

ISSUE 49 - JULY 1998 \$17.95

COMMAND

M A G A Z I N E

Warmaster Chess

2000



Warmaster Chess 2000 v.1

Credit

Design: Ty Bomba
Development: Christopher Perello
Rules Editor: Jamaica Winship
Playtesters: Susan "Sun Tzu" Wilmot & Jamaica Winship
Counters, Map & Production: Cheryl Scollan & Chris Perello

In General

Warmaster Chess 2000 (WC2k), volume 1, presents four variants to regular Chess. To play these variants you must already be familiar with standard Chess rules. Except as herein added to, deleted or otherwise amended, all regular Chess rules apply in WC2k.

Icons



King



Queen



Rook



Bishop



Knight



Pawn

Pieces & Colors

Judge the colors of both sides' pieces by their background color. That is, the "white" pieces are printed black-on-white, and "black" pieces are printed white-on-black.

Before playing your first game, carefully punch out the die-cut playing pieces from the sheet. Trimming off the corner "dog ears" with a fingernail clipper will improve their appearance and facilitate play (especially of *Victor Charlie Chess*).

Set Up & Notation System

The set up for all four WC2k variants takes place on the interior board, exactly as in regular Chess except as modified in each variant's specific rules below. An alpha-numeric notation system is printed in each square of the board similar to the one used in reg-

ular Chess. The notation system allows for play-by-mail and play-by-e-mail.

The Board

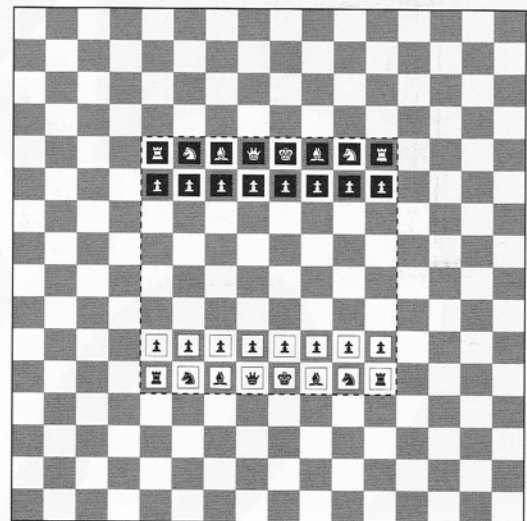
The WC2k board is divided into two parts, the "inner board" and "extended board." The inner board covers the area of a normal Chess board and is delineated within the extended board by the thick, dashed line. Except as restricted in each variant's specific rules below, all the movement and capture rules of normal chess apply equally in and across both the inner and outer WC2k board areas.

Pawn Promotions

In variants allowing pawn promotion, it takes place upon reaching ranks 1 or 16.

Deep Battle Chess

To play *Deep Battle Chess*, choose sides and set up on the inner board just as you would for a game of regular chess. Both inner and outer board areas are open to the pieces of both sides according to regular Chess movement and capture rules.



Deception

This rule may be added to *Deep Battle Chess* if both players agree to it before the start of play. Like castling, a deception move may only be performed once per game by each player. To make a deception move you announce "deception," then pick up any one of your pawns located anywhere on the board other than ranks 1 or 16. Then pick up any one of your on-board bishops or knights or rooks and place it in the square of the pawn you just removed. Then put the removed pawn back on the board in the square of the just moved bishop, knight or rook. In short, the pawn and the selected piece exchange places. The exchange of

Warmaster Chess 2000 v.1

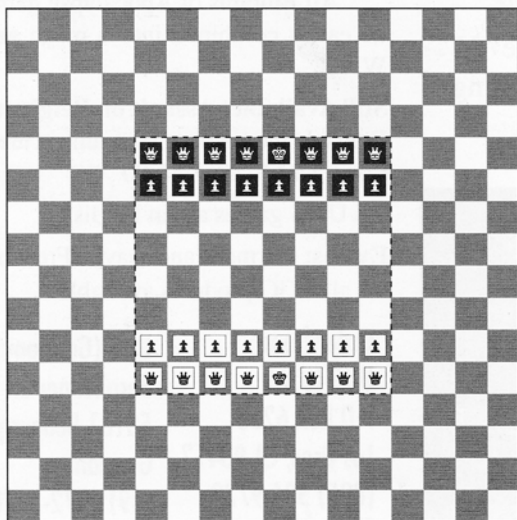
position finishes your move for that turn. Kings and queens are never directly involved in deception.

Mongol Chess

Set up as for *Deep Battle Chess*. In *Mongol Chess*, however, only the Mongol (black) side's pieces may move into and/or out of the extended board. All white pieces are restricted to just the inner board. The Mongol khan (black king) may also never enter the outer board. Whenever one or more Mongol pieces are on the outer board the khan piece is frozen in place wherever he is on the inner board at that time. The khan may only resume movement when a Mongol turn begins with no Mongol pieces anywhere on the outer board. There are no pawn promotions for either side in this variant.

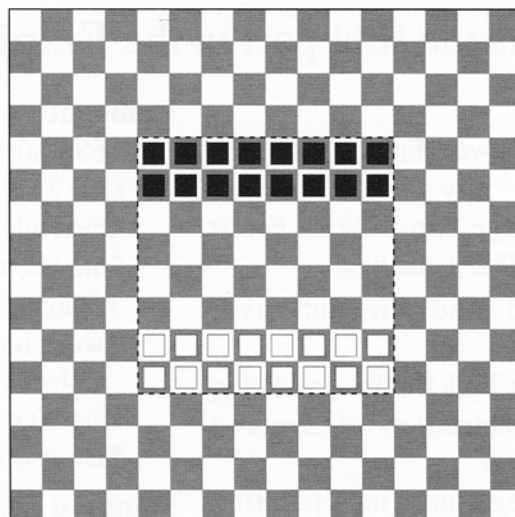
East Front Chess

Set up as for *Deep Battle Chess*, but both players remove all their knights, bishops and rooks. In their places substitute six extra queens (for a total of seven queens per side). There is no pawn promotion or castling in this game. Both players' pieces are free to enter and leave the inner and outer boards.



Victor Charlie Chess

Both players set up as for *Deep Battle Chess*, except both set up all their pieces inverted (blank sides up). Further, though all your pieces must still be set up within your side's regular Chess set up ranks (5/6 and 11/12), they need not be placed in normal Chess positions within them. That is, you could set up your king in your front rank, have pawns in the back rank, etc.



Once play begins, both the inner and outer boards are open to the movement of both sides' pieces. Pawn promotion is allowed for both sides, but there is no castling, two-square pawn moves or *en passant* captures.

When it's their turn, both players are always free to examine their own inverted pieces before making a move. But you may only examine your opponent's pieces when you move onto them for a capture. Never show your opponent the identity of your pieces except when you make a move/capture. When you start a move, first flip over the piece you're going to move so both you and your opponent can see it temporarily. Make the move and/or capture and then again flip your piece so its blank side shows upward.

It is forbidden for either player to make written notes or use other extrinsic memory aids to help him recall which of his opponent's pieces are where.

Since it will never be absolutely certain where both sides' kings are located, the regular check and checkmate declaration rules are suspended in this variant. Play continues until one captured piece turns out to be a king.

Both side's capture piles should be kept face up by the side of the board.

At the start of each of his turns a player may declare he will "pass" that turn and gather intelligence instead. A player who decides to pass for a turn forfeits the ability to make any move or capture that turn. Instead, he is allowed to reach out and temporarily flip over any one of his opponent's pieces. After a piece is examined, flip it back so its blank side shows upward and the turn goes to the other player. If both players pass three times in a row, the game is a draw.

Because both players will usually want to examine several of their own side's inverted pieces before moving, we suggest suspending the regular "I adjust" declaration rule. But don't move any piece out of its square until you are actually ready to make your move. ★

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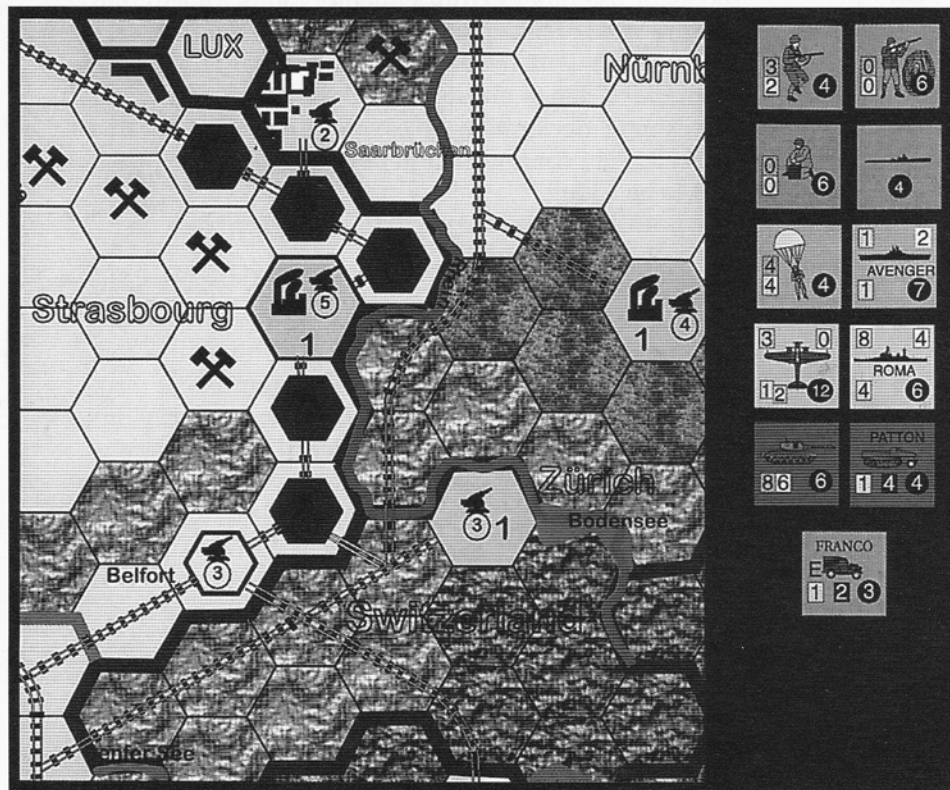
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COMMANDER'S

CALL *by Ty Bomba*

Changes

Last issue I reported to you how the increasing complexity of the business side of our operations required us to move Chris Perello's responsibilities almost exclusively to that area. And though it's already obvious the shift has helped us increase the efficiency of our day to day operations, it's become just as obvious I can't handle the increased editorial load the change has unavoidably placed on me — particularly in the areas of playtesting and development. I've tried to find over-the-horizon developers and playtesters who can work smoothly within our system, but the communications difficulties in such arrangements have proved too great to allow for really satisfying efforts.

I'm therefore forced to institute the following changes in order to allow me to maintain the quality you've come to expect in both the magazine and hobby supplement. Effective immediately, the main magazine will shrink from 100 to 84 pages. Likewise, in the hobby edition we're going back to a schedule of one or two mini-monsters per year along with three or four single-game issues; no more two-game issues after the *Warmaster* trilogy is completed (see below). I hope you'll bear with us in this until such time as we can find and afford to pay the one or two other full-timers it will take to restore the previous double-barreled game schedule and 100 page magazine size.

And as most of you probably know, the game in this issue was supposed to have been Chris Perello's mini-monster, *The Great Rebellion*. But during final playtesting we suddenly found ourselves having revelations about several of its subsystems. The resultant changes worked to shorten playing time while also improv-

ing historicity and playability. The new problem, however, was our insights had come too late to allow for sufficient playtesting of the new approach if we were to keep it in this issue. Serendipitously, I'd been working on a Chess variant for my own amusement: *Warmaster Chess 2000*. So that now becomes this issue's game by "editor's choice," while we temporarily drop *The Great Rebellion* from the schedule to let Chris finish its retooling. I think most of you will be pleased, both with WC2k, and with *The Great Rebellion* once we've published it. I'll drop TGR back into the schedule at the first opportunity after its revision has been completed. (By the way, you will also be getting two additional installments of *Warmaster* in issues 50 and 51.)

Finally here, though the 1918 Meuse-Argonne campaign will remain issue no. 51's cover article, I've decided to drop the game itself from our line up. It's no one's fault; really, it's just that this turns out to be one of those campaigns it's more interesting to read about than to game. Charlie Award winning designer John Desch, I feel, made a heroic effort to create an interesting game out of the situation, but I just don't think it can be done. At the operational level in World War I it's almost impossible to create the "illusion of movement" that's needed to make a game dynamic and interesting. Even in its solitaire configuration, the Meuse-Argonne game was, as one of our local playtesters put it: "Like the Battle of the Bulge with the two sides' roles reversed and no mech or motorization."

In place of the Meuse-Argonne game I'm substituting *The Fire Next Time: The Next Indo-Pakistan War*, which was originally designed by Dorlon J. Elliott, the same fellow who did the first edition of *Back to Iraq* for us in '93. I've done the development and the accompanying article in the magazine. In play and scale it's similar to what you'll be getting next issue in *Back to Iraq*, 2nd edition: variable turn sequence, elite units ("strike corps"), nuke rules, two-day game turns, primarily a divisional OB, variable game ending, etc.

Here, then (phew!), is the revised game schedule:

Issue Game Schedule

Issue	Game Title(s)
1998	
50	Back to Iraq, 2d Ed. & Warmaster Vol. 2
51	The Fire Next Time: The Next Indo-Pakistan War & Warmaster Vol. 3
52	Grunwald
53	Iron Dream
1999	
54	Reds
55†	*Armageddon: The Next Arab-Israeli War OR Invasion: Hawaii (to be determined by the vote results from issue 48 and which design gets turned in exactly when)
56	Blood on the Snow: The Kurson Pocket
57†	Seven Years war Quadgame
58	Spanish Civil War
59	Old Contemptibles: The BEF, 1914
2000	
60†	Lightning War '44

† = Mini-Monster Issue

The following titles are also in-shop and will be added to the schedule shortly: *The Battle of the Marne, Royal Tank Corps* and *Armies of the Czar*, by Ted Raicer; and *War Plan Orange: The Evolution of US Naval Strategy, 1907-1945*, by Bruce Costello.

The following titles are being worked on by their designers and are expected to be turned in soon; they're listed here in no particular order: *So Far From God: With Scott in Mexico*, and *Greasy Grass: Custer's Last Stand*, by Hans von Stockhausen; *The Shogun's March to Peking*, by Joseph Miranda; *Cantigny: The AEF's Baptism of Fire*, *Operation Crusader*, *Highway to Hell: Operation Market Garden*, and *On to Berlin*, all by John Desch.

**Armageddon*: at the time I'm writing this, I still don't have your votes compiled on this one (see game proposal no. 2 in hobby edition no. 48). But I feel confident in adding it to the schedule now because you gave a solid thumbs up to virtually the same proposal a few years back when it was submitted by Bo Eldridge, the designer of our *Desert Storm: Mother of All Battles*. That incarnation of the project was lost, though, when Bo switched to a new job that took up so much of his time he had to drop out of game design. But have no fear: if you're new voting turns down this game, I'll drop it out of the schedule and replace it with *Invasion: Hawaii*. Watch this space next issue.

One more item in this area: Ted Raicer has informed me he wants to begin concentrating full time on book projects, so *Verdun*, *First Ypres* and *Manzikert* are, at least for the time being, consigned to design limbo.

Leonhard for Command

I'm pleased to report I've managed to get in contact with Robert R. Leonhard, the brilliant author of *The Art of Maneuver Warfare* and *Fighting by Minutes*. He's agreed to do some writing for us, so look for his articles to start appearing around year's end.

Book Alert

Those who enjoy superbly crafted, all-encompassing, large-scale histories, written in a style so accessible you're pulled into its narrative, can do no better than get yourselves a copy of David S. Landes' *The Wealth and Poverty of Nations: Why Some are so Rich and Some are so Poor* (1998, W.W. Norton & Co., ISBN: 0-393-04017-8). I know the title makes it sound like an economics text, but it's not. What it is, is a sweeping history of the world since the late Middle Ages, smoothly weaving together military developments, politics, economics, geography, demographics,

ethnography, religion, etc., into one seamless story that comes across as exciting to read as any novel now on the bookstore shelves. The main narrative is also laced with small digressions, exploring such fascinating — but usually taken for granted — things as the significance of the development of the mechanical clock and eye glasses in relation to Western economic dominance.

Progress in Works, Dept.

Back to Iraq, 2nd ed.

This game and its support article, both coming to you next issue, are by me, Ty Bomba. The game's publication represents a break with tradition in that it's the first title we'll ever have published that didn't go through the feedback voting process. In other words, it's a true "editor's choice" game. I know some of you will like that and some won't; but I took this extraordinary step because it's been half a decade since *B2I*'s first edition (which did go through feedback), and because the topic remains of such vital national interest. Further, there have been more than enough order of battle and strategic changes to justify a revision.

The turn sequence now runs: Iraqi combat/Iraqi movement, followed by Coalition movement then combat, or combat then movement, or two combat phases, or two movement phases, as that player chooses on a turn by turn basis. On game turn one the Iraqi player turn is skipped.

In addition to the flexibility advantage inherent in that sequence, the Coalition player has an even bigger one in his "Heavy Division" (HD). It's a mechanized infantry division that in the actual event would probably be the US 3rd or 4th *Mechanized Infantry Division*. The Coalition player can use it in the same sequence as his other units, or he can at any time call on the Iraqi player to simply halt his player turn. With that call made, the HD's movement and combat (or combat and movement, combat and combat, etc.) can be run interposed within the Iraqi player turn. The HD can't, however, actively operate in both player turns of the same game turn.

The idea behind the HD is that it's crammed full of all the new communications gear, computers and weaponry just now starting to come on line for the Army's "Force XXI" reorganization, along with all the Army's manpower so far trained to use it. (The 4th presently has the role of "Force XXI Model Division" assigned to it.) I also believe in any new ground war into Iraq, such a spearhead

division would likely be reinforced with the "OpFor" training cadre from the desert warfare training center. Those soldiers at present are probably the best trained, most practiced and highly motivated tankers anywhere on earth.

At the same time, there are no independent armored cavalry regiments in this edition. My feeling is the cav and the OpFor personnel would likely have to be attached to the divisions to help those larger units make up for the growing combat arms personnel shortfalls the Army is experiencing.

Beyond that, the Coalition OOB includes a Marine Expeditionary Force (division equivalent), the US 101st and 82nd, the British 1st *Armored*, and the French 6th (combined arms) divisions, along with the Kuwaiti army (this time out represented as a single unit with four steps). There's also a "Coalition Composite" division I figure would be stitched together from battalions from various NATO and other countries. All the US, British and French divisions have four steps each — except for the HD, which has six — and exert ZOC that are entirely locking for Iraqi units, which never exert any ZOC of their own.

The Saudi armed forces are out of play, and sometimes, depending on a die roll at the start of set up, so too is their national territory. The Iranians will probably stay out, but may come in on the Iraqi side. The Turks can come in with two armies (two Kuwaiti-like four-step formations), or they may just let the other Coalition partners use their territory, or they may stay out completely.

Within Iraq there are four small Kurdish armies (this time based on actual OB data for their various political/military groupings), and the anti-Saddam Aldulaimi clan. Those forces are normally on the Coalition side; but if Turkey comes in they then drop out.

The Iranian and Iraqi forces are all one-steppers except for two new units belonging to the latter's recently organized "Office of the Presidential Palace" headquarters: the *Presidential Guard (Heavy)* *Armored Division*, and the *Special Republican Guard Corps*. The PGA contains most of the "Lion of Babylon" made-in-Iraq T-72 variants, which are the best tanks in the dictator's arsenal. The SRGC is composed of the 13 battalions of the best equipped motorized infantry in Iraq. Both of them are two-steppers.

There's also a new rule for the Coalition forces called "Reconstitution." This will be discussed in more detail in the article in that issue, but in short it works

like the "Rest" rule I came up with in my Gazala game to make the Germans take off a turn every so often.

The Iraqi player is pretty much guaranteed to get hammered; that is, if "hammered" is reckoned solely in Western military terms. But what the victory conditions have him playing for is not conventional victory, but MIPPs, which stands for: Militant Islamic Prestige Points. They represent the propaganda, pseudo-mythologic VP dictators like Saddam are able to score among the Moslem masses each time they accomplish anything even remotely like a nose-snub against the West. The Iraqi player earns from one to three MIPPs (determined by die roll) each time his forces make any attack and one or more of the involved units survive; each time any Coalition attack fails to entirely clear the attacked hex of Iraqi defenders; whenever the Coalition attacks a city hex; and whenever a Coalition unit loses a step.

To win the game, the Coalition player must control at least two Iraqi city hexes prior to the end of Game Turn 15 (each game turn equals two days), while also keeping the Iraqi player from earning more than some number of MIPPs. What happens to the victory conditions if the Iranians come in on the Iraqi side is yet to be determined in our final playtesting, which we're about to begin as I'm writing this.

Feedback From Issue 47

There was one winner among this issue's 11 new game proposals: Joe Miranda's *Shogun's March to Peking*, which drew a fat 6.69. The also-rans scored like this: *New World Order* (large size) - 5.11; *New World Order* (half size) - 2.22; *Napoleon Marches* - 6.00; *Victory in Vietnam* - 5.74; *NATO* - 5.01; *The French Revolution* - 4.10; *Airlords of Empire* - 3.16; *The Ethiopian Wars* - 4.53; *Hone Heke: New Zealand's Great Northern War, 1844-46* - 4.85; and *Beijing Burning: The Coming Civil War in China* - 6.09 (Hey! Ouch!).

Even though the *Hone Heke* game proposal was shot down, I've asked the would-be designer to go ahead and write an article on it for the magazine; and he's agreed to do so.

I was sorry to see my own *Beijing Burning* proposal go down the tubes, but I believe I'm beginning to get the point. I've come to feel the discovered principle can be best summarized this way: never underestimate American wargamers' disinterest in titles on east Asian land wars. But we'll do some more polling to see if that thesis holds up (see this issue's pro-

posals below).

Since I hosed the second-thoughts survey sequence for issues 45 and 46, there are no such results to report on this time (see last issue's column for more on this). The normal reporting sequence will resume next issue. Your voting on hobby edition no. 47's contents came in this way: *Attila* game overall - 6.67; map - 6.27; counters - 6.50; rules clarity and completeness - 6.95; *Perfidious Albion* game overall - 6.73; map - 6.89; counters - 6.22; rules clarity and completeness - 6.56; *Commander's Call* - 6.39.

A bigger than usual 17 percent wouldn't offer an opinion on the worth of hobby edition 47 as compared with that of no. 46. That left 16 percent claiming 47 was the better of the two, and 17 percent who maintained the opposite. A nice and round 50 percent said the two were of equal worth.

The same scores for the main magazine were: 17, 28, 16 and 39 percent, respectively. You rated the contents of issue no. 47's main magazine this way, ranked from highest to lowest:

Perfidious Albion - 7.84
Attila the Hun - 7.34
The Rosebud - 7.17
Issue No. 47 Overall - 6.89
The Falklands War - 6.83
Short Rounds - 6.78
The USS Chesapeake - 6.62
The World's Number Two Navy - 6.56
Breaching the Dardanelles - 6.55
Cover Art - 6.54
Petra - 6.50
OSS-101 in Burma - 6.28

You also (belatedly, again — my fault) rated the cover art for issue no. 45 (the *Monitor* and *Merrimac*) at 6.57.

Issue 49's Feedback Loop

Please use the combined newsstand/hobby edition feedback card bound into the magazine to vote on the following new game proposals and survey questions. Vote by placing one whole number (only!) on the corresponding spaces on the postcard. If it's a rating question, "0" means "Don't publish this game under any circumstances;" or "This article was so uninteresting I didn't even read it!" From there, each higher number indicates a slightly more favorable opinion, until you get to "9," which means: "This game idea is top-notch; please publish this game as soon as possible!" Or: "This article couldn't have been any better!" In yes/no questions, "1" means "yes," and "2" means "no," and "0"

means "no opinion," or "not applicable."

Next issue we'll present the feedback results from issue no. 48. To be counted in the voting on this issue, your card must reach us by 30 August.

1. Red Blitzkrieg: The 1945 Manchurian Campaign. On 9 August 1945, the same day an atomic bomb was dropped on Nagasaki, some 1.5 million Soviet troops, supported by 25,000 cannon, 5,500 tanks and 5,000 planes, launched the last great land offensive of World War II. The best of the Red Army had been deployed against the 24 divisions of the Japanese Kwantung Army and their puppet-ally Manchukuo Army (two infantry and two cavalry divisions, 12 infantry brigades and four Mongolian cavalry regiments), in order to create the conditions necessary on the ground for Stalin to be able to participate in whatever peace talks followed Tokyo's coming surrender.

Stavka ordered the Transbaikalia Front, from the northwest, and the 1st Far Eastern Front, from Vladivostok, to attack concentrically toward Harbin, while 2nd Far Eastern Front launched a frontal attack from north to south following the course of the Sungari River. The maneuver was so vigorously executed that over the course of the next three weeks the Soviets reached almost all their objectives. In fact, this campaign has served as the model operation in almost all Soviet/Russian military academy courses since 1945.

RB will be an operational wargame, with complexity of about 4.5, that will use an adaptation of the Proud Monster system. There will be about 200 half-inch counters, representing mostly divisions and brigades, along with corps headquarters and some independent Stalin II heavy tank regiments. Each game turn will equal three or four days. There will be one 34x22" large-hex map, showing all Manchuria and northern Korea. Special rules will cover Japanese fanaticism, Manchukuan desertions, fortified lines, air interdiction, massed artillery barrages and parachute assaults. For the magazine, by Javier Romero.

2. The Second Korean War. This will be an operational treatment of a near-future hypothetical resumption of war on the Korean peninsula, with the game covering the first eight to 12 weeks of the new conflict. That's about the most time the North Koreans could possibly have to conduct effective military operations before the collapse of their infrastructure due to massive retaliation from the air by South Korea's allies.

Each game turn will equal a half week, with two player-turn couplets each. Rules will be included for airborne and amphibious assaults, air and naval power and special operations. Other features will include pre-war infiltration of the South. A special "North Korean Agent" chit draw will enable the Northern player to determine the effects of operatives previously planted in the South.

There will be about 350 large-size counters, with most units depicted as divisions or brigades. Along with the units of the two Koreas and the US, possible intervention forces from China and other places will also be included. The 34x22" large-hex map covers the Korean peninsula from Pusan to Pyongyang at about 20 miles to the hex. There will be a campaign game and shorter scenarios, with a complexity of about 5.5, by Timothy Frank.

3. Operation Felix. During their planning for Operation Felix in 1940 (the projected but never run seizure of Gibraltar), the German general staff envisioned there being three distinct campaign possibilities in Iberia. The shape of each would be determined by the degree of cooperation or resistance offered by the Spanish. OF will include a scenario for each of those plans. Scenario one will cover a German-Spanish alliance to attack Gibraltar. Scenario two will be a solely German affair, with the Spaniards simply granting passage rights to the Nazis. Scenario three postulates the Spanish actively resist German entry into their country. Also included will be a Spanish-only assault on the fortress.

Each of the four scenarios will work as a stand-alone game. Within each there will be the possibility of landings by British forces and Spanish expatriates, as well as intervention by Portugal (in alliance with the British). The 34x22" large-hex map will show all of Iberia at about 20 miles per hex. There will also be a tactical sub-map to govern the fight for Gibraltar itself. There will be about 240 half-inch unit counters and markers. Simple sub-systems will handle naval and air forces. The complexity of the game will be about 5.5, by Timothy Frank.

4. A Battle of Giants: Borodino, 7 September 1812. This will be a tactical treatment of the battle, with the units of maneuver being mostly regiments, along with some battalions. The two 34x22" mapsheets will depict the battlefield for area movement rather than hexes, at about one inch to 250 yards. All division, corps and army commanders will be included for command and control. The infantry and cavalry counters will be double length (one inch by a half inch), and there will be about 400 of them in all. Special rules will cover: cavalry and infantry charges, assault and fire combat, infantry squares and artillery bombardment. Players will move and fight by using an activation system that only lets them move/fight a portion of their overall command before the other guy gets to react. A mini-monster with a complexity will be about 5.5, by Timothy Frank.

5. Invasion Sicily is a low-complexity, two- or three-player game covering the Allied effort to secure that Mediterranean island in 1943. In three-player games, one player commands the Commonwealth forces, the second commands the US, and the third takes the Axis. The entire island of Sicily will be shown on a 34"x22" mapsheet at between one and two miles per large hex. Units of maneuver will be battalions, regiments and some brigades. Special rules will cover amphibious invasions, naval gunfire support and airpower. Playing time will be about three hours, and complexity will be about 5.0. Designed by Timothy Frank.

6. Fortress Cherbourg. This game will be grand-tactical treatment of one of the less well known operations of the 1944 campaign in France. The 34"x22" large-hex map will show the Cotentin peninsula at about two miles per hex. All the units involved historically on both sides will be included as battalions or companies, for a total of about 200 counters. The huge German 319th Infantry Division, which historically sat out the war on the Channel Islands, will be included with optional rules for its commitment in a "what if" scenario. Complexity will be about 5.0, by Timothy Frank.

7. Stalingrad '42. This game's 34"x22" large-hex map will show the city of Stalingrad and surrounding countryside at about one mile per hex. There will be about 352 large-size units and markers, with units of maneuver depicted as brigades, regiments, battalions, and even a few independent companies. Each game turn will represent three days.

Combat will take place in two ways each player turn. There will be ranged combat, which takes place between adjacent hexes, and assault combat, which takes place in-hex. Each player will decide when to move, press the attack, or fall back to regroup. Complexity will be about 5.5. Designed by Timothy Frank.

8. Balkan Cauldron: The Axis Campaign in Yugoslavia & Greece. This will be an operational treatment of the entire 1940-41 Balkan campaign, with three distinct scenarios. The first will cover the Italo-Greek War from October '40 through March '41. The second will examine the Axis invasion of Yugoslavia during April '41. The third scenario will cover the entire campaign. Also included will be alternative history forces, such as the eight division strong Turkish Expeditionary Force, which historically sat out the period along the Bulgarian/Thracian border.

There will be about 300 large-size units and markers, with units of maneuver portrayed as divisions, brigades and some regiments. The 34"x22" large-hex map will show all of Yugoslavia, Greece and Albania at about 20 miles per hex. Complexity will be about 5.0, by Timothy Frank.

9. The Russo-Finnish War, November 1939-March 1940. This game will have one 34x22" large-hex map, at 16 miles per hex, showing all of Finland and the immediately surrounding territory. There will be 200 half-inch counters, with units of maneuver shown as divisions, brigades and regiments. Units of the communist-puppet Finnish National Army will be included, as well as the foreign volunteers who aided the Finns and the western intervention forces that might have.

The rules will take into account the capabilities of the Finnish ski troops and partisans (who were actually more like US Rangers than civilian irregulars). Other rules will also depict the inefficiency of the Soviet command and their slowly improving ability to coordinate forces. What-if rules will allow for lengthened campaigns and the inclusion of Anglo-French intervention forces. Complexity will be about 5.0, for the magazine by Timothy Frank.

10. Remember the Alamo! This two-player wargame recreates the entire Texas Revolution at the strategic/operational level. The Mexican player must try to overrun the uprising and destroy the rebels' infant government as quickly as possible. The Texan player must try to survive the onslaught. The turn sequence will allow both players to interrupt each other's turn sequence in order to attempt reaction moves of their own. Leaders command their forces by expending operation points. The available amounts of those points varies from turn to turn. Special rules are provided to accurately depict combat that can vary in intensity from skirmishing to full blown sieges and pitched field battles.

There will be 352 large-size, iconic, backprinted counters. The units of maneuver will be companies, squadrons and batteries, representing regular infantry, state troops, cavalry, volunteers, rangers, garrisons, militia, artillery and leaders. The map will be 34x22" large-hex, showing all of southern Texas and northern Mexico. Rules complexity will be about 5.0. Designed for the magazine by Philip Sharp.

11. The Iran-Iraq War. This will be a grand-tactical game covering the 1980s Middle East War that set the stage for today's mess. Both players will have a set of objectives he must try to fulfill before the unknown-beforehand last turn.

Battles will be resolved using an odds-based CRT, but with the addition of a "Combat Ferocity Chart," which will work to increase both sides' casualties as individual combats become larger. Further, battles will not end with the roll of one die; they continue until one side retreats or is eliminated.

Naval and aerial combat will be resolved by rolling to try to equal or beat "hit numbers." Planes and ships can also be used to interdict the Gulf oil trade, with additional missions such as: ground attack, interdiction, strategic bombing and air suppression.

There will be a random events sub-system to cover such things as: arms deals, chemical weapons, improved maintenance, purges, combined arms tactics, etc. Other special rules will cover Iranian mobilization, missile attacks and replacements.

There will be 352 backprinted, large-size counters representing divisions, brigades, flotillas and squadrons. The map will be a 34x22" large-hex, showing eastern Iraq, western Iran and some of the Persian Gulf. Complexity will be about 5.0, for the magazine by Philip Sharp.

12. Medal of Honor: Tarawa. This will be a solitaire game in which the American (active) player tries to clear Tarawa of all Japanese as quickly as possible while losing as few men as possible. There will be 76 game turns, each representing an hour, for a total of three days and four hours, which is how long it took Task Force 53 to capture Tarawa historically.

The ground-units will be platoons for both sides; naval units will be shown as individual ships; and air units will be squadrons, for a total of 352 large-size counters. There will be one 34x22" large-hex map scaled to 100 yards per hex. Every trench, gun emplacement (with calibers shown), and machinegun nest will be pictured just where it was historically, along with the surrounding coral reef.

The entire invasion process will be covered, including: naval bombardment, air strikes, leader counters, command and control, amtrac and Higgins boat movement, bunkers, heroes and night fighting. Complexity will be about 6.0, and the game will be playable in eight to 10 hours. For the magazine, by Matt Brooks.

13. Colder Than Hell: The Chosin Reservoir Campaign. This will be a two-player game (with rules for solitaire play) covering this entire Korean War campaign. In solitaire play a 10-sided die will be used to determine the actions of the side opposing the live player (you can actively play either the Chinese or Americans).

There will be one 34x22" large-hex map scaled to 1,000 yards per hex. It will show the historically important area from Yudam-ni to Sudong-ni. Units of maneuver will be platoons for both sides, giving a total of 352 large-size counters.

There will be random events and special rules covering: cold weather casualties, Chinese night attacks, Chinese hidden movement, human wave attacks and hand-to-hand combat.

Victory for the US Marines is obtained by withdrawing to the coast with as many units as possible while eliminating as many Chinese units as possible. The Chinese are trying to eliminate the US 1st Marine Division or stop them from reaching the coast. There will be a total of 30 game turns, each representing up to 12 hours (day/night), and it will be playable in an evening. For the magazine, with a complexity of about 4.0, by Matt Brooks.

14. Manila '45: Stalingrad in the Pacific. By 2 February 1945, Gen. Douglas MacArthur had encircled the city of Manila with three US Army divisions. He ordered Maj. Gen. Verne D. Mudge, commander of 1st Cavalry Division, to "go to Manila." The city fighting resulting from that order was comparable in intensity to that seen earlier in such places as Warsaw and Stalingrad.

Japanese Adm. Iwabuchi's 20,000 sailors and Gen. Yokoyama's 4,000 infantry were determined to hold every inch of the city. They turned the place into a fortress. The US 37th Infantry, 1st Cavalry and 11th Airborne Divisions drew the tough assignment of digging them out.

Though fighting house-to-house and street-by-street, the American advance had to be rapid in order to liberate the POWs held at Santo Tomas University and the University of Manila before the Japanese could execute them. The Americans also had to refrain from using air strikes and heavy artillery until 12 February, when MacArthur finally relented and let the heavy weapons wreak their destruction on what had been called the "Pearl of the Orient."

Iwabuchi's naval defense force also tried to break out to the east. When that effort was blocked, they knew their fate was sealed, and so began a complete scorched earth policy. They burned and blew up houses and other buildings, and killed any civilians who crossed their path. Fort Santiago and Intramuros were the Japanese last strongholds; and the fighting to take those places devolved into desperate, hand-to-hand struggles with the extensive use of flamethrowers. By 27 February the city was liberated.

This will be a two-player game in which the Japanese player must fight to hold every hex as long as possible. He gains victory points for American step losses, breaking out Japanese units, applying scorched earth policy, holding particular American objectives beyond that player's timetable for taking them, and having units remaining in Manila past 26 February. The American wins VP by freeing POWs, taking all of Manila before 26 February, and seizing 10 important hex-objectives on or before a set schedule.

The 34x22" large-hex map is scaled to one kilometer per hex, and will show all of the city and its suburbs. The terrain is therefore almost all urban, with Bilibid Prison, Intramuros and the Manila Hotel shown as fortresses. US units of maneuver will be battalions, while the Japanese will maneuver companies, death squads and individual snipers. US battalions will have four steps, while most other units will have two.

The combat system will be a savage, no mercy affair, with results such as: eliminated, burned alive, crushed, napalmed and massacred. There will be rules for hand-to-hand fighting and banzai attacks. Random events will include: unauthorized air strikes, mandated pull backs, reinforcements, out of control fires, banzai attacks, surrenders, immediate counter attacks, massacres of POWs, friendly fire, etc. Other special rules will cover: snipers, disruption, flamethrowers, defensive positions, fatigue, rest, searches, probes and fortresses.

Each game turn will represent one day, for a total of 25. With a complexity of about 4.5, for the magazine, the game will be playable in a long evening, by Matt Brooks.

Second Thoughts Survey

Please reevaluate the games from hobby edition no. 47.

14. *Attila* game overall
15. Map
16. Counters
17. Rules Clarity & Completeness
18. Estimate *Attila's* complexity from 1 (simple) to 9 (hyper-complex).
19. How many times have you played *Attila* to completion? (0-never; 1-once, 2, 3, etc., 9-nine or more times.)
20. How long does it take to play a game of *Attila* to completion? (0-can't say; 1-about one hour; 2-about two hours, etc.)
21. Which side is favored to win *Attila* more often when its played by opponents of roughly equal skill?
 - 0-No opinion, or can't say.
 - 1-The Huns are heavily favored.
 - 2-The Huns are slightly favored.
 - 3-The game is evenly balanced.
 - 4-The Romans are slightly favored.
 - 5-The Romans are heavily favored.
22. Was *Attila* a good game to include in the magazine? (1-yes; 2-no)
23. *Perfidious Albion* game overall
24. Map
25. Counters
26. Rules Clarity & Completeness
27. Estimate *PA's* complexity from 1 (simple) to 9 (hyper-complex).
28. How many times have you played *PA* to completion? (0-never; 1-once, 2, 3, etc., 9-nine or more times.)
29. How long does it take to play a game of *PA* to completion? (0-can't say; 1-about one hour; 2-about two hours, etc.)
30. Which side is favored to win *PA* more often when its played by opponents of roughly equal skill?
 - 0-No opinion, or can't say.
 - 1-The French are heavily favored.
 - 2-The French are slightly favored.
 - 3-The game is evenly balanced.
 - 4-The British are slightly favored.
 - 5-The British are heavily favored.

31. Was *PA* a good game to include in the magazine? (1-yes; 2-no)

This Issue's Hobby Edition

Please rate the contents of hobby edition no. 49.

32. *Warmaster Chess 2000* game overall
33. Map
34. Counters
35. Rules Clarity & Completeness
36. Commander's Call
37. Was this issue of the hobby edition better than the previous? (0-no opinion, or can't say; 1-yes; 2-no; 3-the two hobby editions were of about equal worth.)

The Main Magazine

Rate the contents of Command magazine no. 49.

38. Cover Art
39. Short Rounds
40. Retreat to Victory
41. The Belgian Waffle
42. William of Orange
43. Ghazi!
44. Malta: Ottoman Stalingrad
45. Mannerheim
46. Was this issue of the main magazine better than the previous? (0-no opinion, or can't say; 1-yes; 2-no; 3-the two magazines were of about equal worth.)

Command Online

Our website has moved to

<<http://www.umahexagon.com>>

In addition to game and article indices, we now have a bulletin board for discussion of games and new developments.

Check it out!

Errata

Perfidious Albion

Rules

3.2 British Set Up. The first sentence of the second paragraph of this rule should read: "That will leave the British player with...four regular army cavalry divisions..."

4.9 The point spread for a "British Overwhelming Victory" should be shown as "0-59," not "0-9."

Map

The sea zone boundary line between the Thames Estuary and the Strait of Dover is missing from the map. Hexes 1801 and 1802 are part of the Thames, while hexes 1901 and 1902 are where Dover starts. *

Classified Ads & Conventions

FINE GAME FOR PLAYERS & COLLECTORS: \$2 buys a detailed, 34 pg list of over 1,400 games, mags and software titles, new & used, in & out-of-print. Accurate descriptions, reasonable prices & your satisfaction assured. Also, looking to buy games in excellent shape. Fine Games, 1936 SE Tenino St., Portland, OR 97202-6756, USA, (503) 233-6969 10 am - 9 pm PST please. Email: M.Dean@FineGames.com. WWW site: <http://www.finegames.com/>

FOR SALE: Command #11-32 (2 #23's), all mint except #17. Also assorted S&T's and boxed games. Plus four newstands. \$350 shipped. Norman MacDonald, 177 S Franklin St., Holbrook, MA 02343-1454. 781/767-1345.

ORGANIZED KAHN-FUSION XXIV - October 24, 1998. This general gaming con will be held at the Central PA Business School in Summerdale, PA. This con includes: roleplaying, board, miniature, and unusual games. Other events include: dealer's area, costume contest, and live action roleplaying. Registration fee is \$0-\$8. Free t-shirts for early registration while quantities last. For more information contact: Games Only Emporium, 230 S 8th St., Lemoyne, PA 17043 (717) 761-8988; e-mail address maygam@postoffice.ptd.net

WORLD WAR II WARGAMES, current and out of print games. World War II military history books. Free lists. David Maye, 201-V Gerke Ave., Mansfield, OH 44903-1325.

RuneCon: 17-19 July 1998, West Hartford CT. WarZone and Chronopia CT Championships. LARP events run by Dark Duality. Role-playing, live-action, board, card and table top gaming. For info contact James Hutchins, %War & Pieces, 7 S Main St, West Hartford CT 06107; 860-232-0608, fax 860-233-6509, email jim@RunCon.com.

USS Missouri (BB-63) Association. 25th Annual Reunion, Outrigger West Hotel, 2330 Kuhio Ave, Honolulu HI 96815. For info contact John Stempick Jr, 66 Lynmoor Pl, Hampden CT 06517, 203-281-4693. *

Moments in History announces two new Eastern Front Simulations!

MiH's exciting new summer releases both use the acclaimed and highly popular *Ring of Fire* (a Charles S. Roberts Award Nominee, out-of-print) and *Eastwall* game system. Although the complexity of the games is only low, they include two kinds of combat (*Tank*

Combat between armored formations, and *Regular Combat*) and special Reserve rules.

Game play is fast-paced and fluid - you are fighting your opponent's forces and do not struggle with the rulesbook!

Clash of Titans: The Tank Battle for Kursk, July 1943 &

In the summer of 1943 the fate of the Russo-German War - the largest land conflict of the Second World War - hangs in the balance. A decisive victory for either side means a profound change in the course of the war.

Clash of Titans: The Tank Battle for Kursk, 1943 is a two-player operational simulation of the battle for Kursk which took place during July 1943. On 5 July 1943 the Wehrmacht attacked with 435,000 men in fifty divisions and 2,700 tanks and assault guns (including the new Panther and Ferdinand types). The Red Army was able to field 1,550,000 soldiers and 4,800 armored vehicles for this battle of titanic proportions. Operation Zitadelle had begun...

Clash of Titans comes with two more scenarios, one featuring a hypothetical early German attack in May (favored by some German generals), the other simulating the historical Soviet summer counter-offensive in August. One side represents the German forces of 9th Army, 2nd Army, 4th Panzer Army, and *Armeekorps Kempf* while the other side controls the Red Army forces of Southwest Front, Voronezh Front, Central Front, Bryansk Front, West Front, and Steppe Front.

Components include: one 22" x 34" map, 560 full color counters, rulesbooklet, 4 player aid cards on cardstock, ziplocked or boxed edition available (*please state your choice!*). Design by John Desch. **Price:** \$35.00 for ziplocked or \$43.00 for boxed edition.



Triumphant Return: The Soviet Liberation of Kiev, November 1943

Their successful offensive during the early autumn of 1943 found the Soviets with several bridgeheads over the Dnepr River. The largest of these, located north of Kiev, erupted on 3 November as infantry and tank units of the 1st Ukrainian Front burst through the German line. Soon Soviet tank columns were racing to the distant towns of Fastov and Zhitomir, mauling several German panzer divisions hastily brought up to stem the Red tide. On 12 November, however, the Germans managed to assemble a powerful striking force centered around the 1st and 1st SS Panzer Divisions, threw them at the overextended formations of the Red Army, and rolled them back. Over the next four weeks the action see-sawed back and forth as reserves were committed and attack followed counterattack.

Triumphant Return is a two-player operational simulation of the battle for Kiev which took place during November and December 1943. One side represents the German forces of the 4th Panzer Army while the other side controls the Red Army forces of 1st Ukrainian Front. **Components include:** one 17' x 22' map, 240 full color counters, rulesbooklet, 4 player aid cards on cardstock, ziplocked. Design by John Desch. **Price:** \$29.00.



Now YOU are in command!
Can YOU smash your opponent
in the greatest tank battle ever?
Can YOU break out of the Dnepr
River bridgeheads and liberate Kiev?

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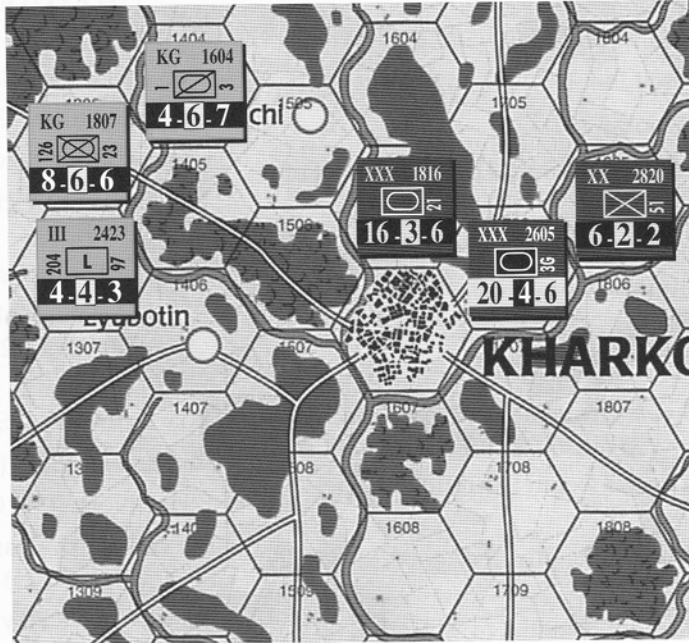
Turning the Tables:

The Axis Defeat of the Soviet Spring '42 Offensive



Turning The Tables:

The Axis Defeat of the Soviet Spring '42 Offensive simulates the possibly decisive Soviet Spring offensive and the Axis counteroffensive (Operation Fridericus) during May 1942. Elements of six Soviet armies attacked with the task to liberate the important cities of Kharkov and Dnepropetrovsk, and to seize the Dnepr River crossings. Three Axis armies



stood in their way, intending to erase the Soviet Izyum front bulge as well.

Important features include: Three segments per player turn, C3I-Points, Tactical Superiority Determination, Combat Chits, German Kampfgruppen and Alarm Battalions.

The game comes with three scenarios, is of low-to-moderate complexity, and plays very well solitaire.

Because of its compact size and relatively short playing time, *Turning the Tables* is an ideal tournament game and can be completed in an evening.

White Ensign/Rising Sun. The Raid on Ceylon, April/May 1942 This low complexity game comes with both historical and hypothetical scenarios. Two identical maps, 176 5/8" counters, rulesbooklet, player aid cards, ziplock bag. Design by Jack Greene. Price: \$35.00. Limited Edition: only 1,000 copies printed!

Iron Bottom Sound II Surface Naval Combat in the Solomons. A complete redesign of Quarterdeck Games' classic edition of 1981, including new scenarios and beautiful sideviews of the involved ships. Two maps, two island cards, 176 counters, rulesbooklet, ten scenarios, ziplock bag; ideal for multi-player matches, too! Design by Jack Greene. Price: \$42.00. Limited Edition: only 1,000 copies printed!

Eastwall: Battles for the Dnepr, September 1943-February 1944. The battles of Army Group South in late 1943 and early 1944. A real *player's game* with lots of tanks and action using the Ring of Fire system. One map, 480 counters, rulesbooklet with historical commentary, player aid cards, ziplock bag. Design by John Desch. Price: \$35.00.

All Quiet On The Western Front? The Campaign in the West, March-November 1918. The Western Front in

World War I from the *Kaiser's Battle* to the German armistice. 2 maps, 560 counters, rulesbooklet with historical commentary, player aid cards, ziplock bag. Design by Hall of Famer Ted Raicer. Price: \$45.00.

Fields of Glory: Marlborough and the Sun King, the Battles of Oudenarde and Malplaquet; Great Leaders, Great Battles series Vol.II. Two maps (backprinted on a single sheet), 840 counters, rulesbooklet with historical commentary, player aid cards, boxed. **Charles S. Roberts Award-Winner Best pre-World War II boardgame of 1996!** Design by Richard Berg. Price: \$44.00.

A Famous Victory: Marlborough and the Sun King, the Battles of Blenheim and Ramillies; Great Leaders, Great Battles series Vol.I. Two maps (backprinted on a single sheet), 720 counters, rulesbooklet with historical commentary, player aid cards, boxed. Design by Richard Berg. Price: \$39.00.

Piercing the Reich: The Battle for Aachen, Siegfried Line Campaign, September/October 1944 One map, 360 counters, rulesbooklet with historical commentary, player aid cards, boxed. New Map included! Design by Dirk Blennemann. Price: \$37.00.

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Now YOU are in command!

The course of the following Axis summer campaign (Fall Blau) will depend upon this battle!

Components include: one 17" x 22" map, 240 full color counters, rulesbooklet with historical commentary, 4 player aid cards on cardstock, ziplocked. Design by Dirk "la-Fox" Blennemann. Price: \$29.00.

Piercing the Reich: New Map. This is a complete redesign of the Piercing the Reich map, packaged in a plain white envelope. It costs only \$5.00 and comes with a \$5.00 voucher toward a direct sale from MiH.

Tank Commander: The Eastern Front Edition: Features tactical armored warfare at the Eastern Front in World War II. Includes individual tanks, AT-guns plus crews, infantry squads, equipment, terrain and special events. Each player needs a deck. Each Playing Deck has 60 cards. Price: \$6.95. Special Price per Display Box (12 Decks): \$49.00!!!

Tank Commander Player's Guide. A 28 page booklet containing the TC rules in larger format and incorporating all errata, the card list, tournament rules, optional and advanced rules plus new scenarios. \$8.95.

Aide de Camp
available for all games (about three months after publication). \$10.00 per game.

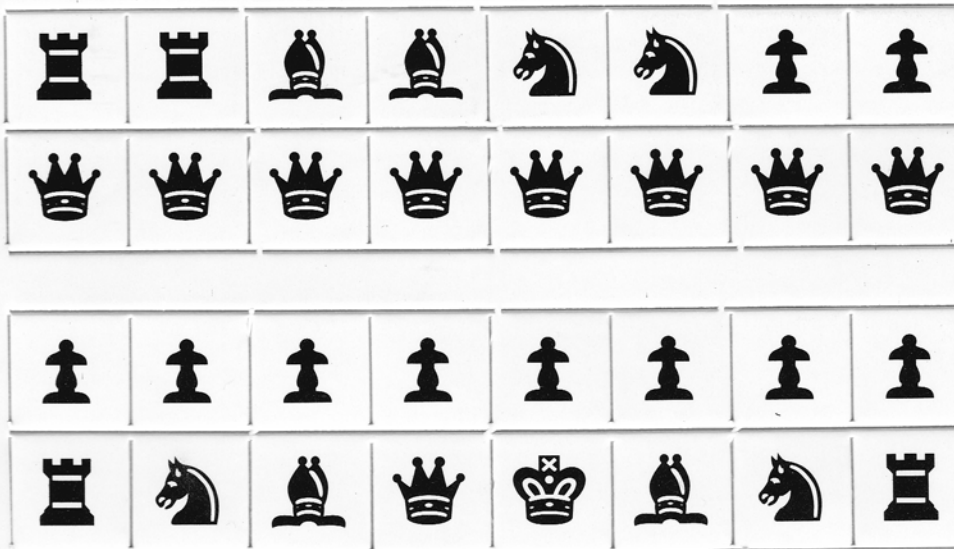
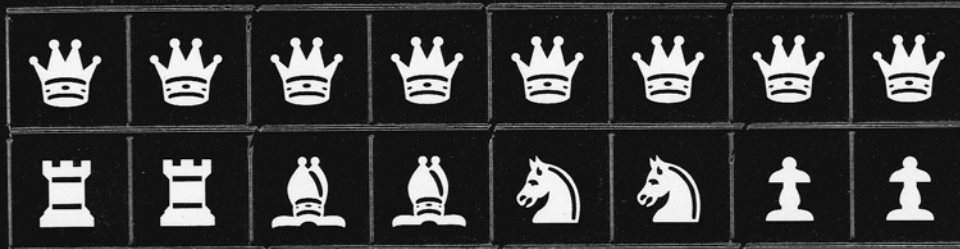
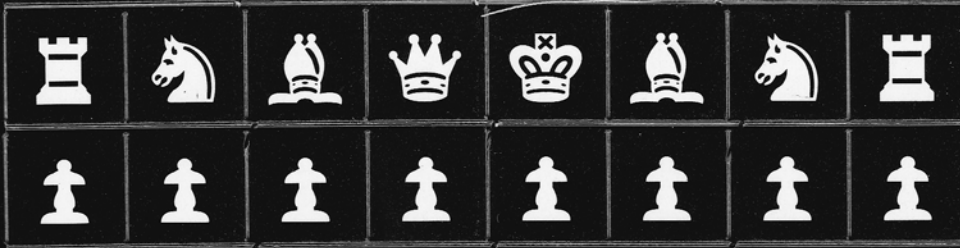
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Command/XTR Games Index

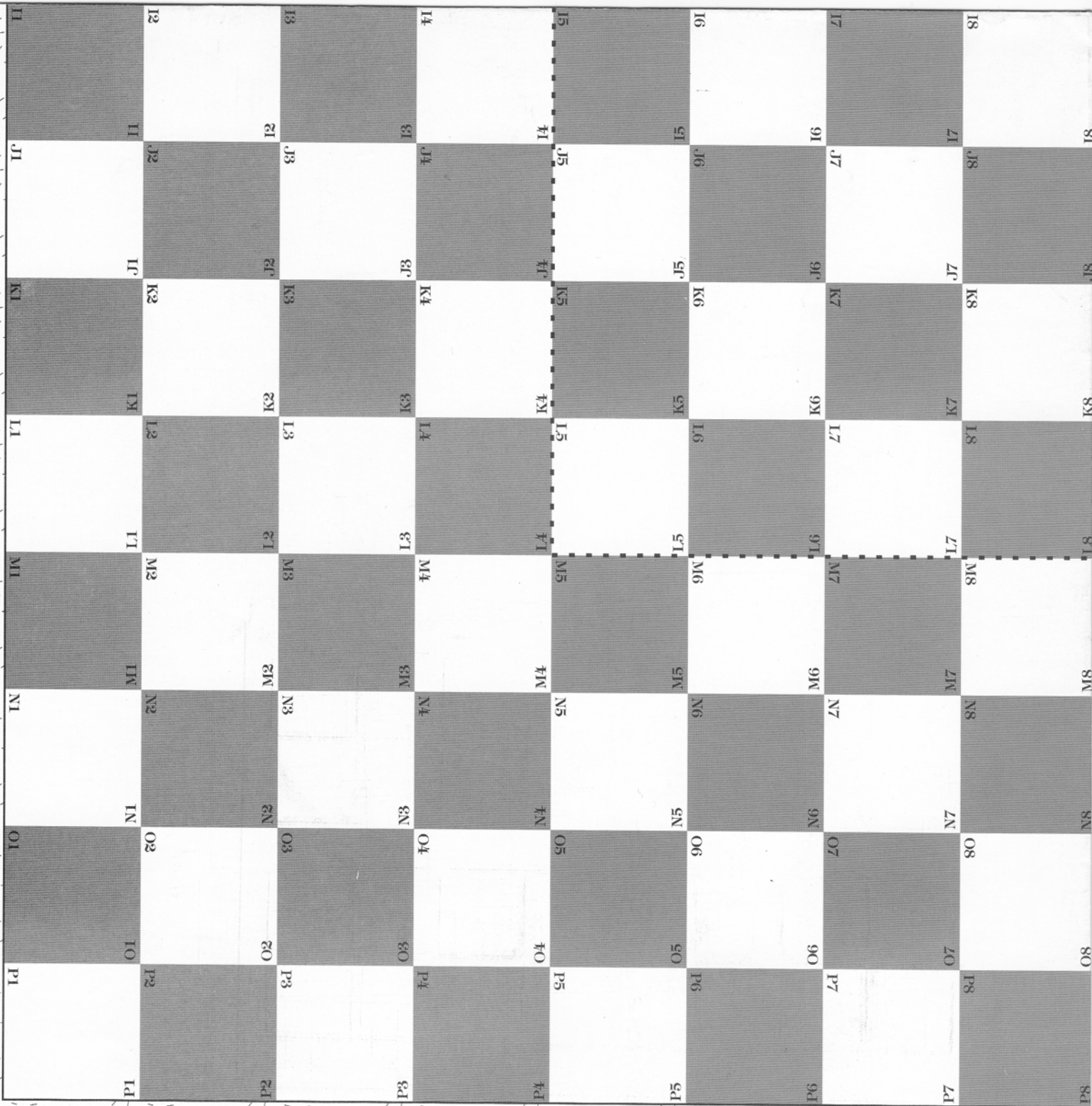
The number in parentheses indicates the issue of Command, the letters following the items included in that issue. The letter abbreviations are:

G = Original Game (rules, map & counters)
 E = Errata
 V = Variant Rules
 C = New or Replacement Counters
 S = Strategy Article

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 Victory in Normandy <ziplock game> (21) E (22) E,V,C (23) E (30) V
 Wahoo! <ziplock game> (13) E (14) E,C
 Wave of Terror (41) G, (42) E,C (43) E
 When Eagles Fight (25) G,S (26) E,V,C
 When Tigers Fight (26) G,S (27) E (28) E (31) V
 Yarmuk (45) G, (48) E
 Xenophon <variant to Alexandros> (14) V,C (15) E



This is a supplement to Issue 49

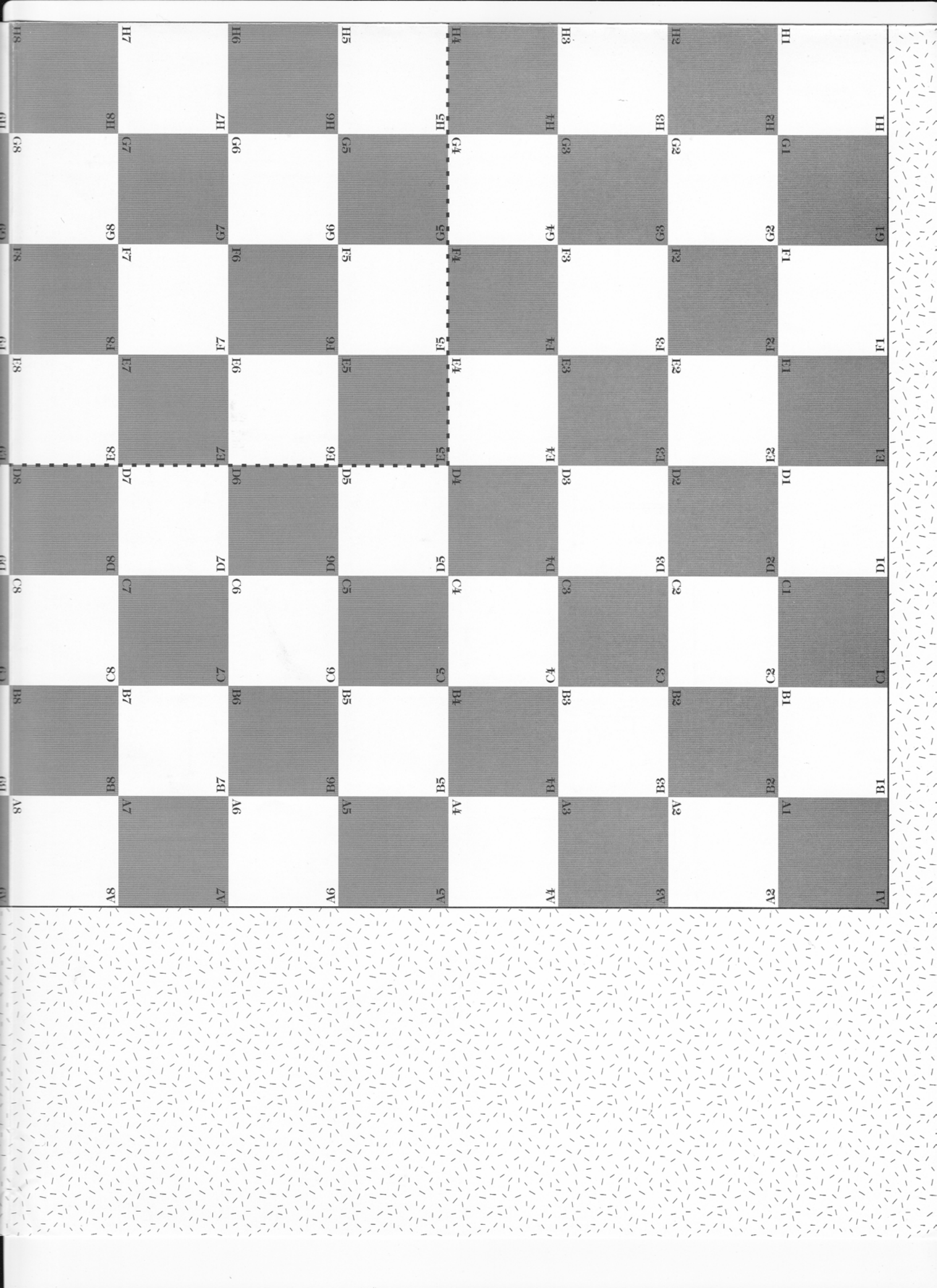


Warmaster Chess 2000

© 1998 XTR Corporation • Designer: Ty Bomba • Graphics: Chris Perello

P9	O9	N9	M9	L9	K9	J9	I9	G9
P10	O10	N10	M10	L10	K10	J10	I10	O11
P11	O11	N11	M11	L11	K11	J11	I11	I11
P12	O12	N12	M12	L12	K12	J12	I12	I12
P13	O13	N13	M13	L13	K13	J13	I13	I13
P14	O14	N14	M14	L14	K14	J14	I14	I14
P15	O15	N15	M15	L15	K15	J15	I15	I15
P16	O16	N16	M16	L16	K16	J16	I16	I16

H16	H15	H14	H13	H12	H11	H10	H9
G16	G15	G14	G13	G12	G11	G10	G9
F16	F15	F14	F13	F12	F11	F10	F9
E16	E15	E14	E13	E12	E11	E10	E9
D16	D15	D14	D13	D12	D11	D10	D9
C16	C15	C14	C13	C12	C11	C10	C9
B16	B15	B14	B13	B12	B11	B10	B9
A16	A15	A14	A13	A12	A11	A10	A9



H1 G1 F1 E1 D1 C1 B1 A1
H2 G2 F2 E2 D2 C2 B2 A2
H3 G3 F3 E3 D3 C3 B3 A3
H4 G4 F4 E4 D4 C4 B4 A4
H5 G5 F5 E5 D5 C5 B5 A5
H6 G6 F6 E6 D6 C6 B6 A6
H7 G7 F7 E7 D7 C7 B7 A7
H8 G8 F8 E8 D8 C8 B8 A8

1 2 3 4 5 6 7 8

1 2 3 4 5 6 7 8

1 2 3 4 5 6 7 8

1 2 3 4 5 6 7 8

1 2 3 4 5 6 7 8

1 2 3 4 5 6 7 8

1 2 3 4 5 6 7 8

1 2 3 4 5 6 7 8