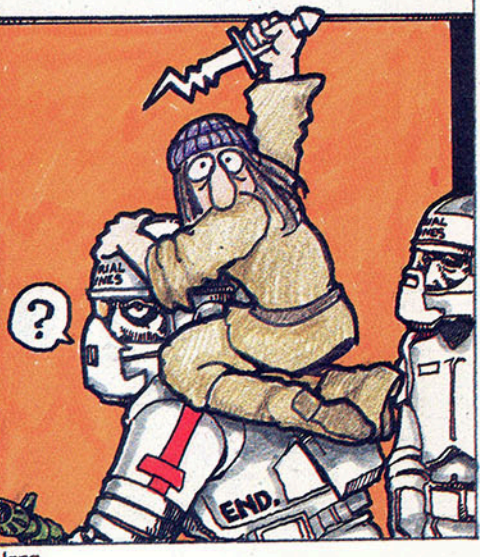
LOW PASSAGE

IN THAT CASE... **NOBODY MOVE!**



AND FEARLESS FINIEOUS WOULDN'T FLINCH AT ATTACKING HEAVILY-ARMED IMPERIAL MARINES...

WHEREUPON HE WOULD BE BLASTED TO BITS!



END.

Mexican-Texian Cont. from pg. 20 delivered by double their numbers. The Missouri Mounted Regiment broke and ran, straight through the ranks of the already shaken Mormon volunteers, with the dreaded lancers in hot pursuit. A good volley from the reliable regulars of the First Texas Infantry and enfilading grapeshot from the St. Louis Light Artillery's 6-pounders checked the pursuit of the *Tulanchingo Cuirassiers* and sent them wheeling to the rear to rally. But the *Jalisco* Lancers pressed home a second charge against the wavering Mormons, who scattered in all directions, every man for himself. The *Jalisco* and *Tulanchingo* Regiments were now a spent force, but Torrejon brought up the *Husares* to continue the pursuit, driving the Mormons and Missourians from the field.

The rest of the Mexican horse, now reduced to less than 200 sabres, rallied in the water meadow. Doniphan's horsemen were fast approaching from the Wagon Road—but too late to save the situation. Burleson's mauled command was now in dire straits, clinging to the rocky hilltop northeast of the Upper Ford, with no reserves available. Perez had at last redeployed his brigade and gotten his guns onto the north bank of Los Olmos Creek. He was too late to act

in concert with Torrejon but his advance threatened to overlap both flanks of Burleson's thin line.

Houston, at this point (shortly after noon), ordered Rusk and Green to advance and drive the Mexicans from their positions astride the Wagon Road. "Our right is giving way!" he cried to General Rusk. "And this affair has hung in the balance too long. General, I rely on you to sweep the field with the bayonet!"

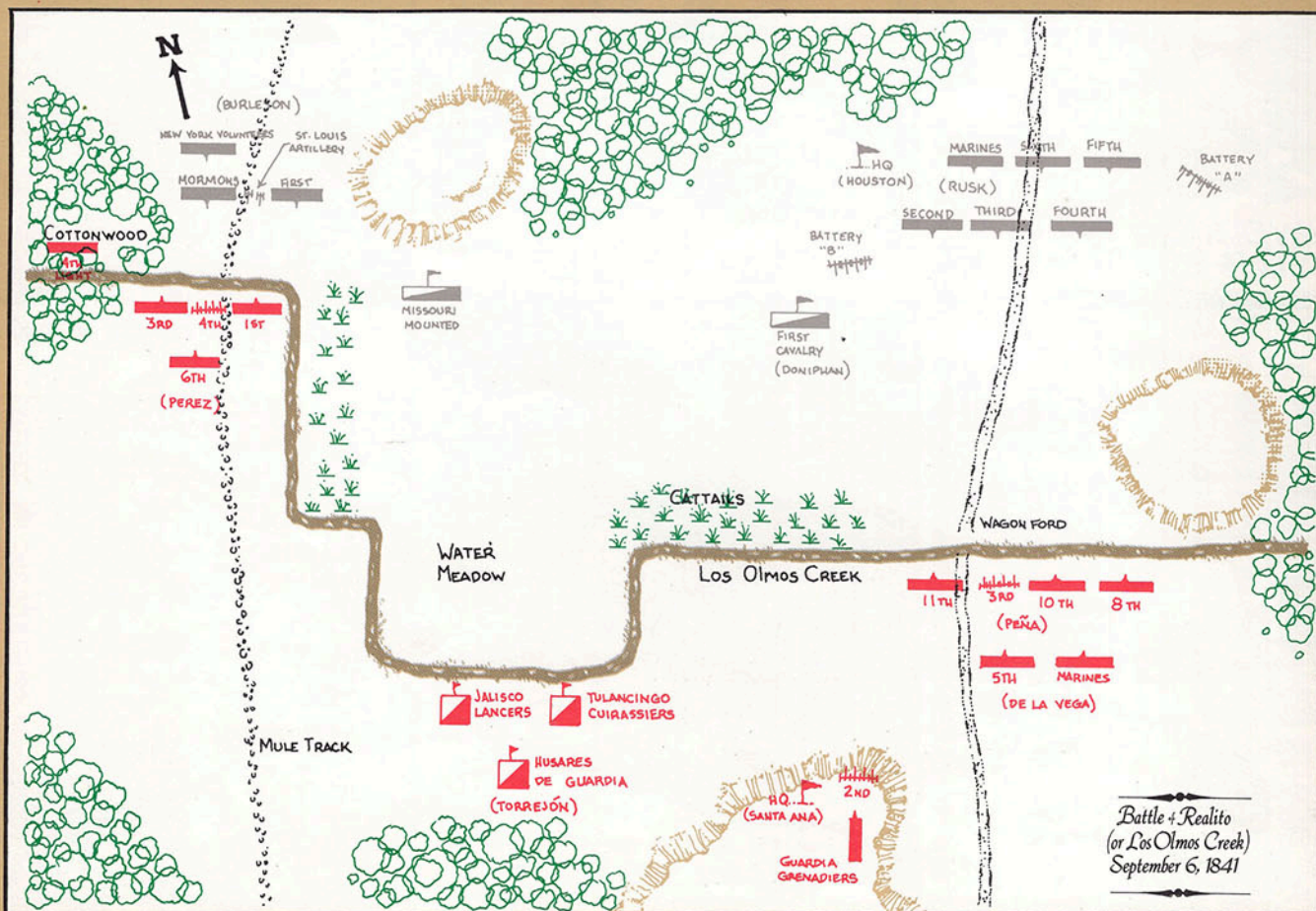
Rusk's men stormed forward, accompanied by Battery B of the Republic of Texas Artillery Regiment. Green's brigade followed impetuously in support, their left flowing over the heights north of the Creek, where General Green emplaced the four guns of Battery A to shell the forward Mexican positions. In response, Santa Anna sent the *Guardia Grenadiero* to join de la Vega and personally ordered the four 8-pounders planted near his headquarters to laboriously prolong forward and cover Pena's left with grapeshot.

This was the most dangerous sector, where the white jackets and crimson pants of the 11th of the Line marked the left of Pena's line. Already punished by cannister from Rusk's artillery, the 11th had suffered nearly one hundred casualties when the Second Texas Infantry

came pouring across the Los Olmos, eager to close with cold steel. The 11th wavered and broke, uncovering the left of the Mexican 3rd Artillery. Simultaneously, the Third and Fourth Texas Regiments pushed on across the Creek, supported by the fire of Green's guns and the Fifth Texas Infantry, which had managed to get level with Rusk's attacking line. General Pena, spurring forward to steady his 10th Regiment, went down gravely wounded and his whole front seemed on the point of collapse. The battle indeed hung poised in the balance for if the Texians should gain the Wagon Ford, Burleson's sacrifices on their right would be justified—and avenged. (See Map #2)

The Battle Turns

At this, the crisis of the battle, General de la Vega coolly brought up the 5th of the Line to replace the shattered 11th, and in the nick of time the 2nd Artillery's 8-pounders arrived to take up a position enfilading the Texian advance. Under a merciless crossfire from the 5th Regiment and both Pena's and de la Vega's guns, the Second Texas Infantry melted away. The Marine *Voltigeurs* of Green's brigade, coming forward behind the Second, were similarly repulsed with heavy



losses. The Texian advance halted in confusion as the murderous cross-fire of eight cannon shifted to the now exposed ranks of the Third Infantry. The Fifth Texas, now prolonging the left of Rusk's stalled brigade, themselves fell into disorder while attempting to turn Pena's right and were flanked by a bayonet charge of the 8th of the Line. The victorious *soldados* of the 8th pursued the fugitives to the north bank of the Los Olmos, scaled the heights, and overran the four guns of Battery A which General Green had posted there—as brilliant a feat of arms as the earlier gallantry of the *Jalisco* Lancers.

General Houston immediately ordered a charge to retake Green's guns and wipe out the stigma of their loss. The Sixth Texas Infantry forced back the Mexican 8th Regiment and recovered the spiked field pieces, but Houston, seeing the momentum of his first attack lost, then consented to a retirement to regroup for a second. Before the Texians could reorganize, however, the battle was irretrievably lost, as a tide of fugitives from General Burleson's command swamped the troops rallying along the Wagon Road. The time was about half-past one.

Perez' brigade, once deployed for action, had pressed Burleson hotly. A charge of the 3rd of the Line had reached the St. Louis Artillery's guns and, though the Missourians had fought to the last extremity with handspikes and rammers, they were no match for the Mexican bayonets. The two 6-pounders were taken and spiked, as the 4th Light Infantry and 1st of the Line curled round Burleson's flanks in a double envelopment. Simultaneously, the First Cavalry, trying to extricate itself from a mounted skirmish in the water meadow, fell into disorder and was broken by a third charge of the rallied *Jalisco* Lancers, led by the bloodthirsty General Torrejon.

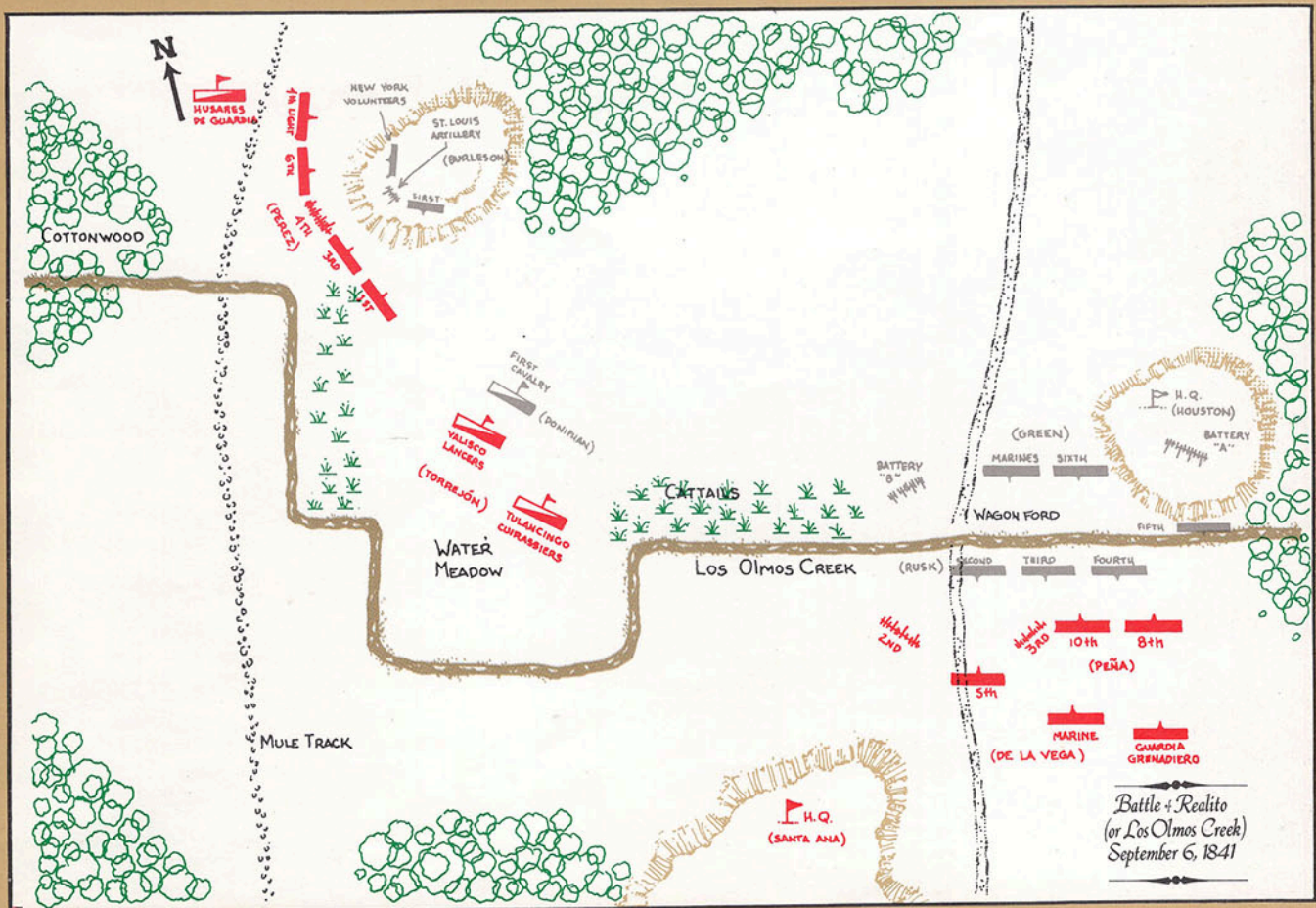
Santa Anna's victory was complete. Under the cover of Green's comparatively fresh brigade, the Texians retreated, abandoning their camps at Realito. Their losses were estimated at over 1200 men, including the numerous missing, as well as the pair of 6-pounders. Mexican casualties amounted to about 650 of all arms, plus the temporary loss of General Pena. As is usual in battles between determined small forces, casualties were relatively high. Every unit of Houston's army was engaged, whereas the Marines, the *Guardia Grenadiero*, and the 6th of

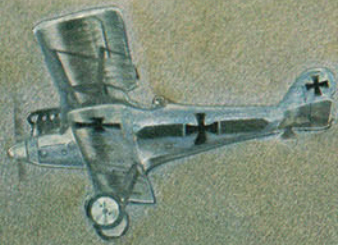
the Line hardly smelled powder.

* * *

The table-top combat described above was one of the regular Sunday night games conducted by the Heart of America Tactical and Strategic Order of the Followers of Featherstone. Nine players participated, using locally developed rules for the period (just five typed pages in length) called "Bring on Yer Santa Anner!" Over 500 15mm Heritage castings, many of them converted for the purpose, made up the table-top armies. All were fully painted, as near to conformity with contemporary regulations as the painters' skill allowed. The battle was fought on the largest available HATSOFF table, a 21-foot by 7-foot board, cut down to about 14 by 7 for this comparatively small action, attractively set up with appropriate terrain. The game seesawed for fourteen cut-and-thrust turns before a final decision was reached, consuming about 3 hours of actual playing time. There was no bickering; no one gloated in victory or whined in defeat. The players recreated a little historical might-have-been—and a good time was had by all.

Isn't that what adventure gaming should be all about?





ACEing Up RICHTHOFEN'S

Introduction: *Keep in mind while reading this that it was written before we printed the interview with Al Leonardi.—Ed.*

by Jeffrey H. Simpson

The eleventh sortie of Nova Game Design's *ACE OF ACES*® completed (with me shot down for the ninth time), I decided it was time to get out of my Fokker Dr. I and go back to playing Avalon Hill's *THIRD REICH*®—solitaire. Knowing that would seclude me for the rest of the weekend, Mary suggested I exhume Avalon Hill's *RICHTHOFEN'S WAR: THE AIR WAR 1916-1918*. ©

"I always liked that game," she said.

"That's because you always win," I answered, going to the hall closet where I had seen it last.

"That's natural. You're the only person I know who likes games they lose."

I found *RW* under *MIDWAY*® and opened the box to see a broken pencil—broken from watching her roll an endless succession of "Pilot Killed" or "Fuel Line Severed" on the Critical Hit Table, critical hits she had invariably scored at maximum range. She was right, though. As I lifted the rules and scanned the squadrons of Spads and Se-5a's, I felt the thrill of rediscovering an old friend with whom, for reasons you can't remember, you've just lost touch.

For those of you not familiar with my old friend, *RW*, let me tell you about him. *RW* is a boardgame brought out in 1972 by Avalon Hill. Quoting from the box lid and from the instruction folder, *RW* contains a "22x26 inch full-color mapboard of the actual front-line terrain in France" "encompassing the area near the River Somme between Le Hamel and Sailly-Le-Sec where Brown engaged Richthofen in their famous dogfight. Superimposed over the map is a hexagonal grid used for movement purposes." What you move over that grid is a variety of ½" by ½" counters representing "more than 32 different types of individual fighter, bomber, and scout aircraft." Each of these aircraft is listed on an "Aircraft Capabilities Chart." (See illustration 1.) This chart provides information about how each plane performed, and this information is transferred to an "Aircraft Status Pad." Shown are examples of A.S.P.'s for a Sopwith Camel and a Fokker Dr. I. If you compare the circles on the respective pads, the Camel and the Triplane differ in everything except maneuverability. The Camel flies faster and takes more punishment; the Triplane can fly higher and climb faster; the Camel dives faster and at a higher air speed. Only in turning—the Maneuver Schedule—do they perform similarly.

Once you set up your aircraft according to the "Aircraft Capabilities Chart," the sequence of play is in two segments, three phases each. Segment 1, Phase 1: Player A adjusts his

speed and altitude on his A.S.P. and executes all of his movement points with turns "paid for" as required by its "Maneuver Schedule." Phase 2: Player A "executes attacks, if any, by firing his machine guns." Phase 3: Defensive fire, if any. The second segment of the turn is Player B doing phases one through three. This sequential Player A/Player B can be adjusted somewhat by the use of "Unexpected Maneuver" cards developed a couple of years ago by Michael Turner. These cards—barrel roll, falling leaf, flat spin, Immelmann turn, loop, nose dive, side slip, tight circle, vertical spin—can and should be incorporated into the play of *RW*. They add the element of surprise to playing this old friend.

Continuing the earlier story, we quickly reviewed the rules for both the advanced game and for the "Unexpected Maneuver" cards for *RW*, set up an "Aircraft Status Pad" for her Camel and one for my Triplane, and started the game. After three bursts from her Vickers, a critical hit which reduced my engine speed by four movement points, and an *Expected Maneuver*, I remembered why this old friend of mine and I parted ways.

RW lacks the simultaneity and surprise of *ACE OF ACES*. *ACE OF ACES*, which uses a "stop-action picture book game system" utilizing "25 possible moves each turn" for each plane at the same time, is unexpected maneuver after unexpected maneuver. The sequential movement of *RW*—the "I move, then you move"—doesn't successfully capture an aircraft's maneuverability, its abilities to climb and dive and turn. Using up all your movement points before your opponent moves doesn't allow a pilot to integrate all of the Camel's or the Triplane's capabilities to outfox your opponent, tail him, gun him down.

Yet *ACE OF ACES* isn't flawless either. *AoA* lacks the variety of combatants of *RW* and, in a way, doesn't successfully allow the pilot to "see" the Camel or the Triplane tear up the sky. *AoA* so far is limited to four planes: Sopwith Camel, Spad, Fokker Triplane and Fokker D-VII. [Ed. Note: This statement really only applies to the Basic, beginner's game. Integration of all the intermediate and Advanced rules changes *AoA*, in this respect particularly, considerably, allowing many more planes to be used.] It doesn't visually include the fighter war before 1917—D.H. 2 vs. Fokker D-3, Niueport 17 vs. Albatross D-2. Also, it doesn't allow you to simulate the slaughtering of a flight of Be-2c's by German fighters. Secondly, the "stop-action picture book" maneuvering in *AoA* really doesn't depict the planes trying to turn inside each other, doesn't depict how incredibly maneuverable W.W. I aircraft were. On the imaginative level, the reason I play an adventure game is to visualize in my mind that I'm actually watching a battle between seventy-year-old aircraft. ("The Blue Max" is one of my favorite movies). What happens in *AoA*, however, is that you only see the *results* of maneuvering, not the *means* by which they got there. You're limited to the

WAR©

cockpit and what the cockpit sees rather than having the luxury of getting a long distance shot of the two planes moving simultaneously. On the practical level, if your enemy's aerial tactics—"how" he flies his Camel or Se-5a in particular situations—were easily seen, a smart pilot would learn from his own mistakes, recognize his opponent's tendencies, and *enjoy* winning the battle as well as *watching* it.

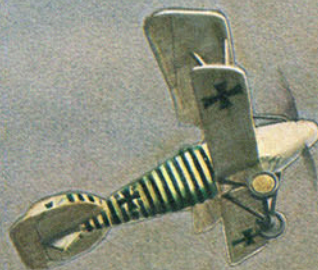
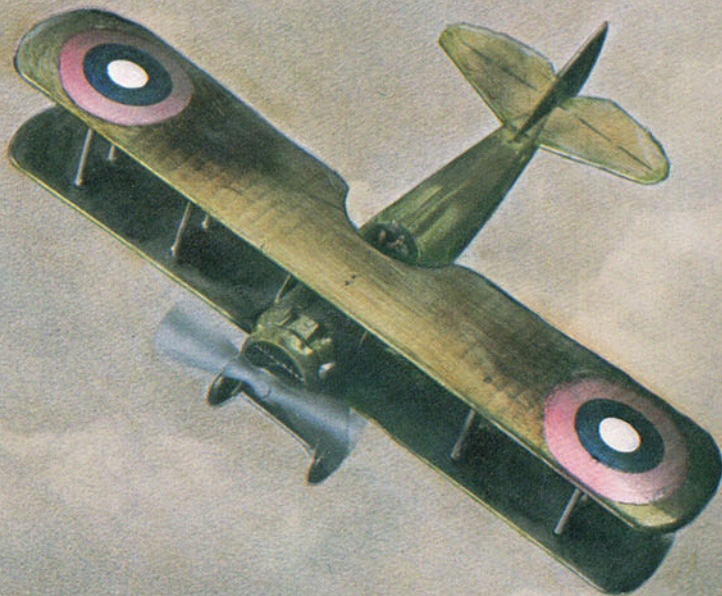
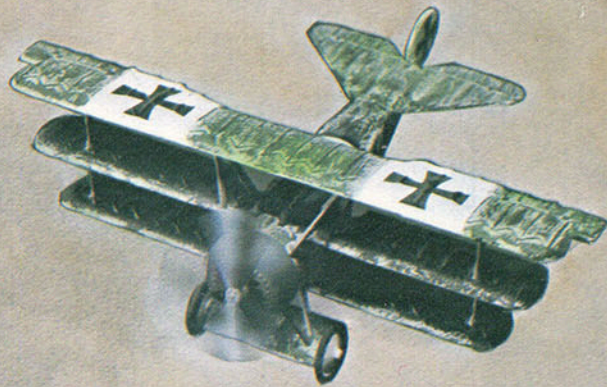
So, if you want to make an old friend—*RW*—and a new one—*ACE OF ACES*—even more exciting, integrate their playing systems. Here's how:

Set up and play *RW* normally until, upon the completion of a full move—both segments are finished—the planes are within fifteen (15) hexes of each other. At that time the player's changes in speed and altitude for the next full turn are written down and KEPT HIDDEN FROM THE

OPPONENT. These changes taken into consideration, the player must then total the number of movement points he is allowed to use and use half of them (retaining fractions) during the first phase of the dual movement segment.

Example: I secretly adjust my Triplane's speed to seven and climb three hundred meters. The total mp's I can use is four. On the same piece of paper noting my changes in speed and altitude I write down how I use half of those mp's—one hex straight (1 mp), right turn (0 mp), right turn (1 mp).

After both sides have executed the first half of this dual movement segment, both sides then set the A.S.P. to reflect their aircraft's current speed and altitude and secretly write down how they use the rest of their respective mp's. Example: At the beginning of this turn, my opponent saw my speed as 9 and my altitude as 3,850 meters. I secretly reduced speed and climbed during the first "half move." Before executing the second half move I must *openly* adjust my A.S.P. to 7 and to 4,050 meters. (It's 4,050 meters and not 4,150 because my plane only expended two mp. For the sake of simplicity assume that if a pilot decides to climb or dive, he pulls or pushes the joystick in the very first hex entered.) After adjusting, I write down how I'll use the remaining two mp—right turn (2 mp). (Once again for the sake of simplicity assume that a pilot can climb or dive more than one hundred meters per hex as long as he expends mp's in that hex *in more than one turning* maneuver. In my example my Triplane had four mp's it spent the first mp moving straight ahead and the other three turning within that hex. Therefore it could climb three hundred meters within that hex. If I had dived and turned within the hex, keeping in mind that diving within the hex subtracts one mp from the maneuver schedule, the maximum number of meters I could lose in one hex would be two hundred if I turn to the right and five hundred if I dive turning to the left. The numbers two and five derive from



Aircraft Status Pad

(a) Speed (in movement points)

2	3	4	5	6	7	8	9	10	11
---	---	---	---	---	---	---	---	----	----

Aircraft: **Fokker 1** (Type Number)

(b) Accumulated Damage: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

(c) Ammunition Supply (Front): 0 1 2 3 4 5 6 7 8 9 10 11 12 Jammed

(d) Ammunition Supply (Rear): 0 1 2 3 4 5 6 7 8 9 10 11 12 Jammed

Altitude (m): 0 to 900

(e) Maximum Altitude: **6000**

(f) Maximum Climb Per Turn: **300**

(g) Maximum Dive: **350**

(h) Maximum Dive Speed: **5**

(i) Maximum Overdive Speed: **6**

(j) Maneuver Schedule:

(k) Critical Hits Taken:

(l) Check here if aircraft flown by ACE:

Name: _____ Date: _____

Opponent: _____ Opponent's Aircraft: _____

Victories This Game: _____ Career Total: _____

Aircraft Status Pad

(a) Speed (in movement points)

2	3	4	5	6	7	8	9	10	11
---	---	---	---	---	---	---	---	----	----

Aircraft: **Conquest 1** (Type Number)

(b) Accumulated Damage: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

(c) Ammunition Supply (Front): 0 1 2 3 4 5 6 7 8 9 10 11 12 Jammed

(d) Ammunition Supply (Rear): 0 1 2 3 4 5 6 7 8 9 10 11 12 Jammed

Altitude (m): 0 to 900

(e) Maximum Altitude: **5800**

(f) Maximum Climb Per Turn: **250**

(g) Maximum Dive: **450**

(h) Maximum Dive Speed: **8**

(i) Maximum Overdive Speed: **9**

(j) Maneuver Schedule:

(k) Critical Hits Taken:

(l) Check here if aircraft flown by ACE:

Name: _____ Date: _____

Opponent: _____ Opponent's Aircraft: _____

Victories This Game: _____ Career Total: _____

the total of 0+1+2 on the right side of the maneuver schedule; (3)-1 mp for diving turns = (2), and 1+2+3 on the left side of the maneuver schedule; (6)-1 mp for diving turn = (5). If this sounds a bit confusing be thankful that the Camel and the Triplane are the only aircraft in RW with maneuver schedules this eccentric. If you're flying one of these planes in combat be thankful that you have such maneuverability. If you're fighting one of these planes remember what Werner Voss in a single Triplane did to nine Se-5a's.

Speaking of nine-to-one odds, combat is permitted both at the mid-turn juncture (between the second half of the dual movement segment) and at the end of a complete turn. The procedures established in the RW rules suffice, except the forward firing machine guns have a field-of-fire covering a sixty degree arc in front of the plane rather than just a single row of hexes straight ahead. (See Diagram) Remember that altitude differences between aircraft at this half-way point are not as great as they may be at the end of the turn. In the previous example my plane had only climbed two hundred of its planned three hundred meters. If I'm unlucky enough to have someone shooting at me from below, I would not have that third hundred meters yet as a cushion. Last, if a pilot fires his/her guns two junctures in a row—mid-turn and end, or end turn and the following mid-turn—that pilot risks jamming his guns on a die roll of a 5 or 6.

The last integration of AoA and RW is the procedure of "tailing." At the end of a complete turn, and before the pilots change speed and altitude, determine if one plane is "tailing" the other. "Tailing" is determined by checking to see if a plane's six o'clock arc is in an opponent's

twelve o'clock arc at any range. (See Diagram) If I'm being "tailed" I have two options. 1: I can change my altitude and speed openly and move my Triplane its full move. Consequence: my opponent then adjusts his/her speed and altitude and moves. This option is the same as normal RW play. If, after movement and combat, no one is being "tailed" and the planes are still within fifteen hexes, then play "secretly." If beyond the fifteen hexes, play normally. The second option I may employ if I'm being tailed is using the "Unexpected Maneuver" cards. If I pick this option, I wait until I have all my cards before openly changing speed and altitude. I then play the card. If the maneuver works, my opponent cannot change speed or altitude during that complete turn. He flies the six straight hexes and writes down how he/she expends whatever mp's remaining to be used. While my opponent writes, I write how I'll use my remaining mp's if there are any left over. Some of the "Unexpected Maneuvers"—the Immelmann, the falling leaf, the loop—give me this luxury. This is a luxury for two reasons. After the maneuver is completed a pilot has the option of combining climbing and diving within the same turn. In other words, if my successful maneuver were a falling leaf (which uses two mp's and loses 100 meters) and my adjusted speed starting speed were nine, I would have seven mp's to use any way that I choose. I could climb three hundred meters and still use four mp's for maneuvering . . . mp's which, if I'm lucky, could get me on my opponent's tail. The second reason why this is a luxury is: if, by out-maneuvering your opponent you get on his/her tail, and he/she opts for the "U.M." cards, you draw one additional "attacker" card with which to match his chosen

maneuver. This one card bonus is only good the turn after you've "outflow" your enemy. Unfortunately, choosing one of these nine "fancy maneuvers" prohibits you from firing should you get a shot. The rationale for this is that you're too busy flying the plane to service your weapons properly. For those who like the guns to blaze, however, firing is permitted by the maneuvering aircraft, but at a price. If you shoot at your outwitted opponent while you're coming out of a barrel roll or any of the other maneuvers, you risk jamming your guns on any dice roll other than a 7. And that jamming is permanent. This price, however, doesn't include tail gunners. Their performance is only affected by subtracting one from his attack.

If, however, the "Unexpected Maneuver" was expected—my opponent has the falling leaf in his/her spread of cards—I then execute all my mp's before my opponent moves; a move that my opponent likely will execute me.

If you use this integration of ACE OF ACES and RW, I suggest you use china markers to draw your simultaneous movements on the mapboard. After several moves I'm certain that you will see that this system more faithfully reenacts "dogfights" than the old RW procedure did. Also, I'm certain you will see that this system allows more flexibility in opponents and developing scenarios than does the original ACE OF ACES. I could offer tactical hints for this system and I could try to recount how wild dogfights become if more than one plane per side is involved, but I don't want to spoil the discoveries for you. Instead, I just want you to take an old friend out of the closet and, with flaps tacked and switches on, take to the skies again.

AIRCRAFT CAPABILITIES CHART

KEY: Unit: F = fighter missions, B = bombing missions, P = photo-recon missions, T = transport missions, A = utility/attack missions, S = strike missions, C = carrier missions, M = maritime missions, L = land-based missions, S = sea-based missions, F = fighter missions, B = bombing missions, P = photo-recon missions, T = transport missions, A = utility/attack missions, S = strike missions, C = carrier missions, M = maritime missions, L = land-based missions, S = sea-based missions.

AIRCRAFT	DESIGNATION	UNIT	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)
Amersing	FK.8	B.R.A.	8	3	10	none	10	3500	100	200	5	6	A
Biplane	SE.5a	F.B.T.	8	4	12	10	10	4000	200	400	7	8	C
Delfland 2	DR.2	F.B.T.	7	3	7	6	none	4200	100	250	4	4	B
Delfland 4	DR.4	B.R.T.A.	6	5	12	6	10	5300	150	240	6	7	B
Delfland 6	DR.6	F.B.T.	8	4	11	10	none	4800	150	200	7	8	B
Hannet 1	HQ.1	F.B.T.	9	4	11	10	none	4100	200	400	7	8	C
Hannet 11	HE.11	F.B.T.	8	4	6	8	none	4400	100	200	4	3	B
Hannet 12	HE.12	B.R.T.A.	8	4	6	8	6	5600	90	200	6	8	B
Hannet 13	HE.13	F.T.B.	9	4	9	8	6	4400	200	200	6	7	C
Hannet 20	HE.20	F.T.B.	11	4	10	10	none	6100	200	200	6	7	D
RAF 20-2	BE.20	B.R.A.	7	3	11	none	4	3000	50	200	6	8	A
RAF 20-2	BE.20	F.B.T.	7	3	7	6	none	5100	100	200	6	8	B
RAF 20-4	BE.20	B.R.T.A.	8	4	10	6	10	4100	100	200	4	7	A
RAF 20-4	BE.20	F.B.T.	11	4	10	10	none	4700	200	400	8	10	C
Seaplane	SOP.11	B.R.T.A.	8	4	11	5	10	4700	100	200	5	7	B
Seaplane	SOP.11	F.T.B.	10	4	12	10	none	4400	150	450	7	8	C
Seaplane	SOP.11	F.B.T.	10	4	12	10	none	4200	150	400	8	8	C
Seaplane	SOP.11	F.B.T.	8	3	10	10	none	5000	100	350	7	8	C
Seaplane	SOP.11	F.T.B.	10	3	10	10	none	4700	200	450	8	9	D
Seaplane	SOP.11	F.B.T.	10	4	12	10	none	4000	200	300	8	8	D
SPAD 7	SPAD.7	F.B.T.	10	4	12	10	none	5000	100	450	8	9	B
SPAD 13	SPAD.13	F.B.T.	11	4	14	10	none	6700	200	550	10	10	C
Albatross C-3	ALB.C3	B.R.T.A.	7	3	11	10	12	3600	50	200	7	7	A
Albatross C-4	ALB.C4	B.R.T.A.	8	3	11	10	12	4100	50	200	6	7	B
Albatross C-5	ALB.C5	F.B.T.	8	4	12	12	none	3300	150	350	6	7	B
Albatross C-6	ALB.C6	F.B.T.	8	4	11	12	none	3900	100	300	6	7	C
Albatross C-7	ALB.C7	F.B.T.	9	4	12	12	none	4200	150	350	7	8	C
Albatross C-8	ALB.C8	F.B.T.	9	4	12	12	none	4200	150	350	7	8	C
Albatross C-9	ALB.C9	F.B.T.	10	4	12	12	none	4700	200	350	7	8	C
Fokker D-7	FOK.D7	F.B.T.	8	3	10	12	none	3000	200	300	6	8	D
Fokker D-7	FOK.D7	F.B.T.	10	4	14	12	none	4100	200	500	8	9	D
Hallerbach D-3	HALL.D3	F.B.T.	8	4	11	10	none	3700	100	350	6	8	A
LPG Biplane D-7	LPG.D7	B.R.T.A.	8	4	10	10	12	4600	100	350	6	8	A
Pho D-3	PHO.D3	F.B.T.	8	4	12	12	none	5000	100	500	8	9	B
Pho D-3	PHO.D3	F.B.T.	8	4	12	12	none	5300	100	500	8	9	B

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