

Special Issue:

The First *GameFix* Card Game!

Issue 4, January, 1995 \$6.95 US

# GameFix

The Forum of Ideas

Complete Game  
Included!

Mike Anderson's

## Bombs Away!

The Air War Over Europe



Know Everything About the  
Gulf War? Are You Sure?

The Editor Speaks:  
Shape Up or Get Out!

Dave Wood Reviews *Gettysburg*  
and *Fateful Lightning* by XTR



7 03902 00004 7



# AIDE DE CAMP™

"A 'Holy Grail' product for board wargamers... a must have product that will change the way you play boardgames."

— \*\*\*\* Computer Gaming World

"The marriage between board and computer that has been yearned after for so long." — \*\*\*\* Wargamer's Monthly

"A true revolution in (the wargaming) hobby." — Prodigy

**A**ide De Camp is a revolutionary game assistance program which enables you to take virtually any HEX OR AREA based game and play it on your PC.

Aide De Camp has tremendous built-in power and flexibility. YOU create the terrain and unit symbol graphics. YOU set up and edit the map. YOU determine how movement, combat, and other game functions operate.

Aide De Camp also opens up new possibilities for playing by mail. Forget about writing (and erasing and rewriting) all of your moves and unit positions down. With Aide De Camp all you do is send a diskette or use a modem to transfer your moves instantly.

**Aide De Camp features:**

- \* Capacity to hold maps of up to 30,000 hexes.
- \* No limit on the quantity of units per game.
- \* Placement up to 7 types of terrain in each hex.
- \* Definition of up to 250 custom terrain types per game.
- \* Unconstrained unit stacking, with the ability to create unique stack symbols.
- \* Multiple user defined zoom levels.
- \* Automatic mapsheet and hex numbering.
- \* Save of game set-ups and turns forever.
- \* Opportunity to easily design your own games, or modify your existing ones.
- \* Add-on modules are being supported by: *The Gamers, Decision Games, 3W, Moments In History, Rhino, Command/XTR, GRD and others.*

Aide De Camp is a playing aid only. It does not include a computer opponent, or the ability to enter the rules or charts for any specific game. You must first own a copy of the board game in order to enter and play it on Aide De Camp.

Aide De Camp requires an IBM or compatible computer, with at least 500K free conventional RAM (additional RAM may be required for large games), VGA display, and a hard disk. A mouse is optional. **\$79.95**

Please add \$4.00 shipping and handling. CA residents add state sales tax.

VISA/MASTERCARD CALL (408)554-8381



Mail checks/money orders to:  
HPS Simulations  
P.O. Box 3245  
Santa Clara, CA 95055-3245





**Publisher:**  
Game Publications Group, Inc.

**Editor:**  
Jon Compton

**Copy Editor:**  
Dave Wood

**Contributing Editors:**  
Alan Emrich, Petra Schlunk, Timothy  
Kutta, Dave Wood, Keith Schlesinger,  
Mark Walker, Cameron Sette,  
Mike Anderson

**Art Director:**  
Jon Compton

**Business Manager:**  
Gary E. Smith

**Game Designer:**  
Mike Anderson

**Operations Manager:**  
Paul G. Cooper

*GameFix* welcomes your comments  
and ideas. Do you have a suggestion?  
Disagree with a column? We'd like to  
hear from you. You can reach us by  
phone, fax, mail, or e-mail at the fol-  
lowing addresses:

Game Publications Group  
8795 La Riviera Dr. No. 182  
Sacramento, CA 95826

(916) 362-0875 Fax (916) 362-0876

Internet: GmPbGp@AOL.com

Subscriptions: *GameFix* is published  
twelve times a year by Game  
Publications Group, Inc. Four-issue  
trial subscriptions are \$19.00. One  
year subscriptions are \$49.50.

Overseas subscriptions are \$100.00 for  
one year and are sent airmail. All  
funds must be in US currency by  
means of an international money order  
or check drawn on a US bank. All  
checks must be made payable to  
Game Publications Group, Inc.  
8795 La Riviera Dr. No. 182  
Sacramento, CA 95826.

**Note:** All rights to the contents of this  
magazine are reserved. Nothing may  
be reproduced in whole or in part with-  
out written consent of the publisher.

**Postmaster:** Send address changes to  
*GameFix*  
8795 La Riviera Dr. No. 182  
Sacramento, CA 95826.

# GameFix

The Forum of Ideas

## Editorial and Things to Come

*Jon Compton*

Page 2

## Battle Briefs

*Timothy Kutta*

Page 4

## The Air War

*Timothy Kutta*

Page 6

## Issue Game: Bombs Away!

*Mike Anderson*

Page 9

## Designer's Notes

*Mike Anderson*

Page 13

## Battles From the Storm

*Mark Walker*

Page 21

## The Armchair Gamer

*Dave Wood*

Page 24

# Editorial

by Jon Compton

“To be, or not to be, — that is the question: —  
Whether ‘tis nobler in the mind to suffer the slings and arrows  
of outrageous fortune, or to take arms against a sea  
of troubles, and by opposing end them?” — *Hamlet*, III, i

Originally, I had intended to write a column about the state of the industry and its potential for growth in the coming years. However, recent events in the hobby have prompted me to attend to affairs closer to home.

In every business, those in charge determine how the company is going to behave, both to consumers and to its creditors. These matters concern a range of issues from product quality, to timeliness, to customer support. Generally accepted practices in any industry determine what kind of behavior is ethical. To a great degree, those things that are deemed contrary to ethical practice become illegal. Although wargame publishing certainly qualifies as a cottage industry, it is bound by the same legalities and ethical standards as any other business. For some reason, this industry has drawn at least a few individuals who seem to think that they are an exception.

As William Shakespeare so eloquently stated in *Hamlet*, a column (such as this one) that sets out to fight questionable behavior is fraught with the inevitable difficulty of answering a single question: is it worth the effort? I've never felt comfortable in publicly criticizing the actions of others, despite how strongly I may feel about the matter. Nevertheless, because I am directly involved or implicated in some of the most recent shenanigans, I feel it is necessary to cast some light and, with it, no doubt, some heat.

## Wargaming History: A Trivia Lesson

Once upon a time, in the middle of the 1970s, an organization was formed called GAMA, The Game Manufacturer's Association. Most of you know them as a trade association of game publishers in our industry — the people who sponsor the Origins game convention every year. They also host an annual trade show for the industry, complete with seminars to help your local retailer thrive by selling the kind of games we love.

However noble their purpose is today, GAMA was not originally formed around the lofty goals of bettering gaming for everyone. Instead, GAMA guru Rick Loomis has often

recounted the tale that GAMA was originally formed to keep one member out — a certain company of some disrepute, Attack Wargames. Their ads promised titles that wargamers dreamed of in the 70s, but delivered nothing after cashing people's checks for mail-ordered games (or so I remember the tale).

To exclude Attack Wargames from having a booth at Origins, the other manufacturers formed a trade association and specified that only association members could participate in the show. Naturally, Attack Wargames would not be given membership to GAMA and, hence, could be excluded from exhibiting at the convention. This is how our industry has dealt with disreputable vendors in the past.

As a post script, “Uncle” Lou Zocchi, the grand old man of wargaming, called Attack Wargames liars and cheats in public. Mr. Zocchi was sued for slander but won the case by — get this — using the truth for his defense and proving that his allegations toward Attack Wargames were all true. So pleased was GAMA that they awarded him a \$1,000 stipend to help defray Mr. Zocchi's legal expenses.

## Some Things Never Change

Many people have recently received a flier from 3W explaining all the recent difficulties that company has had with its “unfortunate experiment” in Sacramento. The flier also included some very interesting offers. One offer that is not on the flier is explained by Richard Berg in his recent comments on the GENIE network:

A gamer called me to say that he had just spoke [sic] to [3W] on the phone concerning the upcoming release of *Barbarians*, asking if it was available, etc., etc. The gamer informed me that [3W's] reply — and he was paraphrasing, of course, but he was very careful about the words he used — was that [they have] (or will shortly) sent out his pre-publication orders. However, in that version, the rules were “Photostatted,” as [3W] was hoping to get those gamers/consumer's “reaction” to the rules and “incorporate” their reactions “into the version to be sent to the

Distributors.”

Some on GENIE have responded to this practice with a positive attitude. Their contention is that it is an honest effort by 3W to improve the quality of its product and at the same time to offer some sort of proof that the game is actually going to be published. (To put this in context, some people have been waiting for the publication of this game for over two years under its original title *Legions of Rome*.) Are wargame customers now so accustomed to receiving shoddy and late products that they are willing to condone such behavior?

Fortunately, some are not. Again, Mr. Berg:

In essence, 3W is asking the pre-order people to [spend] \$40 to do [3W's] final playtesting on the game. I find this, if not truly despicable, reprehensible. I, for one, do not intend on sitting back and allowing such practices to proliferate.... To knowingly sell an unfinished item under such circumstances is to commit a fraud, and sending such through the mail, and advertising such through the mail, is Mail Fraud....

The legalities of the issue are unknown to this author and are for lawyers to decide. The ethics of it, on the other hand, are indisputable. Imagine, if you will, sending money to any other company, waiting two years to get the product, and then having to finish making it yourself. Other manufacturers would be sued out of existence for such a practice. It is a sad statement indeed that any consumer in the wargaming industry would tolerate it.

That, however, is not the end of it. Contained on that flier was a blatant piece of ethical disregard. Once more, Richard Berg:

...some of you may have noticed the 3W Flyer quote from “R.Berg.” That is not me; that is someone named R.Berg that [3W] dug up and had say something “quotable.” That such a practice is illegal (cf. David Merrick) and considered fraud was ignored by [3W] (one hopes they simply were ignorant rather than purposely ignored it). [3W], I'm sure, will insist it was a joke. Well, without my permission it certainly was not; it was an unwarranted and illegal use of my name to promote a product that I did not endorse.



The "R.Berg" in the quote is actually a gentleman from Texas who genuinely likes 3W games. That 3W used the man's name in such a fashion, while failing to note that he was "R. Berg from Texas," rather than the well known and marketable "Richard Berg of New York," is ethically repugnant.

Another example of ethical disregard — and one in which I am more personally involved — can be found in *Strategy & Tactics* #169, published by Decision Games. In the game rules and on the masthead I am credited with the counter art for the Civil War game found inside. Unfortunately, the counters published in the magazine were not the counters I created. The font has been altered and subtle changes to the colors have been made. In the larger scheme of things, these alterations may seem like small breaches. However, I take what I do very seriously; and when I sign my name to something, I expect it to be published as I submitted it. The fact that they altered my work — making it inferior to boot — and left my name on it is a thing I do not take lightly.

This matter is not the only thing Decision Games has done. They also took the infantry icons I drew for the counters and enlarged them as graphics on the rules' title page. Many who own this edition of *S&T* have probably laughed aloud at these ridiculous looking figures. The two rectangles that served as eyes the size of a pinhead on a quarter-inch icon, look like some sort of mod sunglasses purchased at a generation "X" paraphernalia shop. Decision Games did not have my per-

mission to do that with the icons, which were drawn specifically for use only on the game's counters. Had they asked for permission, I would not have given it.

As a graphic artist, the only marketable thing I have is my name, backed by my talent. When a company alters my work, or uses it for things it was not intended for, and then publishes it with my name still attached, it damages me professionally. If someone takes your wallet, you're only out the money; if they take your good name, you're left poor indeed.

Ethical breaches are always damaging. Imagine if someone had purchased a 3W game based upon the R. Berg quote, hated the game, and believed it was "the" Richard Berg to blame. The damage extends not only to 3W for producing a poor product, but also to Richard Berg who appears to have endorsed it. It is the same for someone who looks at the figures in the rules in *S&T* and thinks I am to blame for the shoddiness of that graphic.

You may ask, at this point, so what if Jon Compton and Richard Berg are damaged by the ethical improprieties of others? What does this mean to me as a consumer? The answer is "a lot!"

A lack of ethics in the producers of war-games is not only bad for those, specifically, who are wronged, it is bad for the industry as a whole. Those who paid \$40.00 for the privilege of being a blind playtest group will remember and tell their friends (remember Fresno Games and their write-your-own rules books? Remember their "Historical Smart-aleckism Department?" Remember

their refusal to print the names of playtesters under the subterfuge that only Terry Shrum and Mike Crane were to blame?). These practices contribute to a more broad distrust of our hobby as a whole; consumers beg questions like: are they complete? are they tested? will I be ripped off? As another individual comes up with "no," "no," and "yes" as firm answers, the consumer base for the hobby shrinks by another gamer and we all suffer for it. What's more, he'll probably tell everyone he knows.

Even as I write this editorial and reflect upon the words of Shakespeare, I am forced to conclude that this editorial, too, is in some way damaging to our industry. However, the slings and arrows have become too difficult for the hobby to endure; and though it may indeed be nobler in the mind to suffer them, I can no longer remain so noble.

I hope that those who read this column realize that my intent is to cause those who have committed these reprehensible acts to cease and desist. I hope that they will commit themselves to a course of ethical business practices that will inevitably strengthen this hobby for all of us. Here at Game Publications Group, publishers of this magazine, we will happily announce in a future editorial any such improvements that come to our attention and sincerely hope they do with all speed.

## Things to Come

### Progress, Progress....

Welcome to issue four of *GameFix*. Bound to the center of this magazine you will find two sheets that contain the playing cards of our first card game, *Bombs Away!*. You will need to cut the cards out with a pair of scissors. We regret that we cannot provide perforations, but we felt that the cards would last longer if they were cut rather than torn apart. We believe that *Bombs Away* is every bit as much a milestone as *Crisis 2000*, and we hope that you will agree with us.

### Running Late

Thanks to the printer fiasco with issue two, we have been running behind in our print schedule. Part of this situation is by accident, part is by design. Rather than put two issues

of *GameFix* on the shelf within weeks of one another, we've chosen instead to make up the time gradually. Barring any further disasters, *GameFix* will be back on schedule (that is, on the shelf by the first of each month) by issue eight. We apologize for these delays, but it is not fair to retailers to put two different issues of *GameFix* out in rapid succession.

### Getting Bigger

Circulation of *GameFix* continues to grow steadily. Many people have told us that they wanted to wait until issue four before they subscribed, and given the current reputation of magazines in the industry, we can't blame them. Hopefully we've convinced those who have remained skeptical with the publication of the issue you now hold in your hands.

### A Call for Writers

Like all specialty magazines, *GameFix* depends on its readers not only for income, but for input as well. If you've ever thought about trying your hand at writing, consider writing for us. We publish a diversity of articles, ranging from general articles on the gaming industry to articles concerning the current state of the world both militarily and politically. We are even interested in publishing small pieces of satire.

For more information or to submit a manuscript, contact us at the address listed on the masthead on page 1.



# Battle Briefs

by Timothy Kutta

## The Charge of the Light Division

The United States Army's main adversary since the end of World War Two has been the Soviet Union and its massive tank and mechanized armies. To stand toe to toe with the massive military might of the Russians, the US Army deployed "heavy" divisions, that were built around armor and mechanized battalions. They were designed to operate in open country and defeat Soviet armored units.

However, smaller (or low intensity) conflicts, were always a problem. Operations against small regional forces required that the army break down its heavy divisions or deploy large infantry divisions. Although the infantry divisions were well suited to smaller conflicts, they required large numbers of aircraft or ships to get them to the area of operations, and they could not be moved quickly.

The answer to these problems was the creation of the "light" division. The light division was an infantry division that was restructured to allow rapid deployment. The division was streamlined by deleting all the armor, heavy artillery, many of the vehicles, and much of the heavy equipment. The result was a 10,000-man, foot-mobile infantry division that could be deployed using fewer than 500 C-141 cargo aircrafts.

The light division consists of three infantry brigades, division artillery, a combat aviation brigade, and a division support command. The division has sufficient firepower and maneuverability to take on small armies of minor third-world countries or large forces of guerrillas. However, they do not have the mobility or combat power to take on a conventional force equipped with armor, and if they met such an enemy, they would quickly be replaced by a "heavy division."

Even against a guerrilla force the light infantry division requires substantial logistics and transportation support to conduct sustained operations. These assets, from other army units, are brought into the theater after the division has landed.

Initially the army converted the 6th and 7th Infantry, and the 10th Mountain divisions to light divisions. The 6th Light was stationed in Alaska, the 7th Light in Fort

Ord, Ca., and the 10th Mountain was assigned to Ft. Drum, N.Y.

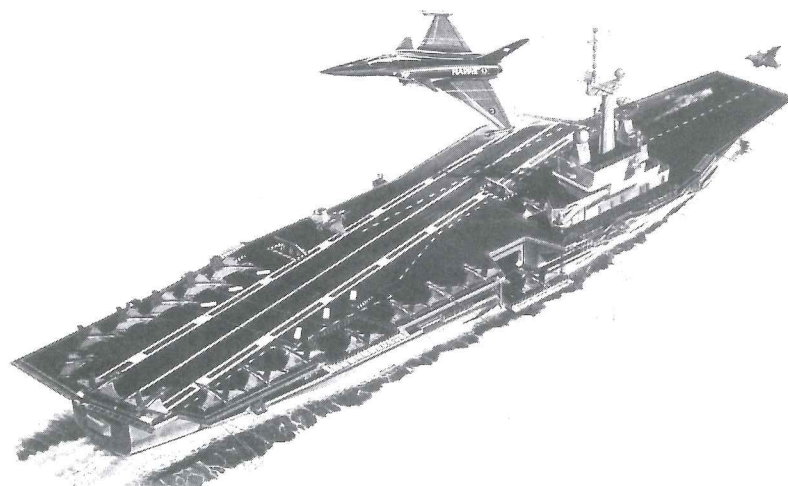
## A New Player in the Mediterranean

The United States Navy, with their powerful aircraft carriers, has controlled the Mediterranean since the end of the Second World War. These huge carriers, armed with squadrons of attack, bomber, and reconnaissance aircraft, allowed the Americans to move

## The Charge of the Light Division, A New Player in the Mediterranean, Operation *Zaunkönig*

The mission of the new carrier is to conduct airstrikes against land or naval targets and to protect French interests abroad. The *De Gaulle*, armed with 23 fixed-wing aircraft and two helicopters, can launch an aircraft every minute during intense operations.

Though still smaller than the fleet carriers of the United States, the *De Gaulle* joins the carriers *Foch* and *Clemenceau* in the Mediterranean. Together they represent a formidable



The *Charles De Gaulle* nuclear aircraft carrier. The ship's complement includes 1,150 total ship's crew, plus 550 airgroup personnel. The hull design is based on the *Clemenceau* aircraft carrier, but with a more sturdy construction and better protection systems.

at will in the Mediterranean. The Russians made an occasional attempt to challenge the American power, but they had only one or two small carriers and no bases in the area.

With the end of the "Cold War," the US Navy has come under tremendous pressure to cut its massive budget. As a result, the US is reducing its carrier fleet, which seems a prudent measure in view of the current world situation. However, with peace breaking out all over, a most unusual event occurred in the Mediterranean in May, 1994. The French launched the aircraft carrier *Charles De Gaulle*. The new carrier is the largest, nuclear-powered warship built in Europe since 1950.

The *De Gaulle* is 625 ft long, with a beam of 86.3 ft and a draught of 23.3 ft. The flight deck is 717 ft long, and the ship has a fully loaded displacement of 40,000 tons. The carrier is powered by two K15 nuclear reactors, which give it a top speed of 27 kts and an endurance of 5 years at sea without refueling.

naval force that is supported by naval bases and airfields in the south of France. It may be only a matter of time before the French Navy becomes the most powerful navy in the Mediterranean.

## Operation *Zaunkönig*

Operation *Zaunkönig* was the codename for the German attack on the railway net in southern Russia during World War Two. The operation began on 27 March 1944, and involved a series of night bombing raids against key points on the Soviet rail net. It was intended to stop the movement of Russian troops to the front and to reduce the efficiency of the Soviet war machine.

In late 1943, the Luftwaffe gathered a large force of bombers in southern Russia to conduct a raid against Soviet electrical generating plants. However, the raid was canceled, and the Germans were left with a well-trained bomber force and no mission. General



Korten, the commander of the bomber force, realized that the Luftwaffe now had the means and opportunity to conduct a strategic bombing campaign against the Russians. Luftwaffe intelligence had already drawn up a list of key Soviet targets, and Korten believed that his bombers could influence the course of the war in the east by destroying those targets.

However, in mid-March the Russians were threatening to launch their spring offensive, and the Luftwaffe High Command was told to send the bombers to support the army. General Korten was faced with the prospect that his carefully assembled and trained force would be shot to ribbons while acting as close air support for the Wehrmacht.

The army had been most cooperative when the Luftwaffe withdrew the medium bombers from the front to create the new bomber force. It was done during the winter, when the weather on the Russian front made major ground operations all but impossible and air support was not vital. However, now that the Soviets were preparing to launch a major offensive, the Wehrmacht generals wanted their air support back.

German intelligence predicted that the Soviet spring offensive was aimed at liberating the Ukraine and southern Russia from the yoke of German oppression. The offensive was going to occur directly in front of the bases of the newly created strategic bombing force.

The Luftwaffe planners, and General Korten in particular, realized that conducting a strategic bombing campaign while the Russians destroyed the German Army in the Ukraine was out of the question. However, he was quick to propose a compromise. He would use his new force to attack the Russian railway grid, focusing on railroad stations, track, choke points, and rolling stock. The attacks were certain to interdict the movement of Russian troops and supplies to their staging areas and, with a little luck, he could throw off the whole schedule of the spring offensive. Once the attack was neutralized, General Korten would begin his strategic bombing campaign against other targets in Russia.

Hitler was presented with the plan and believed that the bomber force, Fliegerkorps IV, was so strong that it could destroy the Soviet rail net in the Ukraine in ten days. General Korten's plan was quickly accepted by the High Command, and Luftwaffe planners went to work to find crucial targets on the Soviet southern railroad net.

The new Soviet offensive appeared to be

centered on the rail lines linking Kiev, Korosten, Sarny, and Rovno. German intelligence believed some thirty new large enemy units were already in the area and that a further twenty were moving forward. These units belonged to the Russian 1st (Polish) and 8th Guards and to the 69th, 70th, and 2nd tank armies.

The Luftwaffe began an intense reconnaissance campaign to find the choke points along the railroads. Bridges, tunnels, repair shops, and large stations were all photographed and placed on a target list. The intelligence experts determined that if the main rail arteries between Kursk-Sheptovka and Briansk-Sarny could be cut, the Russian offensive would be stalled. Key targets such as Sarny, Korosten, Kiev, Gomel, Bakhmach, and others were marked for destruction.

The new campaign against the Russian railroad in the Ukraine, christened Operation *Zaunkönig*, involved ten *Gruppen* of well trained bombers. The units involved were I, II, III, and IV of KG 1 (Heinkel He-111s but later converted to Heinkel He-177s); one *Staffel* of KG 3 (Junkers Ju-88s); II, III, and IV of KG 4 (Heinkel He-111s); I, III, of KG 27 (Heinkel He-111s); I, II, III, of KG 53 (Heinkel He-111s); and I, II, III, of KG 55 (Heinkel He-111s). Reconnaissance was provided by FAGr. 11, 14, 100, and 2. *Nachtauf. Staffel*.

On the night of 27–28 March 1944, the Germans launched Operation *Zaunkönig* with a fifty-bomber attack on Sarny. The main attack was preceded by pathfinder aircraft that marked the path to the target and the target itself. The pathfinders arrived over the target about thirty minutes before the main force, marked the target, and then orbited Sarny until the rest of the bombers reached their aiming points. Russian flak was heavy, but the bombing results were good, and losses were light. The bomber force then swung into high gear and was soon attacking two or three targets each evening with a force of eighty to one hundred bombers.

The Germans realized that one raid on a station would not destroy the rail net and developed a unique plan of attack. The bombers would launch two or three big raids to cut and isolate a section of track. After the section was isolated, the smaller stations and rolling stock along the line would be destroyed. Next, the Germans searched for the railway stations that supplied the isolated section of the front. These stations were easy to find because they quickly became jammed with equipment and supplies that could not be moved forward. Once the trains and rolling stock piled up, the

Luftwaffe attacked and destroyed these stations. After these attacks were completed, another section of track would be cut, and the whole process repeated.

As the raids intensified, the Russians developed new defensive measures. Rolling stock was left coupled to engines so they could be moved quickly, and valuable supplies were given priority on sidings. When the pathfinder squadrons arrived over a Russian railyard or station, the Soviets knew they had thirty minutes before the main force arrived and they moved as much cargo out of the area as possible. Daytime reconnaissance photos revealed this practice, however, and the Germans began to shorten the time between the arrival of the pathfinders and the main force.

Operation *Zaunkönig* consisted of 20 major raids launched between 27 March and June 22nd. The Luftwaffe bombed seventeen different targets, destroying miles of railroad track and hundreds of engines and cars. The Germans only suffered 110 plane losses during the raids.

The Russians were well aware that German intelligence had gotten into the habit of watching the railroads to determine when and where the next Soviet offensive would be. In a brilliant piece of operational deception, the Soviets showed the Germans just what they expected to see. The Russians routed sufficient trains to the Ukraine to make the Germans believe that this movement was the beginning of a massive offensive. While this ploy was going on, the Russians were secretly massing in another sector. On June 22nd, three Russian Army Fronts opened the offensive around Smolensk, several hundred miles from southern Russia.

Operation *Zaunkönig* was a successful if misguided effort. Even though the operation did not stop the offensive, the use of the strategic bombers to destroy the rail net was similar to the operation carried out by the allied air forces before the Normandy invasion.



# The Air War

by Timothy Kutta

The horrors of trench warfare in Europe during the First World War caused a re-evaluation and re-thinking of the way wars were fought. During the inter-war years of the 1920s, a growing school of radical thinkers, led by the Italian General Giulio Douhet, developed the theory that aerial bombardment would be the decisive tactic in future wars.

A nation with a huge fleet of multi-engine, heavily-armed bombers could simply ignore the carnage and stalemate of the front lines, fly deep into enemy territory, and bomb key cities and industries into oblivion. Convinced that the bomber could not be stopped, Douhet and his disciples, Lord Trenchard in Britain and General William Mitchell in America, pushed for the construction of strategic bombers and the development of a force that could use them to good effect. The theory was controversial, to say the least. At the beginning of the Second World War, only the strategic bomber programs of the United States and Great Britain had survived the inter-service rivalries and budget cuts of the pre-war years.

British Bomber Command was given the first opportunity to demonstrate its prowess when Germany declared war on Poland in September, 1939. Britain could do little to help the Poles directly, but they could certainly bomb German naval units operating in the North Sea. On 18 December 1939, 22 Wellington Bombers from No. 9, 37, and 149 Squadrons set out to find and destroy German ships operating in the Heligoland Bight. The British bombers were detected on German radar and intercepted by 32 Messerschmitt

Me-109s and 16 Me-110s. In a matter of minutes 12 bombers were destroyed with no loss to the interceptors.

The results of the battle caused the British to modify their bombing theory. Although Douhet called for precision daylight bombing, the British were not prepared to absorb the staggering losses of daylight operations.



General Henry "Hap" Arnold, commander of US Army Air Forces throughout the war. (Source: National Air and Space Museum)

Bomber Command thus converted to night area bombing, leaving the Americans as the only proponents of daylight precision bombing.

General Henry H. Arnold, the Commander of the Army Air Corps, and his staff evaluated the British experience and drew a completely different conclusion. Night bombing was safer, but experience and independent evaluation showed that many of the early night bombing missions did not get a

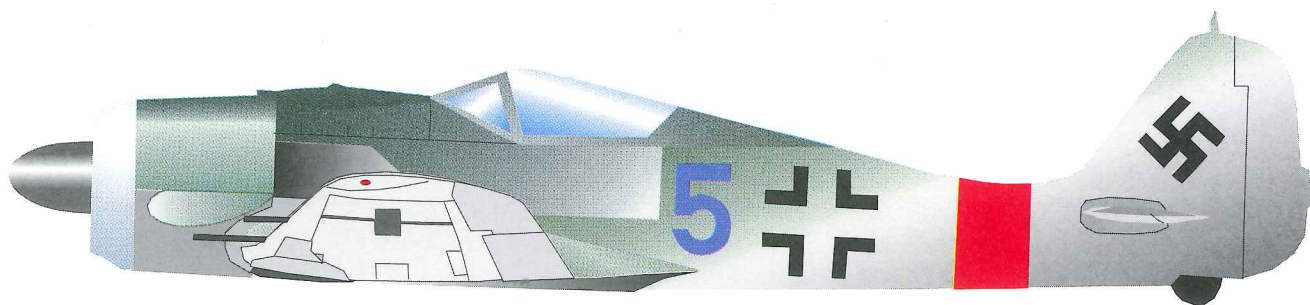
## Decision In The Sky Over Europe

bomb within five miles of their intended targets. If a target or series of targets was to be devastated efficiently, it would have to be attacked during daylight. Although the British feared the Luftwaffe day fighters, the Americans were convinced that their heavily-armed Boeing B-17 Flying Fortresses, flying in close formation, could shoot their way through to the target.

General Arnold appointed Major General Carl Spaatz to command the Army Air Forces in Europe. He was given the 8th Air Force, which was established on January 28th 1942, specifically to carry out the strategic bombing campaign against Germany. The new Air Force had a planned strength of 3,500 airplanes formed into sixty combat groups. These would be divided into seventeen heavy, ten medium, six light, seven observation, twelve fighter, and eight transport groups.

While the Army Air Corps assembled the aircraft, men, and equipment to outfit the 8th Air Force, a liaison team lead by Brigadier General Ira C. Eaker left for England to prepare the way for the new unit. The liaison team estimated that the 8th Air Force would need a total of seventy-five airfields and the British gave them most of the fields in East Anglia.

The 8th Air Force began its movement overseas on April 22, 1942, when the 97th Bombardment Group, flying the Boeing B-17E Flying Fortress, arrived in England. They were followed, throughout the summer, by an ever-increasing flow of bombers and fighters.



The Focke-Wulf Fw190 was a single-seat fighter-bomber, powered by a BMW 801Dg 18-cylinder two-row radial engine. It began flying just before the commencement of World War Two; but it remained virtually unknown and was a nasty surprise indeed when it

was finally encountered. The Fw190 was armed with two 13mm MG 131s above the engine, two 20mm MG 151/20s in the wing roots, and two MG 151/20s or 30mm MK 108s in the outwings. The first flight of the FW190 was June 1, 1939 (FW190V1).



On August 17th, 1942 General Eaker, the commander of the 8th Air Force led twelve B-17Es against the railway yards at Rouen, France. The force was heavily protected by the RAF, did little damage, and suffered no casualties. However, the Americans had served notice that their bombers were in the war against Germany.

The early strength of the 8th Air Force was built around four Groups of B-17Fs (140 aircraft), two Groups of B-24Ds (few were available for operations), three groups of Lockheed P-38F Lightnings, three groups of Supermarine Spitfires, and an assorted mixture of reconnaissance, transport, and liaison aircraft. Although it was an impressive force, the men had much to learn; and the missions flown between November 1942 and May 1943 were restricted to enemy targets located close to the coast or within range of heavy RAF fighter protection. The enemy fighter fields at Abbeville and the submarine pens at Brest and St Nazaire were among the favorite targets of the 8th Air Force during its early period. The experience gained on these early raids was invaluable. Although they did little damage, the crews gained experience with little chance of catastrophic losses.

While the Americans were gaining experience during these early raids, the German defenders were also experimenting with the best way to defeat the new American bombers. The Germans had two excellent fighters to defend the sky over the Reich: the Messerschmitt Me-109G and the Focke-Wulf FW-190A. Both these fighters were heavily-armed, high-speed interceptors. They were backed by slower, even more heavily-armed Messerschmitt Me-110s, Me-410s, and Junkers Ju-88s that were classified as bomber destroyers. The Luftwaffe assembled 964 single-engine fighters and 682 twin-engine fighters by late summer to defend the

Reich from the growing American and British air armadas.

Luftwaffe fighter squadrons *Jagdgeschwader* (JG) 2 and 24, which defended the area frequented by the American bombers on these early raids, also tested a variety of different tactics to find the weak spots in the new bomber. Attacks were made from above, below, and the side. However, the most effective was head-on, where the defensive armament of the bombers was the weakest. By the spring of 1943, both sides had marshalled their strength and were prepared to do battle in earnest.

In April 1943, General Eaker was con-



*Brigadier General Ira Eaker, commander of the Eighth Air Force from 1942 to 1943. (Source: National Air and Space Museum.)*

vinced that his 8th Air Force was ready to conduct daylight precision raids against strategic targets in the Reich. After careful analysis of the German war effort, he and his staff decided that several key industries could efficiently be reduced and thereby have a devas-

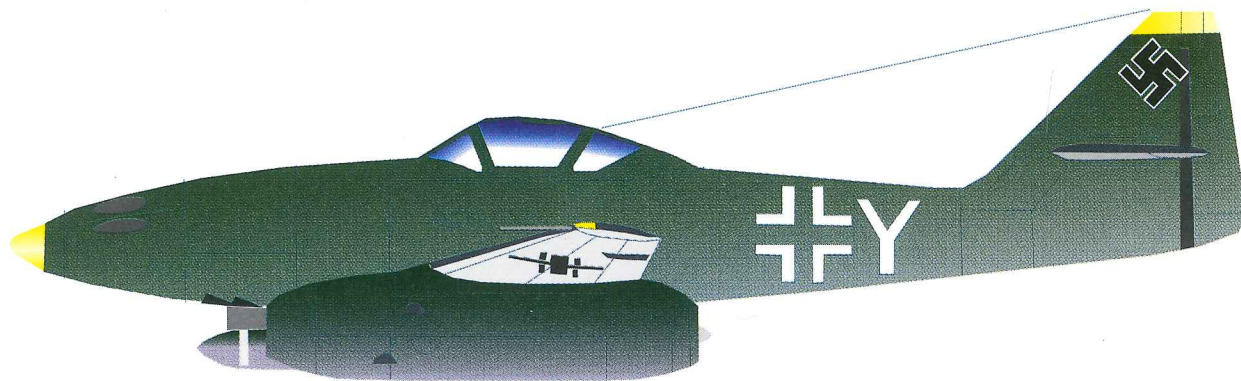
tating effect on the German war effort. His bombers would go after industries that produced submarines, aircraft, ball bearings, oil, synthetic rubber, and military vehicles.

General Eaker outlined his first priority in the "Point Blank" directive, which made the destruction of the enemy's aircraft industry the first and primary target. The planners reasoned that once the Luftwaffe was crippled, the rest of the targets in Germany could be easily destroyed.

On 17 August, 1943 the Americans launched 376 Boeing Flying Fortresses against the German ball bearing industry at Schweinfurt and the aircraft factories at Regensburg, Germany. The targets were deep in Germany, far beyond the range of any escorting fighters, and the Luftwaffe and German flak defenses were fully alerted. It was the first real test of American daylight bombing.

The Americans reached the target and dropped 724 tons of bombs on the target, but the German fighter aircraft attacked relentlessly. During the battle they shot down 60 bombers, fully 16% of the force, and shot up 138 other bombers, which limped back to their bases with many wounded or dead crewmen on board.

After the drubbing at Schweinfurt, the 8th Air Force confined its activities to the easy targets in France and along the coast while it rebuilt its strength, added escort fighters, and re-evaluated its bombing strategy. The Americans possessed the rugged, heavily-armed Republic P-47 Thunderbolt, which had a range of 325 miles without auxiliary fuel tanks, and the Lockheed P-38 Lightning, with a range of 2,400 miles with extra fuel tanks. Both these fighters were excellent machines, but there were too few of them. The short range of the Thunderbolts also kept them from escorting the bombers deep into Germany.



The Messerschmitt Me262 was a jet powered interceptor that came in three versions: the A-1a was a single-seat fighter, the A-2a was a single-seat bomber, and the B-1a was a two-seat night fighter. It was armed with four 30mm MK 108 cannon in the nose, though

some versions came with various other weapon arrangements. The Me 262 first flew in April of 1941, but it did not see a combat assignment until June, 1944.



On 9 October, 378 B-17s took off on a deep penetration mission to bomb the aircraft factories at Marienburg, Poland. The mission would take them out over the North Sea, across northern Germany, and then east along the Baltic coast. The mission, well outside of

General Eaker that the 8th Air Force had to have a fighter that could escort it to the target and back. Without this long range protection, the bomber offensive would be defeated by the Luftwaffe. Fortunately, help was on the way. The new North American P-51 Mus-

ing 81 aircraft destroyed.

With the arrival of the Mustangs, the loss rate of the bombers fell from 9% to just over 3% per mission in a matter of weeks. The bombers of the 8th Air Force, escorted by an ever growing number of Mustangs, were now capable of flying deep into enemy territory and destroying Germany's vital industries. The Americans had seized the initiative.

The Americans dropped 85,000 tons of bombs on Germany during July and August 1944, compared with 7,500 tons a year before. Under this rain of destruction, the Germans tried to diversify their industry and introduced newer versions of fighters propelled by jets and rockets to defeat the allied fighters.

The Messerschmitt Me-262, Arado 234, and Heinkel He-162 jet fighters and the Messerschmitt Me-163 rocket fighter were all introduced to counter the growing number of Mustangs, Thunderbolts, and Lightnings that roamed the sky over the Reich. The German jets put a scare into the allies but by the time they were produced in any quantity the war was almost over. The allies simply put standing air patrols over the German jet bases and destroyed them as they took off or landed.

Throughout 1944 and into 1945, the strategic bombing offensive pummelled the Reich. The industrial cities of the Ruhr were systematically devastated, synthetic fuel production facilities were leveled, and transportation nets were obliterated by the armada of allied bombers that roamed the day and night sky over the Reich.

By the spring of 1945, the American bombing campaign had gutted most of Germany's major cities and vital industries. The bombing campaign did not win the war as many experts had predicted, but the offensive contributed substantially to victory. It robbed the Germans of the initiative in the air, crushed many of their vital industries, and sapped the morale of their people.



*Right to left facing camera: Brig. General Curtis LeMay, Lieut. General James "Jimmy" Doolittle, Lieut. General Carl Spaatz, Major General Frederick Anderson. (Source: National Air and Space Museum.)*

American fighter range, flew directly into the teeth of the Luftwaffe. The bombers dropped 761.6 tons of bombs on Marienburg, but the Luftwaffe was out in force. During the air battle across Germany, they destroyed 28 bombers and damaged 148 others.

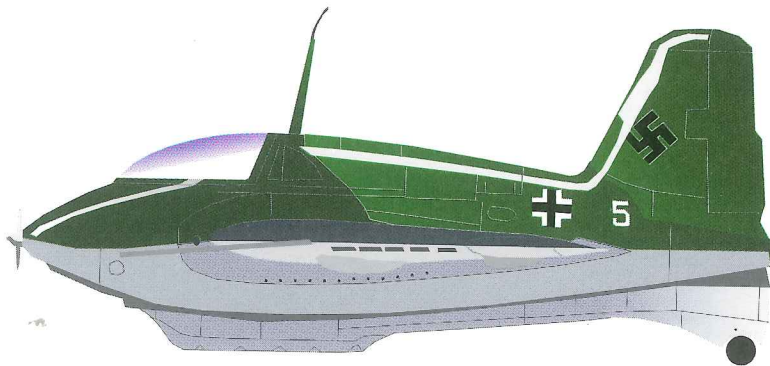
Despite the heavy losses the Americans were convinced that they were shooting the Luftwaffe out of the air. The 8th Air Force sent 313 bombers on a mission to Munster the next day. They put 700 tons of bombs on the railroad yards but lost 30 bombers and had another 105 shot up. Still, the gunners reported shooting down 183 enemy aircraft and the High Command was certain the Luftwaffe was all but destroyed.

On 14 October, 320 bombers took off to bomb Schweinfurt again. If indeed the Luftwaffe was suffering heavy losses, the time would be ripe to destroy the ball bearing industry, which was so vital to aircraft production. Unfortunately, the gunners' estimates had been wildly exaggerated. A German fighter diving at 400 mph through a formation of hundreds of bombers would be claimed destroyed by dozens of gunners, when in fact, the fighter had survived the attack. As the bomber force headed for Schweinfurt, the Luftwaffe launched hundreds of fighters. The bombers made it to Schweinfurt and dropped 482.8 tons of bombs on the city, but enemy fighters shot down 60 bombers and damaged 145 others.

The three days of heavy losses convinced

tang fighter was just arriving. Equipped with drop tanks, the new fighter had a 2,300 mile range and the maneuverability and firepower to defeat any Luftwaffe fighter. It took several months to get enough Mustangs into the theater, and during that time the 8th Air Force confined itself to bombing targets in France and along the coast.

On 9 March, 1944, 730 bombers of the 8th Air Force, escorted by 801 fighters (including 100 Mustangs), launched the first American raid against Berlin. The raid was part of a combined attack with the RAF to destroy the city. The Americans dropped 1,648 tons of bombs on the city and lost 69 bombers with an additional 353 damaged. However, the Luftwaffe suffered heavily for the first time, with the American fighters accurately claim-



The Messerschmitt Me 163 Komet was a single-seat, rocket-propelled interceptor. It was powered by one 3,750lb thrust Walter HWK 509A-2 bi-propellant rocket. It was armed with two 30mm MK 108 cannon mounted in the wing roots. Its first flight was in Spring of 1941 (Me 163V1) as a glider. Its first propelled flight was in August 1941. It saw combat in 1944.



# *Bombs Away!*

## The Air Campaign Against the Reich, 1941-45

### I. Introduction

*Bombs Away!* is a card game for two players that recreates the Allied bombing campaign carried out against Nazi-occupied Europe during World War II.

One player or team directs the air forces of Britain and the United States. The other player or team controls the forces of Axis Germany. The Allies attempt to bomb Axis targets to destroy Nazi war production, the German civilian economy, and the Axis political will to continue the war. The Axis attempts to use deception, fighters, and flak to protect its cities from Allied bombers. The emphasis is on strategic planning, with quick resolution of half-a-year's worth of bombing raids over entire regions of Europe each turn.

All the playing pieces are on the cardstock sheets inserted in the magazine. Pry open the staples and remove the sheets, then carefully cut out the playing cards along the black lines. Next, cut out the triangular Devastated Target markers and the half-inch square markers. Finally, remove the map and reclose the staples. The game is now ready for play.

### A. Game Components

A complete game of *Bombs Away!* contains:

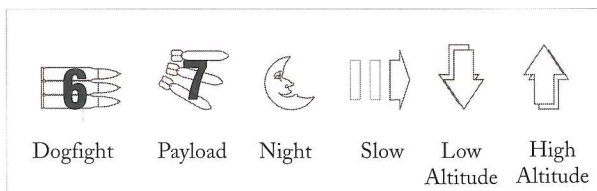
- one Target Display
- two sheets containing a total of 100 cards, 6 triangular markers, and 9 square markers

No dice, scratch paper, or pencils are required. Players may wish to substitute coins or thicker cardboard counters for the paper markers.

The **Target Display** contains a map of northern and central Europe, with nine city squares representing target sites of the type that the Allies sought to destroy throughout the war. Economic targets are colored green, Military targets are blue, and Political targets are red. One of each type is designated as a key target, indicated by the key symbol. Key targets are worth more for Allied victory purposes or impose stiffer penalties on the Axis than a normal target of the same type. However, they also have better defenses. The display also contains space for the card that indicates the current game turn, a Turn Sequence summary, a Record Track for Allied victory points and devastated target totals for optional variable victory rules, and a Bombing Effects table that explains what happens when a target is devastated by bombing.

**Aircraft cards** represent large portions of a country's entire air force, with the predominant aircraft type printed on the card.

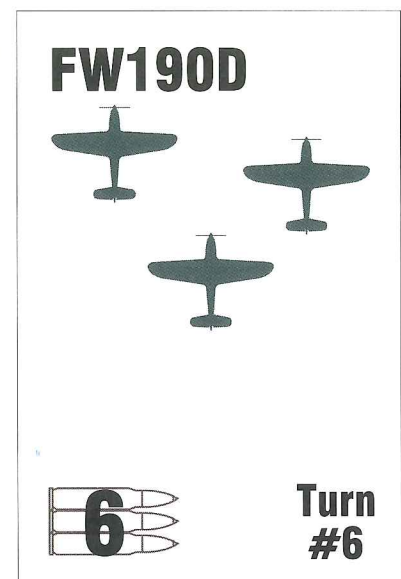
Symbols found on aircraft cards include:



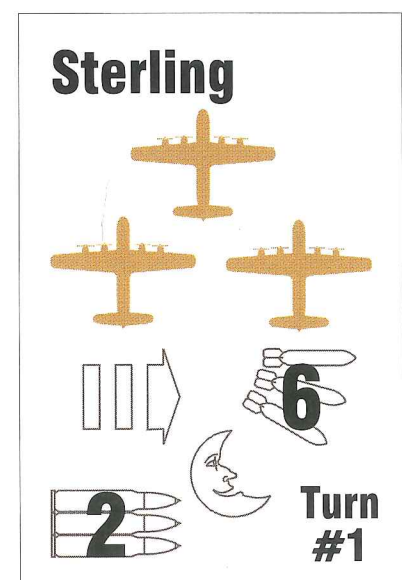
The Dogfight symbol indicates the ability to shoot down enemy bombers and fighters. The Payload symbol is used to bomb a target square on the map. The lower right corner of the card specifies on what game turn the aircraft is designed, permitting subsequent Build. Other symbols on the cards are used only with various op-

## Cards, Examples, and Tables

### German Interceptor card



### Allied Bomber card





tional rules.

**Flak cards** represent the strength of Axis antiaircraft guns, barrage balloons, and other ground-based air defenses at a particular target. No more than one Flak card can be placed in a single target square.

The number and size of Flak cards can be increased during the game. Successful Allied bombing reduces the strength of a Flak card in a target square by one point.

**Decoy cards** serve three purposes.

1. The Axis uses Decoys (and the Allies use their optional Decoy Raid card) to disguise the deployment of actual weapons. They can be placed by themselves or with real cards in any fashion the owner wishes.
2. Axis Decoys are also used to keep track of the current game turn. The Axis must give up the Decoy bearing the new game turn number at the beginning of the new turn. This progressively reduces the ability of the Axis to disguise his intentions, reflecting the cumulative effects of Allied intelligence gathering and experience.
3. Each aircraft listed under the word **Researched** on an Axis Decoy that becomes the new Turn card is immediately moved from its side's Unresearched Pile to the friendly Researched pile. If a card that is supposed to be moved is not in the Unresearched Pile, nothing happens. Only cards in a Researched pile can enter play by being constructed at the end of each game turn.

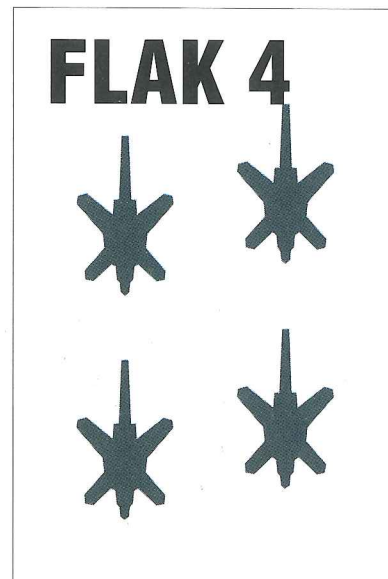
**Event cards**, which make up players hands, may be held indefinitely. Some game effects may force one or both players to discard one or more of their Event cards.

Whenever the Event deck runs out, all discarded Event cards are reshuffled into a new deck. Event cards serve three functions. Each card can be used only for a single function, of the player's choice, each time it is played.

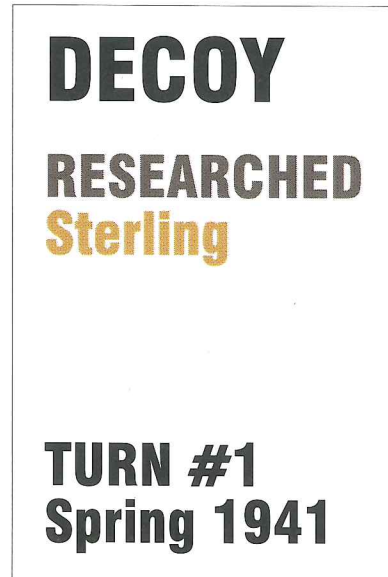
1. They introduce changes that actually occurred, or could have occurred, historically. This effect is described briefly beneath the headline. If the Allies play a card, use the tan text beneath the card's description. If the Axis plays an Event card, use the green text. If a side plays a card with the enemy's colored text, or plays a card at the wrong time, the card has no effect and is discarded. Various rules specify when and how most cards can be played, or the cards themselves do. Any cards with no such directions can be played at any time the owner chooses.
2. Each card also includes the names of an aircraft, printed in the appropriate colors for each side (tan for Allied, green for Axis). If the card is played during the holder's Build period, then the indicated aircraft types is taken from the cards available in the Researched pile and added to the friendly Available pile. Note that when a World War Heats Up card turns up, in addition to its other effects, it allows both sides to transfer any one Aircraft from the friendly Researched pile to the friendly Available pile.
3. The "Chance number" in the lower right corner of each card is used to resolve flak, Dogfight and bombing combat, plus settle any disputes between opponents. This is called a Chance draw. No dice are required. If the Chance number is equal to or less than the strength value printed on the firing aircraft or flak card, then a hit is scored against an enemy aircraft, flak, or target. Otherwise, it is a miss. The firing side may draw a card even in a situation where there is no chance of obtaining a success in order to run through the Event deck and cause a more rapid reshuffle.

**Devastated Target markers** are used to keep track of which target squares on the map are successfully bombed. The Allied side receives victory points for each square devastated, based on its value listed on the Bombing Effects table printed on the Target Display. Once the points are added to the total on the Victory Point Track at the end of the turn, the markers are removed and set aside for later use.

## Flak Card



## Decoy Card





Targets do not remain devastated between game turns. Every turn, the Allies can bomb each target anew and receive the full benefit for devastating it. Each target can be devastated a maximum of once per game turn.

The **Victory Point markers** are used to keep track of the current Allied victory point total on the Victory Point Track located on the Target Display. The "x1" marker is used in the lower row and the "x10" marker is used in the upper row.

The three **Variable Victory markers** marked E, M, and P affect the final outcome when the optional Variable Victory Conditions rules are used. (These rules will be printed in issue five and will be made available electronically on GENie, America Online, and the Conflict Simulation list on Internet.)

The three **Target markers** marked E, M, and P are used to keep track of the number of Economic (E), Military (M), and Political (P) targets devastated throughout the game when the optional Variable Victory Conditions rules are used. Flip them over to their "+10" side when the marker moves from the 9 space back to the 0 space on the Record Track.

## B. Preparing to Play

**1. Choosing Sides.** In the standard game, one side controls Axis (German) air defenses, and the other player controls the Allied (British and American) bombing forces. When playing the solitaire version, the single player or team takes the Axis side. (The solitaire rules will be printed in issue five and will also be made available electronically.)

**2. The Cards.** Separate the cards into five piles:

- Event cards (50)
- Allied Planes (11)
- Axis Planes (10)
- Axis Flak cards (20)
- Axis Decoy cards (9)

All Axis cards have identical backs, so that the Allied side cannot differentiate them until it launches a bombing raid.

**3. Receiving Event Cards.** One person shuffles the Event cards thoroughly, and deals each side two cards at the beginning of the game. Place the rest of the deck where both sides can easily draw from it during the course of play.

**4. Available Piles.** Each side has an Available pile. Cards in an Available pile may be used by the owning side to place on the Target Display each turn. To set up for play, each side then takes from its friendly aircraft pile all cards marked "Begin Game" (Spitfire I, B24D, and Wellington III for the Allies, and FW190A and Me109E for the Axis). The Axis takes all of the Decoy cards, plus four Flak 1 cards.

**5. Researched Piles.** Each side has a Researched pile. Cards in a Researched pile may be purchased by the owning side during that side's Build phase. To set up for play, place all remaining Axis Flak cards in the Axis Researched pile.

**6. Unresearched Piles.** Each side has an Unresearched pile. Cards in an Unresearched pile may not be placed on the Target Display nor may they be purchased. To set up for play, all other aircraft not yet located in a Available or Researched pile are placed in their respective owner's Unresearched piles. Cards are transferred from here to the Researched pile on the turn printed on each Aircraft card.

**7. The Markers.** Place the "x1" and "x10" markers on the "0" spaces of the Victory Point Track, located on the Target Display, and begin the game.

## II. How to Play the Game

The game is played in Game Turns, each representing about six months. Each

## Event Card

### *The London Times* **HUNS LAUNCH V-1 ATTACK!**

British coastal cities ablaze  
after vicious German buzz

Allied player loses two Victory  
Points.

Spitfire I

9

## Devastated Target markers





Game Turn is composed of a series of steps, which must be performed in the exact order indicated below. The rest of the rules describe these steps in detail.

## A. Using Event Cards

Event cards can be played at various times during a turn. Those that change the outcome of fighting should be played during combat. Cards that affect Victory Points ought to be used when adjusting Allied Victory Points. Ones that alter Build Points, Flak strength, and Aircraft development should be played during the affected side's Build period. Each card contains instructions. Any number of cards in a side's hand can be played at the same time, and the effects are added together. Two or more cards with identical instructions can be used together to magnify their impact.

## B. The Turn Sequence

Each game turn must be played in the following order:

1. **Axis Deploys Forces.** Axis Aircraft, Flak, and Decoy cards are placed face down at various targets on the Target Display
2. **Allied Deploys Forces.** Allied Aircraft cards are placed face down at various targets on the Target Display
3. **Both Players Execute Combat**
  - 3a. **Allies Select a Target Occupied by Friendly Aircraft**
  - 3b. **All Cards at the Selected Target are Revealed**
  - 3c. **Allied Player Dogfights.** Allied Aircraft shoot at Axis Aircraft
  - 3d. **Axis Flak Fire.** Axis Flak shoots at Allied Aircraft
  - 3e. **Axis Player Dogfights.** Surviving Axis Aircraft shoot at surviving Allied Aircraft
  - 3f. **Allied Bombing and Flak Adjustment.** Surviving Allied Aircraft drop bombs. If target is devastated, Axis flak is reduced
4. **Assess Target Devastation Effects.** Axis Player loses build points and event cards, Axis Player makes surrender draws, and Allied Player earns victory points
5. **Axis Builds Forces.** Surviving build points are spent on flak, event cards, and aircraft
6. **Allied Builds Forces.** Build points are spent on event cards and aircraft

## III. Deployment

### A. Axis

1. **The Turn Card.** The Axis player takes the Decoy card with the lowest Game Turn number from his or her Available pile, and places it face-up in the box to show which turn is now being played. Any Aircraft cards in players' Unresearched piles with the same game turn number as the current Decoy/Game Turn card are placed in their respective owner's Researched piles.
2. **Available Cards.** The Axis side takes any or all its aircraft, flak, and decoy cards from the Available Pile and places them face down in the various target boxes on the map. Any number of Aircraft and Decoys may be placed in a single square. Only one flak card may be placed in a given target square. There is no requirement to place all the cards on the map or cover every target square. (However, it will be obvious which targets are undefended!) All card assignments should be done to best mislead the Allied player as to what is being deployed where. The Allied player is permitted to know the quantity of Axis Armament cards in every square.

### B. Allies

## Victory Point markers

x10

x1



# Designer's Notes

by Mike Anderson

## Background

In my opinion, only three parlor games have ever been invented — Chess, Poker, and Rock-Paper-Scissors (RPS). Every other game is some derivation of these three. Chess is a game of strict movement and combat rules, showing an abstract conflict between two sides. Each side possesses various pieces, each piece possessing unique qualities. Poker is a game of options accepted or declined, risk, intelligence gathering, duplicity, and, sometimes, the better hand coming up the loser. RPS is a game of circular effect: A defeats B defeats C defeats A. *Bombs Away!* is an even mix of RPS and Poker.

Most approaches to subject matter like this take great steps to avoid the realities of the action represented. These games focus on the interaction of hardware rather than the interaction of objectives. Exploring the interaction of objectives, even in the abstract medium of this game, was far more interesting than evaluating the firing arc coverages of various bomber formations, or gun calibres versus disparate armor deflection angles. For hardware interaction, a Chess-like game, such as SPI's *Air War* or Avalon Hill's *Air Force* are most appropriate. I wanted something different.

This game is a learning tool for the military history challenged. I would like the average sixth grader to know the difference between destroying factories that produce pianos and destroying factories that manufacture armor-piercing bullets. And I want this same person to have a tacit understanding of the utility of arson-murdering the enemy population wholesale.

In WWII, the Allied high command decided that if all of the German ball-bearing factories could be destroyed, the Wehrmacht could not manufacture vehicles or industrial machines, and the war would end. Bombers pounded ball bearing factories. After a number of raids, no effect was seen on German production, so the idea was discarded. At the end of the war, the Allies learned that they had destroyed German ball-bearing production almost entirely, and that additional raids might have stopped the war years earlier.

Intelligence gathering in the 1940s was crude and unreliable by today's standards. It was very difficult to know, even in broad terms, how your actions affected your oppo-

nent. Also, long wars often have technological and tactical ping-pong effects, in which one side makes a development, and the other side creates something to counter it. The first develops a counter to the counter. The other side designs a counter to defeat their counter's counter. Poker and RPS are clearly the root games to tap from.

## Approach

Why someone does a thing is usually a more useful piece of information than how they did it. This game is not about which airplane had bigger guns, a higher ceiling altitude, or a smaller turning radius. This game is about objectives and motivations, and has many layers where the motivations of the different sides interact.

The first layer is the Allied player's strategy. Does he plan to employ few large attacks against Military targets? many smaller attacks against Political and Economic targets? a quick kill against Political targets? a low-risk, low-payoff siege against Economic targets? or a war against poorly defended targets of opportunity?

The second layer is the Axis player's tactics. Does he stack defenses in Military and Key targets, allowing the Allied player to attack them with immunity? spread defenses and decoys evenly over all targets, scoring few Allied kills, but never letting an attack go unpunished? or concentrating defenses in some targets, and decoys in others, making the Allies suffer mercilessly, in cases where they guess poorly?

The third layer is the use of Event cards. Does one use a card immediately for as much effect as can be gained? or saved for a situation, card, or action by the enemy that may never occur? Too often for the Allied player, the cards use the player more than the player uses the cards.

## Strategy

To play this game well, especially as the Axis, you must determine your opponent's motivations as soon as possible. You must also find a way to pursue a winning strategy while denying your opponent the ability to easily predict what you'll do next.

Another key to playing this game well is the proper use of surprises. Event card play and cunning decoy placement are two ways to

## The Rock-Paper-Scissors Approach

wreck your opponent's entire turn. The Allies might try sending only fighters to a target to kill German fighters without risking bombers. Placing four decoys on Essen/Köln will usually discourage Allied aggression there, while preserving Axis forces for use elsewhere.

I suggest that the Allied player group all his Night bombers for raids against protected targets. One or two should survive to bomb the target. If the Axis player leaves targets poorly protected, sending one Night bomber against each such target is useful for scoring easy points with little risk of retaliation.

For purchasing, either buy as many bombers as you can, generally ignoring fighters and Event cards, or buy one bomber and two Event cards every turn. With the first strategy, you're going to bomb only one target per turn with your entire air force. Choose any key or Military target each turn. Hit Essen/Köln occasionally just to keep the Axis player honest. If you choose the second strategy, save your Event cards until such time as you have three or more that complement each other. Then play them all on a single turn, adopting an attack plan that will allow you to take advantage of all of them.

For protection, the Allies will often group their planes. If they do, the Axis should buy flak; if the Allies spread their aircraft out, the Axis should buy fighters.

I suggest that the Axis purchase at least one Event card every turn, and the biggest flak upgrades possible with the remaining points. Event cards are useful to use during the game to destroy Allied bombers, buy fighters cheap, or to discard rather than lose Builds in the event of Economic Raids. It is important to have both Flak 4s on the Target Display every turn. A Flak 4 on a key target should kill or bounce 72% of all Allied aircraft at that target.

Early in the game, when you have many Decoys, cover every target with at least one card, and place the Flak 4s randomly among them. Flak 2s are cheap and vicious when placed on key targets. Purchasing smaller Flak cards allows you to purchase more Flak and fighter cards. This, in turn, permits you to keep enough cards in your Available pile to cover every target every turn. Woe is the Axis player who fails to place any defenses on three or four less important targets on a given turn.



# BOMBS AWAY!

## TURN SEQUENCE

Axis Player Deploys Forces  
Allied Player Deploys Forces  
Both Players Execute Combat

- Allied Player Selects Target
- Forces are Revealed
- Allied Player Dogfights
- Axis Fires Flak
- Axis Player Dogfights
- Allied Player Drops Bombs

Assess Target Devastation Effects  
Axis Player Builds Forces  
Allied Player Builds Forces

## GAME TURN CARD BOX

## BREMERHAVEN

Military Target

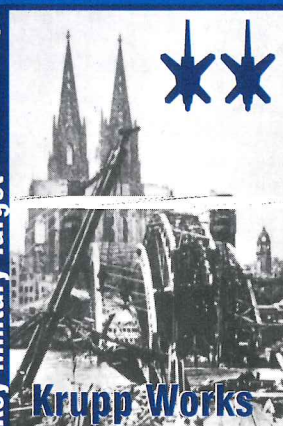


Naval Yard

ENGLAND

## ESSEN/KÖLN

Key Military Target



Krupp Works

BELGIUM

## BOMBING EFFECTS

### ECONOMIC TARGET

Axis Loses One Build Point & Allied Gains One Victory Point

✈️ Axis Loses Two Build Points & Allied Gains Two Victory Points

### MILITARY TARGET

Allied Gains Three Victory Points

✈️ Allied Gains Five Victory Points

### POLITICAL TARGET

Axis Makes One Surrender Draw & Allied Gains One Victory Point

✈️ Axis Makes One Surrender Draw, Axis Loses One Build, & Allied Gains Two Victory Points

FRANCE

## FRANKFURT

Economic Target



Railroad  
IG Farben

00 10 20 30 40 50 60

0 1 2 3 4 5 6 7 8



DENMARK

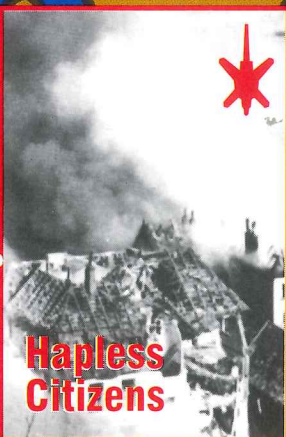
SWEDEN



Yards

**HAMBURG**

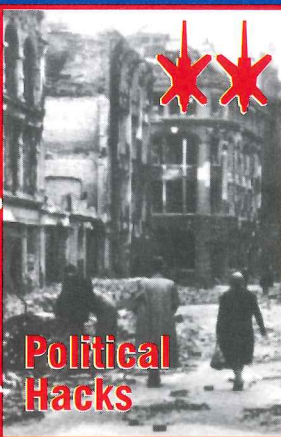
Political Target



Hapless Citizens

**GERMANY**

**BERLIN**  
Key Political Target

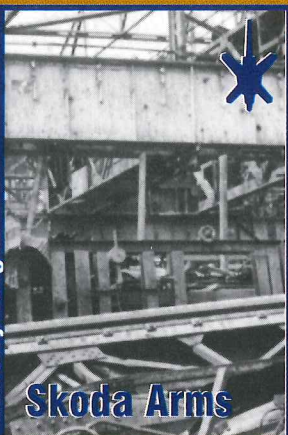


Political Hacks

POLAND

**PRAGUE**

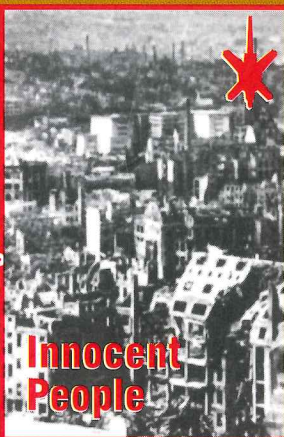
Military Target



Skoda Arms

**DRESDEN**

Political Target



Innocent People

CZECHO-SLOVAKIA



Yards  
Arben

**SCHWEINFURT**

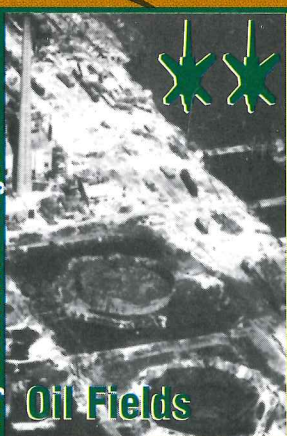
Economic Target



Ball Bearings

AUSTRIA

**PLOESTI**  
Key Economic Target



Oil Fields

RUMANIA

ITALY

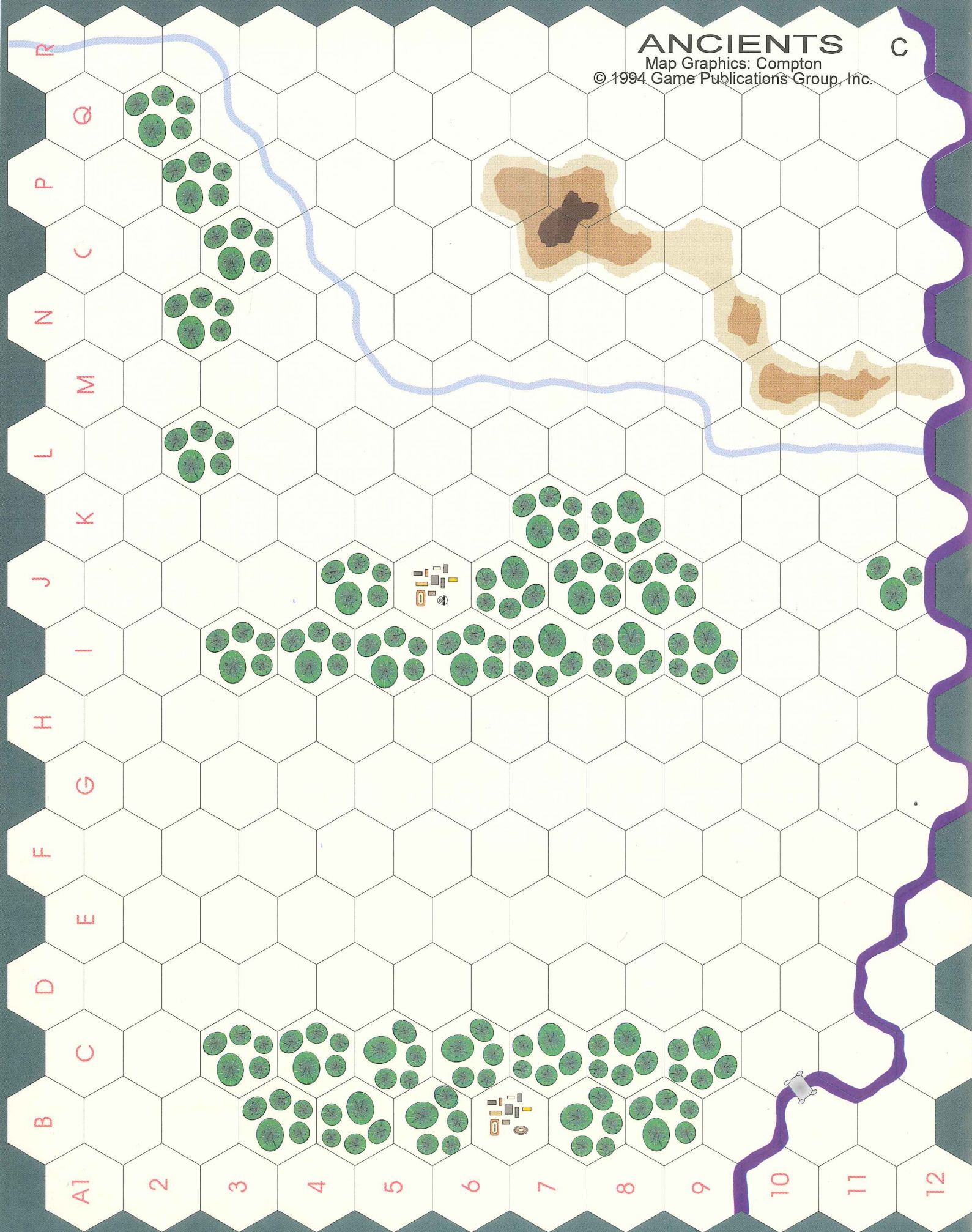
SWITZERLAND



# ANCIENTS

Map Graphics: Compton  
© 1994 Game Publications Group, Inc.

C





**1. Available Aircraft.** Once the Axis completes its deployment, the Allies place any and all of its aircraft plus the Decoy Raid card in the friendly Available Pile, face-down on the map. There is no limit on the number of cards that can be placed in a single space, and there is no requirement to cover all the spaces. The Allied side is completely free to place or withhold cards as it sees fit. The Axis player is permitted to know the quantity of Allied Armament cards in every square.

**2. Removing Axis Cards.** Any Axis cards in target squares on the Target Display that contain no Allied cards are removed and placed in the Axis Available Pile. The Allied side should not be allowed to see the faces of these cards.

## IV. Combat

**Important:** Combat is resolved by drawing cards from the top of the Event deck. Ignore all of the text when revealing a Chance card draw; only pay attention to the Chance number in the lower right corner. If it is equal to or less than the strength value printed on the firing aircraft or flak card, then the enemy aircraft is destroyed or the enemy target is Devastated. Otherwise, the attack misses.

### A. Selecting a Target

The Allied side chooses any target square containing friendly cards, and both sides resolve all combat there as described below. Then the Allies choose another target. This continues until combat in all targets containing Allied aircraft has been resolved. Decoy cards have no effect, and are returned to their respective owner's Available Pile when revealed.

### B. Allied Dogfighting

**1. Selecting the Opponent.** The Allied side chooses one friendly aircraft in the selected target square to fire on any one enemy aircraft card present. The choice of friendly and enemy aircraft is entirely up to the Allied side. Use the Dogfight strength value. No Allied aircraft may fire more than once, but an Axis aircraft may be selected as a target any number of times.

**2. Resolving Dogfights.** Make a Chance draw for the attacking aircraft card, and make any adjustments required by the play of Event cards. Compare the Chance number to the firing aircraft's strength. If the number is the same or less than the strength value, the targeted Axis aircraft is immediately destroyed and placed in the Axis Researched pile. If any Allied aircraft in the target have not used their Dogfight strength yet, return to step #1.

### C. Axis Flak Fire

The Axis Flak in the target square fires at each Allied aircraft card. Make one Chance draw for each attack, and make any adjustments required by the play of event cards.

Each target square has one or two Flak symbols printed on it. Each symbol adds one to the strength of any Flak card on the square. If no Flak card is present, they are used as the Flak strength in that square. If an aircraft card is destroyed, place it in the Allied Researched pile. Leave the Flak card where it is until the conclusion of combat in the target, since the effects of bombing may reduce its strength.

### D. Axis Dogfighting

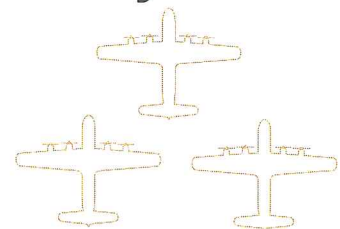
Once all Allied fire is completed in a target, each surviving Axis aircraft may fire at Allied aircraft located in the same target square they occupy. Use the same procedures found in Allied Dogfighting above. Destroyed Allied aircraft cards are placed in the Allied Researched pile.

## Optional cards and markers

The rules for the use of the following cards and markers will be published in issue five, and made available electronically on GENie, America On-line, and Internet. The optional rules were not included in this issue because they were still under development at the time issue four was completed. Those who do not wish to purchase issue five may send in a SASE. A photostat will be provided free of charge.

## Allied bomber decoy

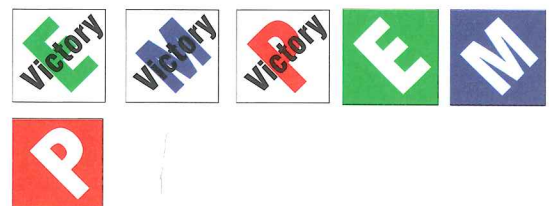
### Decoy Raid



**This is an Optional  
card for the Allies.  
It does not bomb and  
cannot be destroyed.**

**Begin  
Game**

## Variable victory markers





## E. Allied Bombing

**1. Choosing Bombers.** Once all Axis aircraft and Flak in the selected target square have fired, Allied bombing is resolved. All Allied aircraft card with a Payload strength may participate.

**2. Bombs Away!** Each Aircraft resolves its bomb run separately. The order in which bombers are selected is entirely up to the Allied side. Make one Chance draw for each bomber as it drops its bombs. If the Chance number is the same or less than a bomber's strength, place a Devastated Target marker in the square.

**3. Axis Losses.** If a Flak card is in a target square that becomes Devastated, then it is reduced by one point. If it is a Flak 1 card, it is eliminated. If change cannot be made with Flak cards in the Researched pile, the difference is lost.

**Example:** A Flak card with a strength of 3 is in a Devastated target. There are no Flak 2s in the Axis Researched pile. The Axis player must put the Flak 3 in the Researched pile and take a single Flak 1 as change.

## V. Target Devastation Effects, Victory and Surrender

### A. Axis Surrender

When Political targets are successfully bombed, there is a chance that the Axis will surrender and that the game will end immediately.

**1. Surrender Draw.** If the Bombing Effects table requires a Surrender Draw, make a Chance draw at this time. If the Chance result after all modifications is 1 or less, the game ends.

**2. Effects of Surrender.** Use the Surrender Table to determine the final outcome. If the Allies score a higher victory on points), ignore the surrender table result.

### B. Scoring Victory Points

At the conclusion of bombing, the Allies check to see which squares contain Devastated Target markers. Victory points are scored for each one that does. Adjust the markers on the Victory Point Track accordingly.

### C. Axis Penalties

For each devastated Economic target, the Axis loses one or more Build points. For each Build point lost, the Axis player may choose instead to discard one Event card at this time.

For each devastated Political target, the Axis must make a Surrender Draw.

### D. Determining A Winner

The game always ends after turn 9 is completed, or earlier if the Axis surrenders. Read the Allied total on the Victory Point track, and compare it to the Victory Point Table to determine the outcome.

## VI. Build

New aircraft (for both sides) can be built and Axis flak can be upgraded during Build. All Build occurs openly, not in secret. All Axis builds must be completed before the Allies build anything.

### A. Axis

**1. Receiving Build Points.** The Axis receives a certain number of Build Points each turn:

- Four (4) automatically

**Surrender Table**

Turn of Surrender	Result
1 or 2	Allied Decisive Victory
3 or 4	Allied Major Victory
5 or Later	Allied Marginal Victory

**Example:** The Allies have an incredible turn, devastating Bremerhaven, Berlin, Ploesti, and Schweinfurt. They score three Victory Points for Bremerhaven, two each for Ploesti and Berlin, and one for Schweinfurt for a total of eight. The Victory Point track is adjusted to reflect this score. The Axis loses four Build points, two for Ploesti and one each for Berlin and Schweinfurt. The Axis player decides to discard two Event cards to prevent two of the Build point losses. The Axis player chooses which cards he loses. Finally, the Axis player must make a Surrender Draw because of Berlin. The Axis player's Chance draw is a "3," a narrow miss. Had a "1" been drawn, the game would end.

**Victory Point Table**

Victory Points	Level of Victory
50 or More	Allied Decisive
42 – 49	Allied Major
34 – 41	Allied Marginal
26 – 33	Axis Marginal
18 – 25	Axis Major
17 or Less	Axis Decisive



- Subtract points as required by the Bombing Effects table. If the final total is zero or less, the Axis has no Build Points available this turn.
- Event cards are played at this time by both sides to raise or lower the number of Build Points received.

**2. Using Build Points.** The Axis then spends Build Points to do any or all of the following:

- Transfer aircraft from the Researched pile to the Available Pile
- Build new Flak cards
- Upgrade existing Flak cards
- Purchase new Event cards

See the Build Table for the exact number of Build Points required. There is no limit to the number of cards that can be built or purchased, as long as Build Points are available. Unused Build Points may not be saved for future turns.

**3. Building with Event Cards.** The Axis side may play an Event card from its hand to move an aircraft card from the Researched to the Available Pile without spending any Build Points. The Event card must have the name of the aircraft built printed on it. There is no limit to the number of aircraft that can be built, as long as the necessary Event cards are expended and the aircraft cards are available in the Researched pile.

**4. Flak.** New Flak cards can be added to the Axis collection, or old cards can be upgraded to a higher value. If the card wanted is not in the Researched pile, then one with a different value must be selected, otherwise the new build or upgrade may not take place. Be sure to return a card replaced by Flak with a higher value to the Axis Researched pile. There is no size restriction on an upgrade or the creation of a new Flak unit.

## B. Allies

Follow the same steps as the Axis, except that there is no Allied Flak to build.

## C. Completing the Turn

Once all Allied Building is completed, remove all Aircraft, Flak, Decoy, and "Devastated Target" markers belonging to both sides from the Target Display. All revealed Event cards are placed in the discard pile. Cards that were not revealed during the turn remain hidden and are returned to the owner without showing them to the opponent. Return to the beginning of the Turn Sequence and begin again.

## D. Special Build

When a "World War Heats Up" card is drawn when purchasing an Event card, not when it is simply turned over and used for a chance draw, it must be played immediately. The regular turn sequence is temporarily interrupted and the following steps occur:

1. Both players discard all the Event cards they currently hold.
2. The Axis receives any one aircraft of its choice currently in the friendly Researched pile. In addition, the Axis may spend 2 Build Points immediately. Building is done openly, not in secret.
3. The Allies then receive any one aircraft of its choice currently in the friendly Researched pile. In addition, the Allies may spend 2 Build Points immediately. Again, building is done openly, not in secret.
4. Reshuffle the Event deck, but do not include the "World War Heats Up" card just drawn. This card begins the new discard pile. Resume the normal Turn Sequence where it left off.

**Build Table**

To:	Do:
Move one Aircraft from the Researched pile to the Available pile	Spend two build points and take the Aircraft card <i>or</i> discard an Event card with the specific Aircraft listed on it and take the Aircraft card <i>or</i> play "Italy Lends Support" Event card.
Move one Flak card from the Researched pile to the Available pile	Spend one Build point per strength point on the card and take the card.
Upgrade a Flak card to one of a higher value	Spend one Build point for each added point. Place the Flak card being upgraded in the Researched pile. Take the desired Flak card from the Researched pile and place it in the Available pile.
Purchase an Event card	Spend one Build Point and draw the top Event card from the deck.



## VII. Optional Rules

These are intended to add flavor and historical realism to the game for those who don't mind a bit more complexity. Use as many or as few of these rules as you want. Both sides must reach agreement about which rules to use before beginning play.

### A. Aircraft Speed and Altitude

1. **Slow Aircraft.** A Flak unit may fire twice at an aircraft with a segmented arrow.
2. **Low-Flying aircraft** may not fire on a High-flying aircraft.

### B. Night Flying

1. Axis aircraft firing at an Allied aircraft with a night symbol (crescent moon) subtract two from their printed strength. Flak subtracts one.
2. Axis aircraft bearing a night symbol ignore the subtraction penalty. Flak never ignores it.

### C. Crash Program

A side may discard two Event cards from its hand to gain an extra Build Point during its own Build phase.

### D. Air Forces in Being

Subtract the number of Axis aircraft that survived at the end of the game from the number of Allied aircraft that also survived. Add this result to the Allied Victory Point total and determine the level of victory.

### E. Fighter Production

To reflect their cheaper production costs, shorter building time, and smaller crew sizes, either side may build two fighters during a Build phase for a total cost of 3 Build Points.

### F. Bouncing

If an attacking Aircraft or Flak makes a chance draw that is exactly the same as the dogfight or payload number it is using, the following effects occur:

- The target Aircraft is not destroyed, but may not fire or bomb for the rest of the turn. Rotate the card 180 degrees.
- The target square is devastated, but flak in the square is not reduced.

### G. Increased Commitment

Assume that the air war received more resources than it did historically. Each side gets a free Event card draw at the beginning of each turn. The Axis chooses first, followed by the Allied side. Players may want to give the free card to one side but not to the other to handicap play or explore historical alternatives.

**Example:** The Allies end the game with four aircraft, and the Axis end the game with seven. Three points are subtracted from the Allied Victory Point total ( $4 - 7 = -3$ ).

**Example:** A Flak 2, a Me110G, a Spitfire IX, and a B17F are at Ploesti. The B17F performs Dogfighting first, and draws a "3." This is exactly what the B17F needed to hit, so the Me110G is Bounced, and may not fire later this turn. The Spitfire fires at the Me110G and draws a "9," missing. The Flak 2 needs a "4" to hit both Allied Aircraft. It draws a "3" against the Spitfire, and a "7" against the B17F. The Spitfire is destroyed, and the B17F is unaffected. The B17F drops bombs, drawing a "4." This is also exactly what was needed to hit, so Ploesti is devastated; but the Flak is not reduced.

## Credits:

**Design and Graphics:** Mike Anderson

**Development:** Alan Emrich, Keith Schlesinger

**Historical Background:** James Hauk, Vicki Hauk, Gerald Wilson

**Playtesting:** Jon Compton, Steve Hill, Denise Hyun, Dave Kizzia, Petra Schlunk, Gary E. Smith, Dan Verssen, Terry Coleman, Otmar Schlunk, Jason Matthews, Fred Simkin, Peter McCarthy, Mike Nagel, David Richtmyer



# Battles From the Storm

By Mark Walker

## Myths, Figures, and Battles from the Desert War

Operation *Desert Storm* is perhaps the best-known and least understood military operation of recent times. We all know what happened and to a large extent why. But the details remain obscure. Perhaps it was the poor press coverage (in part predicated by the media pools and operational security restrictions) or, possibly, in this age of the ten-second sound bite, no one wants to be bothered with details. Whatever the reason, it is time to shed more light in the dark corners of *Desert Storm* and dispel some assumptions. Here are some well known Myths.

### Myth Number One

Iraqi losses were devastating. Over 100,000 killed was the casualty figure floated immediately after the war. It was probably grounded in kill ratios based on a 600,000 man Iraqi presence in Kuwait. Subsequent analysis has led many to believe there were no more than 375,000. Utilizing numerous eyewitness accounts, anecdotal interviews with Iraqis, and after-action reports, former DIA analyst John Heidenrich states Iraqi killed

probably numbered no more than 8,000, with another 24,000 wounded.

### Myth Number Two

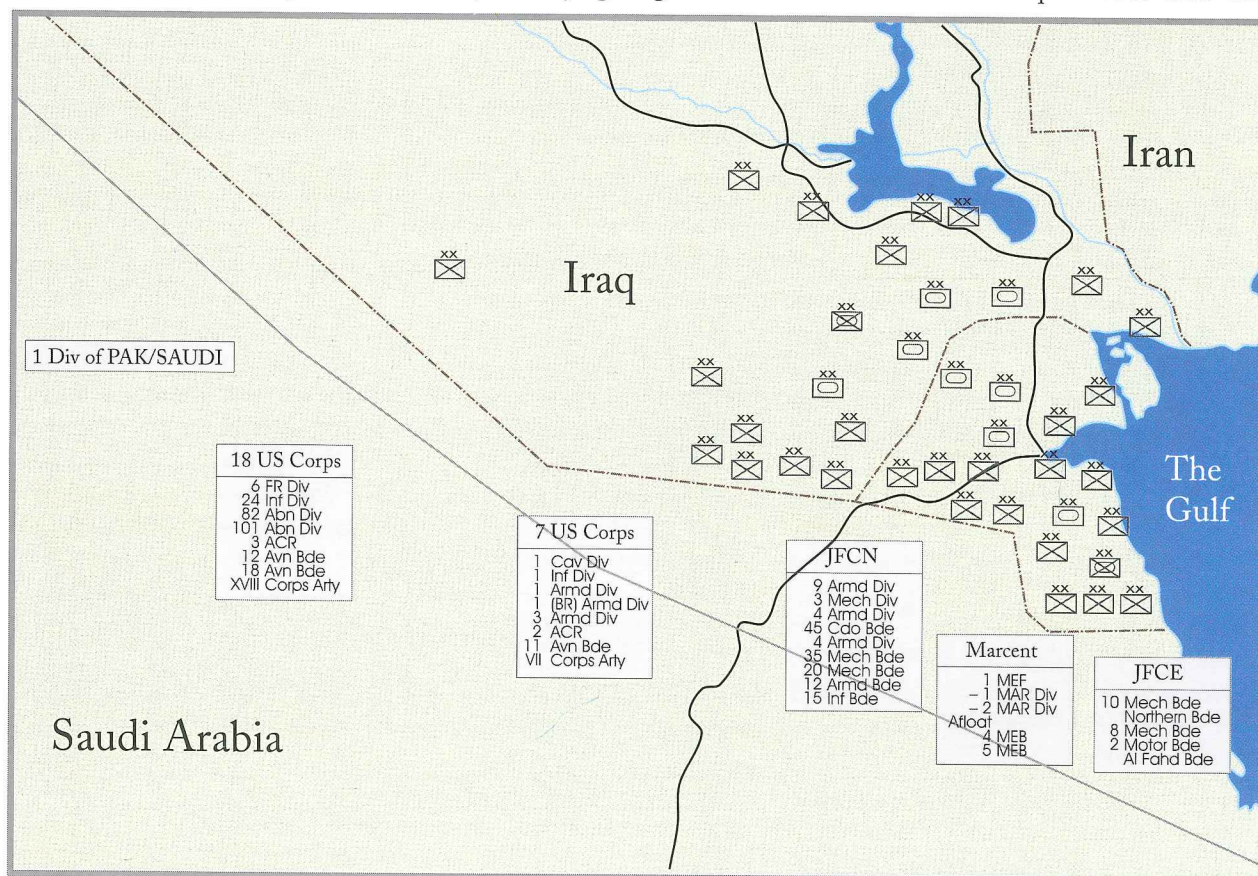
Airpower was the decisive element in *Desert Storm*. Although it's true that airpower was important, as is any part of the combined arms equation, it was not the be all and end all. Airpower negated the Iraqi air force; allowed the Army's Apache helicopters to operate effectively; and blinded, attrited, and demoralized the Iraqi army. However, it did not capture Kuwait or destroy the Republican Guard. A captured Iraqi armored battalion commander claimed that he lost five of his battalion's 44 tanks during the two-week air war. The rest were wiped out in ten minutes of combat with American mechanized forces.

### Myth Number Three

High Technology won the war. Not quite. It still took well-trained, courageous men. The M1A1/A2 is arguably one of the best fighting vehicles in the world, as is the Bradley infantry fighting vehicle. Add to that

the F-15, F-117, F-14, the Navy's Aegis class cruisers and other vessels, and the Americans have the most technologically advanced fighting force in the world. This technology provided the coalition men and women with an advantage that their training, courage, and commitment allowed them to press to the fullest. No matter how technologically slick your stuff is, the troopers have to know how to use it, and be willing to do so.

Frequently, the difference in training between the combatants was the deciding factor in engagements with Iraqis. During their attack on the Iraqi crossroads village and supply dump of Al Bussayah, Americans of the 6-6 battalion of the 2nd Brigade of the 1st Armored Division inadvertently bypassed numerous Iraqis hidden in bunkers. As the battalion's Bradleys and Abrams churned past unseen Iraqi positions, Rocket Propelled Grenade (RPG) teams would pop up and fire. An RPG-7 is useless against the M-1's frontal armor but deadly against its rear, or against any aspect of the Bradley. None of the RPGs hit. The Iraqis failed to "lead" their fast-mov-



Initial disposition of ground forces prior to commencement of the ground offensive.



ing targets. The American belief in and adherence to a fluid, hard-hitting doctrine coupled with the Iraqis poor training prevented American casualties.

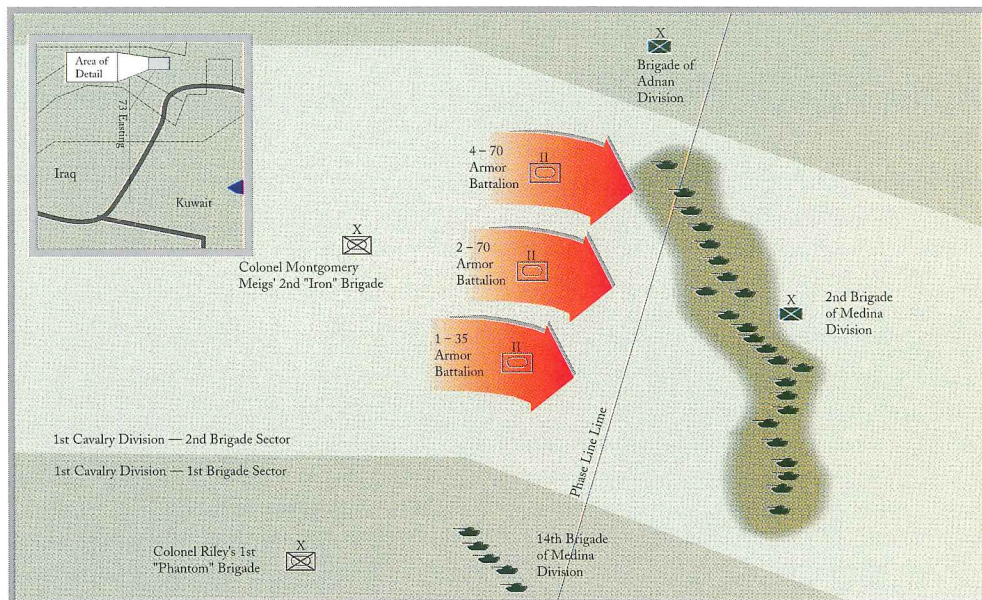
Not all encounters were as lopsided. On the afternoon of 20 February (that's right, four days before the ground war "officially" started), Colonel Randolph W. House's 2nd "Blackjack" Brigade of the U.S. 1st Cavalry Division headed north up the Wadi al-Batin. The wadi was long, fairly wide, and at places up to thirty meters deep. It extends north from the Saudi town of Hafar al-Batin into Iraq, roughly paralleling the western Kuwaiti border. The Iraqis believed it would be a major avenue for the attack into Kuwait. House's job was to reinforce that notion by conducting a brigade-sized feint up the wadi.

Ten kilometers into Iraq, House's men routed a battalion of Iraqi armor (T-55s and BMPs). While pursuing the battalion's remnants, the 2nd Brigade rolled into an Iraqi trap. AT-12 100mm anti-tank guns hidden in the crevices of a wadi opened up on the Americans. A Vulcan anti-aircraft vehicle was hit and destroyed. Then the Bradley carrying the lead battalion's executive officer suffered a catastrophic hit, and a Bradley rushing to the victims' aid was also knocked out. An M-1 rolled over a mine, damaging the tank. Then came the barrage. The Iraqis had hidden over 100 artillery pieces in the wadi and they began to fire. Despite all this adversity, there was no panic. The soldiers rescued their stricken comrades. The brigade returned fire, suppressing or destroying the Iraqi anti-tank guns. A-10 Warthogs silenced the artillery from the air. Hours later, their mission accomplished, the brigade withdrew.

#### Myth Number Four

We crossed the border, and the Iraqis ran home. This statement is the impression Americans who weren't there have of the Iraqi military. I once had a lengthy debate with a Naval Intelligence officer on the subject. He claimed there was no retreat, no withdrawal, merely a headlong rush north. I asked him what he thought of Medina Ridge, the largest tank battle of the war. "What was that?" he asked. I rest my case. Many Americans have little appreciation for how difficult some of the battles were or how hard many Iraqi units fought.

Most of the eighteen divisions manning the Saddam line were poorly trained, equipped, and fed reservists that had been recently activated since the August 1990 invasion. They were mere speedbumps for the coalition forces, performing abysmally, literally melting away in the face of the coalition



In the span of forty-five minutes, the 2nd Brigade of the Medina Division was destroyed by the 1st Armored Division's 2nd Brigade on February 27, 1991.

ground assault. However, the regular Iraqi armored forces (not to mention the elite Republican Guard) frequently fought with tremendous courage and determination.

Medina ridge was the biggest and perhaps most one-sided tank battle of the war. On the afternoon of 27 February, the "Iron Brigade" (of Gettysburg fame) was moving eastward across the Iraqi desert. Its three tank battalions (4-70, 2-70, and 1-35) were shoulder to shoulder. Its mechanized infantry battalion, the 6-6, was held in reserve. Here the terrain was rougher; a series of slopes interrupted their line of sight. The Americans passed through a wadi thick with vegetation, crested a ridge, and were suddenly face to face with the 2nd Brigade of the Medina Republican Guard division.

The Iraqis were well dug in and camouflaged in a classic reverse slope defense. Unfortunately for them, the American's thermal sights homed in on the signature from hot gun tubes and recently started engines. Some Iraqis, realizing that to start their engines meant death, attempted manually cranking their turrets to bring their guns to bear. The gesture was futile against the fast-moving Americans. The M1A2's thermal sights allowed their gunners to target the warm tank commander's head protruding above the cold, yet-to-be started T-72s. Iron Brigade troopers said they looked like floating bowling balls. Earthen berms provided little cover for the Iraqis; the American's Sabot round, called the silver bullet, would blow through the sand berm and still pierce the tank's armor. In little over forty minutes the Americans had annihilated the Iraqi armored force. The Battle of Medina Ridge witnessed the destruction of

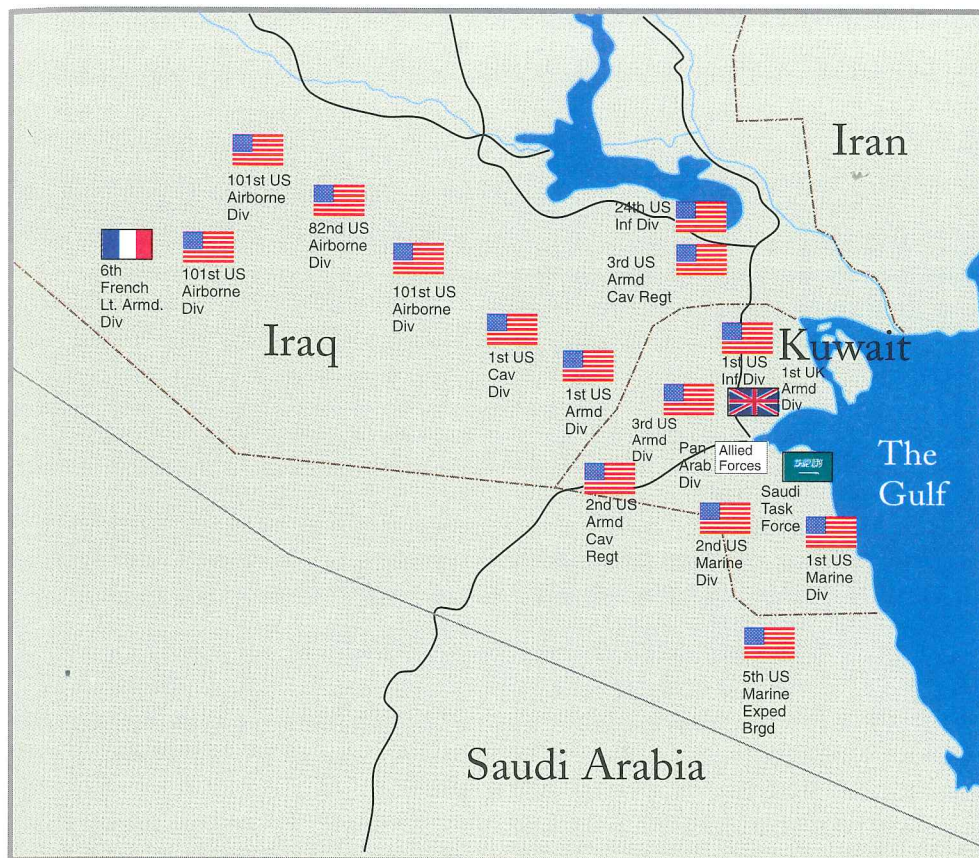
69 Iraqi tanks and 43 other armored vehicles. Yet the tankers of the 2nd Brigade of the Republican Guard Medina Division did not panic or flee. Many of the Iron Brigade's soldiers were astounded by the Iraqis' courage, even when facing certain death.

#### Myth Number Five

The war's outcome was preordained. The Iraqis were destined to lose, we were destined to win. Maybe, maybe not. Actually, Saddam Hussein developed a sound, two-part strategy. He intended to split the coalition through diplomacy or treachery. If that failed, he hoped to attack the coalition's weak link: the western democracies' public opinion. The first part of the strategy did indeed fail; neither linkage nor Scuds were able to break the coalition. Next, Hussein hoped to turn the West's public opinion against the war by inflicting unacceptable casualties on western forces. He stated, "Yours is a society which cannot accept 10,000 deaths in one battle." This statement may be true, but to find out you first have to inflict the 10,000 deaths.

The execution fell short. The Iraqi front line "speedbump" units, tasked with initiating the attrition process, were ill-equipped to fight the coalition forces. As stated earlier, they were predominately reserves. The next line of armored reserves, intended to slow the coalition advance, never knew what hit them. Saddam's refusal to commit the Iraqi Air Force (IAF) denied his ground troops any knowledge of enemy dispositions. If the IAF had surged into the air after the start of the ground war, it might have achieved a rough air parity for a day or two. This parity could have provided enough air cover and intelligence to





Final Allied troop dispositions at the conclusion of hostilities.

enable the Iraqi armored forces to mass and effectively counterattack the coalition.

Finally, the Iraqis misused their Scuds. Fired in ones and twos they were merely a

terror weapon. What if a fusillade of them had been fired at Dhahran or any of the huge logistical/supply centers VII Corps had massed near the border? Certainly the casu-

alties and material loss would have been a severe setback.

### Myth Number Six

We should have finished the job while we were over there. Well... that definitely makes for good press. It's got a nice simplistic ring to it. The problem is, what is the definition of "finish it" and what do we do after the mission is completed? If "finish" it meant marching to Baghdad to dispose of Saddam Hussein, the country would have had to recalibrate its fun meter. The casualties in a fight for the country's capital would have been significantly greater than what we had actually experienced. What if we had assassinated Hussein? Who would be the new Iraqi ruler? The Saudis were nervous about beating the Iraqis too badly or allowing the heavily Shiite and pro-Iranian portion of southern Iraq to break from the country. They did not want a radical fundamentalist splinter state on their border.

There are many other stories from the Storm, as well as tales of courage on both sides. Conceivably the biggest loser in the war, besides the Iraqis, was the press corps. It's a shame that it took years for the details of the war to be readily available. It would have been nice to understand fully the depth of sacrifice and courage of the men and women we cheered and of the adversaries we continue to underestimate.

## Off the Shelf

By Alan Emrich

Other publishers produce games in tune with the *GameFix* philosophy: games that fit your busy life style, and that can be quickly learned and easily shared with others. This column will keep you posted on other board, card, computer, and on-line games that can provide you another likely game fix.

*Panzer General*: Published by SSI, this computer game is a rock 'n roll panzer pusher that is packed with fun. Each player conducts regiment- to division-size units across various European WWII campaigns over many scenarios. There are even campaign games that can be played from the German player's perspective where you lead a group of "core" units from battle to battle, improving their equipment and experience as the war progresses. The look is beautiful, with quality sounds effects; but the play is the thing. Although no more realistic than, say, *Panzer-*

*Blitz*, like *PanzerBlitz* it is packed with compelling game play and replayability.

*Panzer General*, featuring admirable Artificial Intelligence capable of challenging even veteran wargamers, can also be played by two players (either via e-mail or while sharing the same computer). Doubt me if you will, but I predict that this game will have a pretty strong following among non-traditional wargamers. It's that pretty and that fun! SSI has discovered a winning formula with this game, and if you didn't get a copy for Christmas, and you have an IBM computer for gaming, treat yourself to a great time. *Panzer General* really delivers wargaming fun.

*World War I*: Published by Decision Games, this is among the first of their old SPI re-releases. Although the map has received a pleasant face-lift and the counters have added color to go with their new hard-hat haber-

dasher's look, I was most curious about the changes to this classic *S&T* mini-game. Production oversights are likely to cause this version of the most playable strategic level WWI game I've ever seen to have more errata than its predecessor (which, overall, won't be that much).

Added to the game is a Caucasus Front between Turkey and Russia that, although nice, is something of a disappointment because I had hoped for an extension into the Middle East. Still, for anyone who doesn't have the original version of this fast-playing game of brutal trench warfare (Hey, there are six combat phases per game turn — talk about your carnage!), I'd recommend picking this one up. If you're already set with the old SPI version, you can correct the game's errors and omissions easily and might enjoy this reprint's new features.



# The Armchair Gamer

Dave Wood

## Gettysburg, by XTR, and Gettysburg, by XTR; An Important Retraction; and a Lengthy Aside

In the past three columns, we've laid out a series of standards as the basis for the criticism in this and future articles. We've tried to separate those things that might be susceptible to an expression of opinion and codify them in such a way that, although you as a reader may not always agree with the critic, you'll at least always know what the criticism comes from. (And, of course, if you should agree with an expressed opinion, mere coincidence is at work.)

This month our first real review takes a look at two games: the same battle (Gettysburg) by the same designer (Chris Perello) by the same publishing company (XTR). The first game, *Gettysburg: Lee's Greatest Gamble* [*Gamble*], appeared in the July/August 1992 issue of *Command* magazine. The second game, *Fateful Lightning: The Battle of Gettysburg* [*Lightning*], came out in a zip-lock bag during the summer of 1994. *Gamble* presents the battle at brigade level, with 352-yard hexes, on a 22" by 34" map; *Lightning* works at regimental level, with 200-yard hexes, on two 22" by 34" maps. The similarities and differences in approach to the two games make for an interesting analysis that will reward any Civil War buff's investment.

### *Gamble* and the standards

Let's take *Gamble* first and see how the standards we've outlined in the previous two columns apply.

**The rules should tell us how to play the game.** *Gamble's* rules do tell us just that, straightforwardly. In addition, the rules contain several "Design Notes" that are the direct cause of the retraction in the next paragraph.

[*Retraction:* In the past, I have lobbied against "design notes" and written and said some severely disparaging things about them. I should have qualified those statements more carefully: in *Gamble* I have now seen design notes that significantly contribute to our understanding of how to play the game. They are not rules, but explanations of rules: they help us understand the rules and their application to playing the game. This kind of "design note" deserves praise, not censure. However, I will still condemn the notes that do *not* contribute to our understanding of how to play the game; that merely add dashes of

popularized history, "color," or self-advertisement; or that, worse yet, give the designer an outlet for his non-existent sense of humor.]

**The rules should be organized logically.** *Gamble* has some faults of logical organization, but they are not misleading. For example, 2.0 Game Components has divisions into Components List, The Map, The Counters, Combat Units, etc. It's clear that 2.4 - 2.16 should be logical subsets of 2.3. Again, at 6.0 Terrain the logic is at fault: 6.3 Movement on Roads and Trails, one of the effects of terrain on movement, should be a subset of 6.2 Terrain Effects on Movement. More serious is the *sequence* of the headings (see below).

**The rules should be presented in the order that the gamer needs to know them.** *Gamble* does not conform to this standard at all. Its non-conformance may be a question of logical organization or a question of sequence; but, either way, the gamer does not encounter the rules in the sequence that he needs to know them. For example, 5.0 Sequence of Play begins with determining the Confederate army's command status, which is treated at section 16. Why should there be ten intervening sections of rules (and seven three-column pages) between the Sequence of Play and the first rule the gamer needs?

**The rules should separate non-playing information from playing information.** That is, separate the SOP rules from the other rules. In this respect, *Gamble* fails badly. Immediately after 5.0 Sequence of Play comes 6.0 Terrain, 7.0 Unit Status, 8.0 Movement, of which only the last figures in the play sequence. The playing and non-playing rules commingle throughout.

**The rules should contain complete "housekeeping" coverage.** *Gamble* does contain complete coverage here, although it is intermixed with SOP rules, as mentioned above.

**Where appropriate, the rules should cross-reference related rules.** *Gamble* does just a superlative job at this task: indeed, the extensive cross-referencing in these rules goes a long way towards mitigating the effects of illogical organization and sequencing noted above. Although the gamer will continually have to flip back and forth in the rules as he learns and plays the game, at least he will have

these cross-references to guide him.

**The rules should present examples of play.** *Gamble* gives us both discussion-type examples and purpose-drawn illustrated examples; and, as already mentioned, the "Design Notes" offer further examples. The illustrated examples are especially effective: they both explain the illustration and reference the pertinent rule(s).

**The rules should adhere to the conventions of language, presentation, and typesetting.** In all these standards, *Gamble* does a first-class job. The language in the rules is particularly clear — I found myself having to re-read only one or two sentences. The sentences say what they mean, without ambiguity or ornamentation; and the meaning comes through clearly. The page presentation and typesetting have only one or two small faults. The basic typeface is the new cutting of the old Palatino, nine points with two points of leading on a thirteen-pica-deep line, three columns; the section heads are 14-point bold-face Helvetica — all very readable. (However, the type in the illustrated examples is a difficult-to-read twelve-point san-serif. It almost looks as if somebody was trying to make the typesetter fill the available space.)

**The counters will be designed and executed so that the player can immediately know whom the counters belong to, know what values the counters present, and discriminate necessary information from unnecessary information.** *Gamble's* counters fill these requirements admirably. The counters are crisp and clean, with background colors (light blue and tan) easy to tell apart and from the map colors, with outlines thoughtfully facing in different ways (the Confederates face right; the Union troops face left), and with easy-to-read information (although it is sometimes difficult to distinguish necessary information from unnecessary information). *Gamble* has 190 counters, of which just under 140 are units in play and the rest are administrative.

**The map will use color sparingly and consistently.** *Gamble's* map meets this standard quite well. The basic color for the map is a very pale beige, which tends to disappear nicely during play and avoid the glare of a large white area. The other terrain features



use a darkish green and the standard woods symbol for forested areas, the same green and an orderly line of symbols for the orchards, a bright blue for the streams, and a neutral brown for the elevations. (This last may be a bit dark; see below.)

**The map will avoid harsh colors.** None of the colors on the map is harsh, although the blue of the streams might be a bit bright. However, the combination of colors and terrain symbol and typesetting makes the terrain on the Round Tops difficult to read: they should both be rough, wooded hills. Big Round Top has a steep slope on all hexsides; Little Round Top occupies two hexes, with steep slope on three western hexsides.

**The map will accurately represent the battlefield.** As well known as this battlefield is, and with as many references available as there are, you'd expect that any wargame map of Gettysburg would be accurate; and, within the limitations of the abstraction for the hex grid, the topography for *Gamble's* map checks out well with, for example, *The West Point Atlas of the Civil War*.

However, some of the roads got severely mis-named: "Fairfield Road" should be "Hagerstown Road"; "Cashtown Pike" should be "Chambersburg Pike"; and "Middletown Road" and "Carlisle Road" should be exchanged. (However, none of this has any effect on playing the game.)

The portion of the battlefield included for the game seems appropriate for the scale of the game: the narrow edge of the map runs North-South, and the village of Gettysburg has been located about two-thirds of the way North and just off center to the West. The grain of the hexes runs East-West.

The map will contain as much playing information as it has room for. *Gamble's* map contains a handy, clear strip of terrain symbols; a day track and a turn track; and, for both sides, boxes for routed and eliminated units, destroyed cadres, army command status, and hidden movement.

Play-aid cards will conform to the standards for rules, counters, and maps. *Gamble* needs only one page of play-aids, reproduced on the back page of the rules booklet. The whole page is set in Helvetica, most of it bold or extrabold faces; it's correspondingly difficult to read. (A last-minute [?] addition to the footnotes to the Terrain Effects Chart somehow wound up in Palatino.) The book-weight face is too large — about thirteen points, in some cases larger than the table it purports to be a footnote to — for comfortable reading.

**Play-aid cards will contain references to pertinent rules.** *Gamble's* card contains five

references to rules sections: it would benefit from many more.

Play-aid cards will conform to professional standards for tables, charts, etc. Generally, the card is badly laid out. Some of the more glaring lapses are:

- In two dimensional tables, *both* dimensional columns should be labeled. In the CRT, the die-roll column is labeled; the other dimension is not. (It's the differential, attacker to defender). In the Bombardment Table, neither of the columns is labeled. (The vertical column is the die roll; the horizontal dimension is the number of units firing.) In general practice, multiple (combined) columns receive subheads on the same row. In the Terrain Effects Chart, "Mvt Costs" (should have been spelled out) and "Combat Effects" are coordinate and belong in the same row.
- General practice involves setting the column (and row) headings in a typeface different from the table entries. In all of these tables, the typeface is identical.
- Footnotes must match the internal references to them. In the Terrain Effects Chart, there is a single asterisk, a double asterisk, and a triple asterisk; in the notes there is only the single and the double, and the triple is unaccounted for.

### *Lightning* and the standards

The rules should tell us how to play the game. *Lightning's* rules do, but not nearly as straightforwardly as *Gamble's*. This is a generalized standard, and I've made a generalized comment. However, the detailed discussions below will qualify the comment.

**The rules should be organized logically.** *Lightning* has few, if any, faults of logical organization, although I disagree (as in *Gamble*) with the sequence of the headings: should Line of Sight be treated as an advanced rule, the fifteenth heading? It seems more basic than that. Also, the organization of the advanced rules (marked throughout with an omega) causes some problem: there is a group of omega headings at the end of the rules,

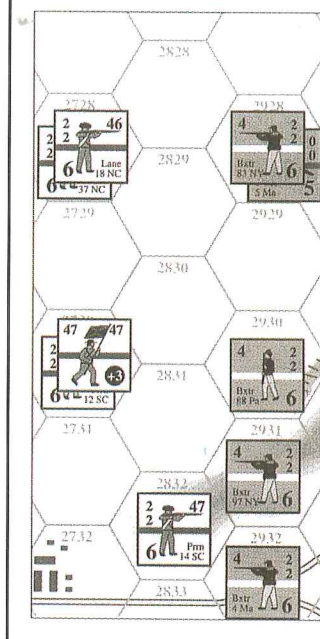
## Charge Example

18 NC and 37 NC move into 2829 and declare a charge on 83 NY and the disrupted 5 Ma. 12 SC moves into 2831 and announces a charge on 88 Pa. 14 SC announces a charge on 97 NY, but must check its morale per 14.2; the morale check roll is a "4" so the charge marker is placed.

The differential for 12 SC is "0." The success die roll is an "8," so 12 SC must attack using the Unsuccessful Charge column. The combat die roll of "1" eliminates 12 SC.

The differential for 14 SC is "-2" because 4 Ma contributes to the defender's combat strength. The die roll is a "3," modified to "5" for the differential, so the charge succeeds. The combat die roll is a "1," and 88 Pa's morale check roll is a "7." 88 Pa goes to the "1" box of the Rout Track, and 14 SC advances; it has the option of launching a follow on charge on 4 Ma, but chooses not to.

The differential for 18 NC is "0;" the success die roll is "7," but 2 is subtracted for the hero so the charge succeeds. The combat die roll is "5;" the hero is killed, and 83 NY adds one to its morale check. The die roll is a "7," modified to "8," so 83 NY is placed in the "2" box of the Rout Track. 18 NC must now attack 5 Ma; the combat die roll is "7" forces a morale check. 5 Ma passes on a roll of "3," so 18 NC is disrupted. Now 37 NC must charge 5 Ma; rolling an "8." 5 Ma again passes the morale check, but is disrupted so goes into the "0" box of the rout track. The Confederates both advance, with 37 NC on top.



Example of play from *Lightning*

almost as if the designer thought of them as optional rules; but these advanced rules are also interspersed throughout the basic [?] rules. The omega makes them easy to see (and skip, if you're not playing them). But the organization seems mixed: are they really optional? (I think not; see below) or are they really required?

**The rules should be presented in the order that the gamer needs to know them.** As in *Gamble*, *Lightning* presents the gamer with a sequence of rules presentation that does not reflect the Sequence of Play. For example, the first step in the Turn Structure (3.1) calls for the Confederate player to roll for rain, for which the rules are in section 13.2, with ten sections of rules and eight pages of two-column text intervening.

**The rules should separate non-playing information from playing information.** *Lightning* shares *Gamble's* faults in this respect. For example, most of us expect to see an explanation of the data on a counter relatively early in the rules; in *Lightning* it comes at 6.0, after the instructions for handling reinforcements. The playing and non-playing rules are intermixed throughout.

**The rules should contain complete "house-keeping" coverage.** *Lightning* does contain complete coverage here, although it is intermixed distractingly, with SOP rules, as mentioned above.



## Terrain Effects Chart

### Mvt Costs

	Inf	Cav	Art	Combat Effects
<b>Clear</b>	1	1	1	none
<b>Light Woods/Orchards</b>	1	1	1	none
<b>Heavy Woods</b>	1	4	4	-1 if attacked across clear hexside
<b>Hills</b>	1	1	1	none
<b>Slope Hexsides (see 6.6)</b>	+0	+2	+2	-1
<b>Rough</b>	2	P	P	-2
<b>Creek Hexsides</b>	+0	+0	+1	none
<b>Protected Hexsides</b>	+0	+0	+2	-1 (see 6.)
<b>Ravine Hexsides</b>	+1	+2	+2	-1
<b>Town</b>	1	1	1	-1
<b>Roads/Trails*</b>	P	1/2 MP**	***	none

\*HMCs (18.0) pay 1/2 MP; Trains pay 1/2 MP on roads, 1 MP on trails.

\*\*Artillery may use to negate other terrain (see 13.3)

P=Prohibited

### Terrain Effects Chart from *Gamble*

Where appropriate, the rules should cross-reference related rules. *Lightning* does contain some cross-referencing, but not, to my mind, enough. For example, 6.3 Morale Check tells us that morale checks are frequent; and its second paragraph says that terrain can have an effect on the morale checks, but doesn't say how. A reference here would have been helpful. Eight rules sections later, 7.0 Terrain has four sections, none of which mention morale. (It's on the Terrain Effects Chart play-aid card.) The gamer will continually flip back and forth in the rules as he learns and plays the game, and he will have insufficient cross-references to guide him.

The rules should present examples of play. The illustrations in *Lightning* seem to have been scanned from a setup using actual counters and portions of the map. The straightforward explanations have been structured so that the example includes as many circumstances and variations as possible. (Unfortunately, the typeface in these examples is a condensed sans-serif that renders them particularly difficult to read.)

The rules should adhere to the conventions of language, presentation, and typesetting. These standards have been met acceptably by *Lightning*, but not, I think, as well as they were handled in *Gamble*. The writing, which is not generally as straightforward, does not benefit from the extensive cross-ref-

erencing in *Gamble*. Where the sentences are clear, the communication is immediate; but where the reader will normally ask himself a question, the writing does not satisfy.

For example, in the discussion of the SOP:

Advance the Couplet marker at the end of each couplet, and flip it to indicate the first player in that couplet. Once the couplet marker reaches the "4+" box, it remains there until the turn ends, but any number of additional couplets may be played.

How does the Turn end? Nothing in the rules tells me how to end the Turn. On the Couplet track on the map, we see that at Couplet 3, the Turn may end on a roll of 7 or 8 for Turns 3, 5, and 6: there is an 80% chance of continuing on to Couplet 4 for those turns and a 90% chance for other Turns. At Couplet 4, we see that, for all Turns, the Turn ends on a roll of 7 or 8 — an 80% chance of going on; for Turns 3, 5, and 6, a roll of 5 through 8 will end the Turn — a 60% chance of going on. For all these combinations, there is at least a 60% chance of getting stuck in a never-ending loop. And what's magic about Turns 3 ("early afternoon"), 5 ("evening"), and 6 ("night")? I can see increasing the chances of ending a Turn during the evening and night, but not during early afternoon.

The page presentation and typesetting are adequate. The basic typeface is again Palatino, as in *Gamble*, but this time ten points with two

points of leading on a twenty-pica-deep line (and, because of the extra line depth, another point of leading would have helped), two columns. The section heads are twelve-point extrabold Helvetica. These combinations are all very readable. I will quibble, however, with the boldface Post-Antiqua used for the section heads and the running heads, both because three different typeface families on one page seems excessive and because (this is opinion) Herbert Post's Antiqua was the ugliest typeface of 1939. As mentioned above, the typeface in the examples is very difficult to read.

The counters will be designed and executed so that the player can immediately know whom the counters belong to, know what values the counters present, and discriminate necessary information from unnecessary information. The same team of designers worked on the counters for both *Gamble* and *Lightning*, so you'd expect *Lightning's* counters to fill these requirements quite as well as *Gamble's*, and they do. These counters, too, are crisp and clean. Their background colors (again, light blue and tan, both a little lighter here than in *Gamble*) are easy to tell apart and from the map colors. The outlines also face in different ways (the Confederates face right; the Union troops face left), and the data on the counters is easy to read. My only criticism of these counters is that the same information for one side's counters is in a different place on the other side's counters — mirror-imaged: it can be confusing until you get used to it. *Lightning* has 920 counters (not 940, as the back of the package says), of which just under 800 are units in play and the rest are administrative.

The map will use color sparingly and consistently. The map for *Lightning* meets this standard, but not quite as well as *Gamble's*. The basic color for the map is a very pale beige, tending towards cream. The other terrain features use a blackish green and a non-standard woods symbol for forested areas, a different symbol for rough woods, a middle blue for the streams, and three progressively darker browns for the elevations. (The orchards are not shown as a terrain type, their locations merely implied with type.)

The map will avoid harsh colors. The colors for *Lightning's* terrain elevations do not meet this standard: the middle and darker browns are garishly prominent. The blackish green used for the wooded areas tends to disguise the black of the typesetting when they overlap.

The map will accurately represent the battlefield. Within the limitations of the abstrac-



tion for the hex grid, *Lightning's* topography seems about right. It seems to me that, at this scale, the map should have included some of the lesser roads in the area. For example, *The West Point Atlas* shows the Hunterstown Road intersecting the York Pike at about hex 1924 and running off to the Northeast; leaving out this road could affect the play of the game — units entering the map at areas D and E could move much more quickly across this general area with another road at hand.

In *Lightning*, too, the naming of things went awry: "Fairfield Road" should be "Hagerstown Road," and "Harrisburg Road" should be "Heidlersburg Road." As in *Gamble*, this mis-naming does not affect game play; and neither does misspelling Gettysburg as "Gettysurg."

[*Aside: Typos.* I'd like to differentiate between "typographical errors" and other kinds of language errors. Linguists like to point out the difference between language *competence* and *performance*. For example, I may know how to pronounce a word and have the physical equipment to do it — my competence is adequate. But if I'm gutter-rolling drunk at the moment, my pronunciation may suffer — my performance is inadequate. Similarly, most typographical errors reflect mistakes of performance, not competence.

Thus the misspelling of Gettysburg on *Lightning's* map: I have no doubt that those who worked on this map have the competence to spell Gettysburg, they just didn't do it in this performance; and the reader, in this case, isn't much inconvenienced by the misspelling.

Some typos can, however, cause the reader some pause: for example, the rules of *Lightning*, at 6.5, require an action "per rule 8.6." There is no 8.6 in the rules, as the reader will find out when he looks: the reference should be to 9.6. This example shows what could be a typo; but it could equally well be an error in the original text from the writer that the editor didn't catch.

But most typos just don't cause that much trouble. Richard Berg (I think) has commented that producing a wargame with *no* typos in it is simply not worth the cost. I agree. Most wargames (or wargame magazines) don't have a large enough print run to absorb such a large non-recurring cost.

But please note that I'm talking about typos, not other kinds of language error: if the writer-editor-typesetter-proofreader combination does not know, for example, that in

Its a wise dog that knows it's master.  
the first "Its" lacks an apostrophe and the last "it's" has one apostrophe too many, their lan-

guage *competence* is at fault, not their *performance*.

And please note also that, though typos may be expensive and as inevitable as Murphy's Law, we should not throw up our hands in hopelessness or funk our task of rooting them out.]

The portion of the battlefield included for the game seems well-chosen for the scale of the game. You'll soon find that the map labeled "West Map" is actually the East Map (and *vice versa*) and that you must rotate it so that the roads will match up. The narrow edge of the combined maps runs North-South, and the village of Gettysburg has been located about two-thirds of the way North and just off center to the West. The grain of the hexes runs East-West.

The map will contain as much playing information as it has room for. *Lightning's* map contains a handy, clear strip of terrain symbols; a day track, a turn track, and a couplet track; and, for both sides, boxes for reserves and eliminated units; and tracks for rout and extra strength.

**Play-aid cards will conform to the standards for rules, counters, and maps.** *Lightning* has two cards, printed back-to-back. The whole pages are set in three type families: Post-Antiqua, Helvetica, and Palatino — one would have been enough. Most of it is in Helvetica, either bold or extrabold faces, much of it in condensed; it's very hard to read. One of its sides manages to use four type families.

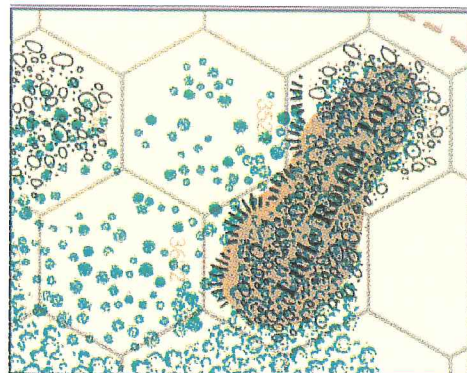
Punctuation in tables and charts presents a special case for extreme care, functioning as it does as a kind of shorthand in these instances. There are some very strange punctuation uses in *Lightning's* card. In the "Commander Bonus Summary" and the "Fortunes of War Summary," there is an em dash [—] following the beginning of the lines, illustrating the tendency of some to put something in a space when they don't quite know what else to do. (A colon [:] belongs here.) Again, the Terrain Effects Chart sometimes has an em dash and sometimes "NE" for "no effect."

**Play-aid cards will contain references to pertinent rules.** There is one reference to rules in *Lightning's* card. It needs more, many more.

**Play-aid cards will conform to professional standards for tables, charts, etc.** Most of the comments given above for *Gamble's* card apply to *Lightning's* card, although *Lightning's* is marginally better.

## How they play

Although a thorough examination of the



Color confusion in *Gamble*

systems of these games is beyond the scope of this article, some brief comments on how the design affects play may give you an idea of how the games play.

To begin with, *Gamble* does not use the Zone of Control concept, although your opponent's units will limit your units' movement to one hex if they start the turn adjacent to or within one intervening hex of the enemy — a sort of "loose" ZOC. So the old ploy of surround and destroy by giving your enemy no uncontrolled hex to retreat into doesn't apply in this game: and the resulting tactics will reflect this part of the design. If a routing unit "can trace a path of hexes (of any length and direction) free of enemy units to its train, place it in the Routed Units box. If it could not trace such a path, it is captured — hand it over to the opposing player." Routed units may return to play (at the end of the owning player's turn) from this box under certain conditions; if they are not met, the unit counts as victory points, as do captured units. Protection of the Train becomes very important to the tactics: it must be moved very deliberately and protected even more carefully.

The combat plays out as infantry versus infantry, nose to nose: the CRT has an "eliminated" result scattered throughout it, and a further die roll against its "elimination rating" (in the rules, "loss rating" on the counter) may remove it to a routed box. Advance after combat is optional if the defending hex is empty. But the CRT is not very bloody; most results will be morale checks and retreats and routs. The stacking rules relegate combat and combat results to the top-most unit in each stack.

Command control, one of the optional rules, has some interesting aspects. At the beginning of his turn, the player rolls two dice and establishes the "Command Control State" of his army by comparing the die roll to the commander's "Command Span" and



"Panic Rating." For both leaders, the Panic Rating is four, which means that a roll of three puts the army in a panic state; the opposing player then gets to roll one die, of which the result is the number of chances he gets to control the moving player's units. He gets at least one, and perhaps six chances, each of which has a 50% chance of controlling the unit and a 17% chance of not controlling it but putting it out of action for that turn. This concept makes for some *very* interesting play. (The designer gives credit for the idea for this rule to the old SPI *Creature That Ate Sheboygan*.)

*Lightning* has a number of similarities with *Gamble*; but, given the difference in scale (roughly half as large), far fewer differences (especially with the "advanced" rules) than you might expect. As already mentioned, the turn sequence has six game turns (of two phases and a variable number of "couplets") for each of the four days. If you play none of the "advanced" rules, the game is quite ordinary, indeed: one player moves and resolves combat, the other player does the same, and both players return eligible units to their normal (un-disrupted) state.

If the "advanced" rules form the basis for your play, the game is quite different and much more like *Gamble*. "Advanced" rules include weather, army initiative, "extra

strength" (to return units from the Eliminated Units Box), commander initiative, charges, bombardments, and so on.

Strategies in both games are quite similar. Both sides must attack: the Union may adopt a passive attitude and dare the Confederate to attack, but the Union must attack to gain the necessary victory points. Both sides must protect the Train with great care: I found myself, in both games, spending much more time over the movement and protection of the Train than in any other activity — in *Lightning*, even unsuccessful attacks on the Train gain VPs. And both sides must understand that their overall objective is the destruction of the enemy's army, *not* the control of any particular piece of ground: there's just nothing magic about the Round Tops or Cemetery Hill, only about capturing or eliminating enemy strength points.

If you've not already gathered by my quotation marks, I don't believe that the "advanced" and "optional" rules in either of these games were intended to be "advanced" or "optional." Both games are so fundamentally ordinary without them that I can only conclude that the designer never thought of them as "chrome" but as an integral part of the design from his first gleam of the concept. In *Gamble*, rules are only revealed as optional when you get to them, and they're intermixed

with non-optional rules — both signs that the designer never thought of them that way. The case for *Lightning* is much stronger: if you were to make a copy of these rules and cut out all the rules marked with an omega, the remaining structure looks like a skeleton with more than half its bones missing; and my earlier comments about the structure and sequence of these rules become very pertinent. Neither you as potential player (nor the designer) should take this comment as an adverse criticism, merely as a warning that you'll find little of value in these games unless you take the trouble, in both games, to learn and play with *all* the rules.

I invested about three hours preparing to play the first scenario of *Gamble*, and a little longer for *Lightning*. (Those of you who can read without moving your lips will require less; there may be others who will require more.) Because of the larger counter mix, *Lightning* will take longer to set up; but, surprisingly (for me), the game mechanics for *Lightning* seemed to take about the same amount of time as *Gamble*'s.

If you play the full rulesets, and if you're a Civil War buff, both these games will repay your investment (of time and energy to learn and play them) with an enjoyable reconstruction of the battle.

[Next month: Christmas, 1944, Belgium.]

### New *Fateful Lightning* Scenario Information

Chris Perello put the following information on the bulletin boards last November.

For **Scenario IV**, use the following setups for both sides (rest of scenario info is correct).

#### *Confederate Setup:*

anywhere: Lee  
w/any 1 – 10, 15, 16: Longstreet  
w/any 17 – 34: Trimble  
w/4 5140: 1 – 5  
w/3 4738: 6 – 10, McLaws  
w/5 1647: 11 – 14  
w/2 4339: 15, 16, Alexander  
w/2 2430: 17 – 19, 21, Early  
w/2 3025: 20, 22 – 25, 27, 30, Johnson  
w/1 2724: 26  
w/3 2437: 28 – 29, 31 – 32, Rodes  
w/1 2438: 33 – 34  
w/3 3641: 35 – 40  
w/1 2243: 41 – 45  
w/3 2839: 46 – 52  
w/10 1132: 53 – 57, Stuart  
1647: Train

Add'n Confederate Losses: Latimer KIA

#### *Union Setup*

Anywhere: Meade, Warren  
w/1 3128: 1, 2  
w/2 3230: 3 – 6  
w/any 1 – 6: 7  
w/4 3833: 8 – 18, 54, Hancock, Gibbon  
w/2 4431: 19 – 25  
w/1 any Little or Big Round Top hex:  
26 – 31, 56  
w/2 4832: 32 – 34, 39, Sedgwick  
w/2 5531: 35  
w/2 3822: 36  
w/1 3528: 37 – 38  
w/any 32 – 39: 40  
w/3 3132: 41 – 47, Howard  
w/2 3428: 48 – 53, 55, Slocum, Williams  
w/2 4223: 59 – 60, Buford  
w/10 4716: 61 – 62  
w/any cavalry: 65  
w/any unit or w/1 4328: 58  
4223: Train

*Design Note.* Yes, I know Buford and his brigades weren't there on the third day, but I deliberately did not include rules for withdrawing units from the game. There was no

good reason for the cavalry to withdraw — yes, they were tired, but so was the rest of the army (\$\*&#! cavalry) — and the Union player is not likely to push them off voluntarily. A more generic rule allowing units to leave (probably through a FOW) could have led to some weird results.

#### **Works Setup** (if 20.0 is used)

#### *Scenario III:*

Union player gets 6 breastworks, which may be placed on or adjacent to any Cemetery Hill hex (the Big Hill hexes contiguous with hex 3031), plus 2 breastworks with any unit from formations 1 or 2.

#### *Scenario IV:*

same as Scenario III, plus trench markers in hexes 3226 and 3227.



# REBEL YELL!

*Rebel Yell* is a simulation of American Civil War small-unit tactics. The playing pieces in the game represent companies of infantry and cavalry or sections of artillery. Each infantry and cavalry unit has one strength point and is equivalent to between 45 and 100 men, depending upon the scenario. Each artillery unit has two strength points and equals two guns. The players of *Rebel Yell* assume the roles of divisional commanders.

Each game turn is broken down into segments. During an action segment, the units of a particular player may conduct a single action. In the beginning modules these actions are: Move, Fire, Assault, and Rally. During any Small Arms segment, the units of a particular player may only fire.

There are no movement phases, fire phases, etc., as there are in other Civil War games. This absence, in addition to the fact that player segments are structured reciprocally, produces a feel of simultaneity uncommon to other designs.

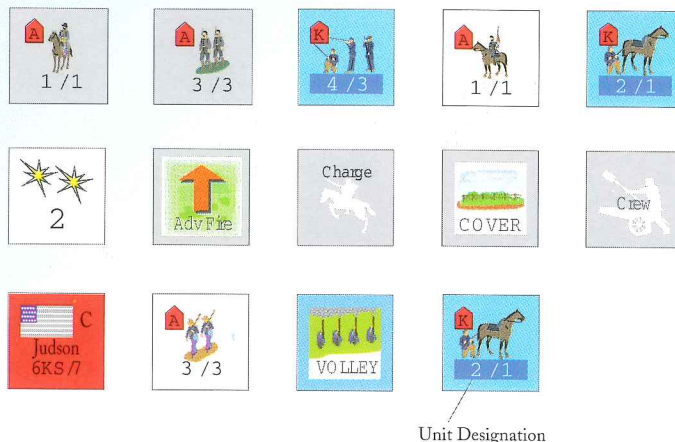
One of the most difficult problems faced by the Civil War tactician was the "problem of approach,"—in other words, how he should maneuver his unit to some objective while keeping his casualties and disorganization at a minimum. A commander who did not pay heed to the destructiveness of "modern" weaponry would find his formation damaged up to three hundred yards from the enemy. *Rebel Yell* addresses this problem. Within restrictions, defending units may fire at the enemy as he advances. Like a real-life commander, a player can no longer be certain that when he initiates an advance, his units will reach their objective. Players may find that even one or two companies Standing to Fire will be difficult to dislodge by frontal assault.

Although *Rebel Yell* is a complex design, it is not out of the reach of the novice gamer. The rules are programmed, allowing small portions to be digested first and getting players into the game quickly. Provisions are made for such factors as infantry line formations (Standing to Maneuver, Standing to Fire, Skirmishers, and Cover), volley effects, leader quality, morale, and regimental flags. The rules for cavalry and artillery are also extensive.

Once players have learned all the rules (or even before), they can design their own scenarios. The game includes six geomorphic maps. Because the maps can be aligned in a variety of ways, the players can recreate a "microscopic" examination of virtually any Civil War engagement.

Although an excellent multi-player game, *Rebel Yell* accommodates the solitaire player. Likewise, it can be played in a physically limited area. *Rebel Yell* is "big" only in the sense that it is detailed. Included with the game are seven scenarios: Brawner's Farm, White Oak Swamp, Gordon's Assault in the Wilderness, Belmont, Cemetery Hill, Assault at Shiloh Church, and Brice's Crossroads. Also included is the battle game, For a Cause Not Their Own; The Battle of First Newtonia. Additional battle game expansions will be published in the future by GPG, as will additional scenarios in *GameFix* magazine.

## Small Unit Tactics of the American Civil War



*Rebel Yell* includes:

- ➔ 900 full-color, back-printed counters (400 of which represent the actual forces: the rest are markers, leaders, and flags)
- ➔ Six 22" x 8.5" geomorphic maps
- ➔ One 17" x 22" Battle map
- ➔ One 32-page rules booklet
- ➔ Six (+/-) sheets of charts and tables
- ➔ One ten sided die

*Rebel Yell* will ship in February of 1995.  
List price will be \$39.00.

Available at finer hobby and game stores, or direct from GPG.

No shipping charges on direct orders.  
Send \$39.00 to:



8795 La Riviera Dr.  
Suite No. 182  
Sacramento,  
California 95826

Game Publications Group, Inc.



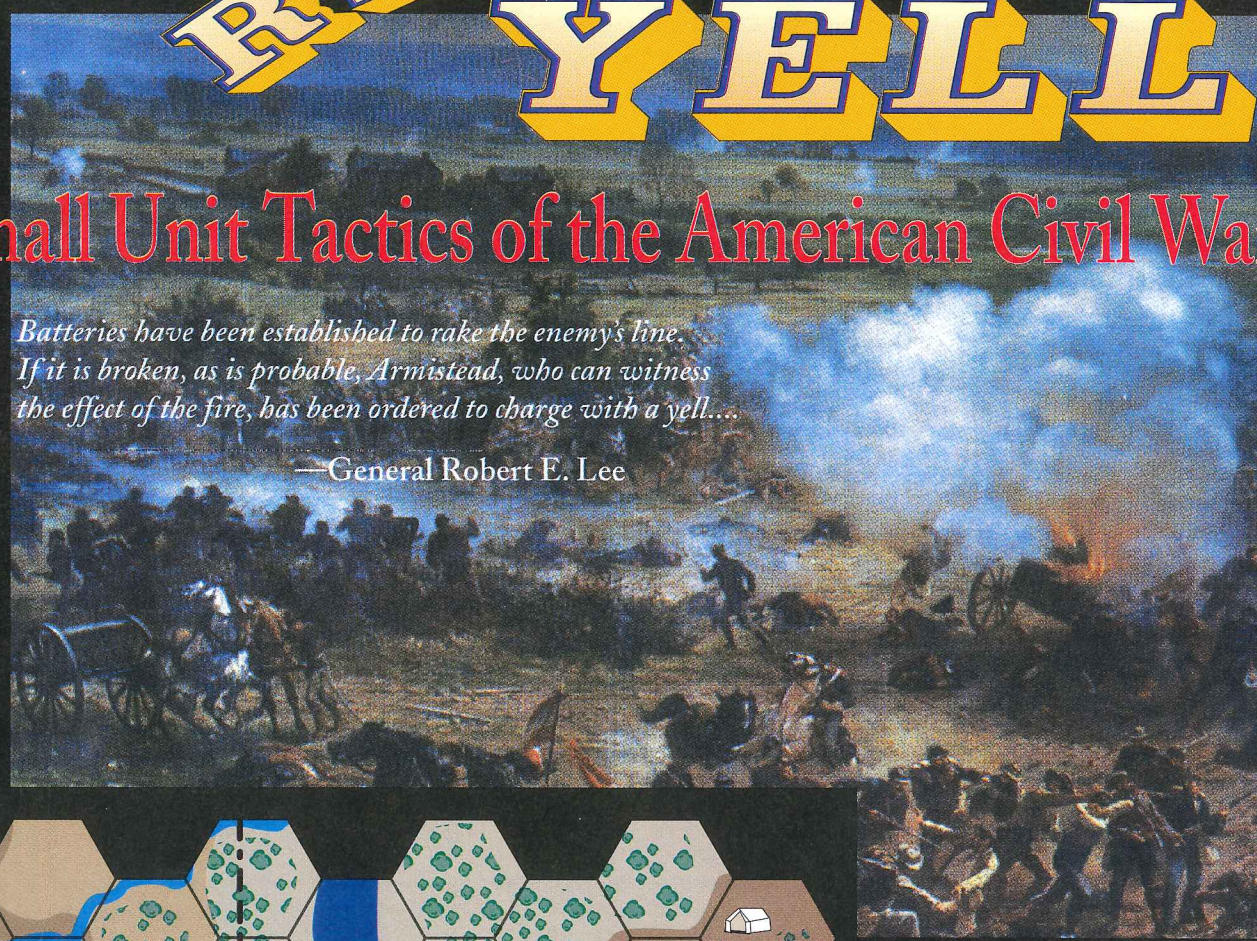
Coming in February:

# REBEL YELL!

## Small Unit Tactics of the American Civil War

*Batteries have been established to rake the enemy's line.  
If it is broken, as is probable, Armistead, who can witness  
the effect of the fire, has been ordered to charge with a yell...*

—General Robert E. Lee



*Rebel Yell* is a simulation of American Civil War small unit tactics. The playing pieces in the game represent companies of infantry and cavalry or sections of artillery.

Scenarios include: Brawner's Farm, White Oak Swamp, Gordon's Assault in the Wilderness, Belmont, Cemetery Hill, Shiloh Church, and Brice's Crossroads.

Large Battle Games will follow closely, which will include additional maps and counters. These battles include: I Fights Mit Sigel, Belmont, and For a Cause Not Their Own.

From



8795 La Riviera Dr.  
Suite No. 182  
Sacramento,  
California 95826

Game Publications Group, Inc.