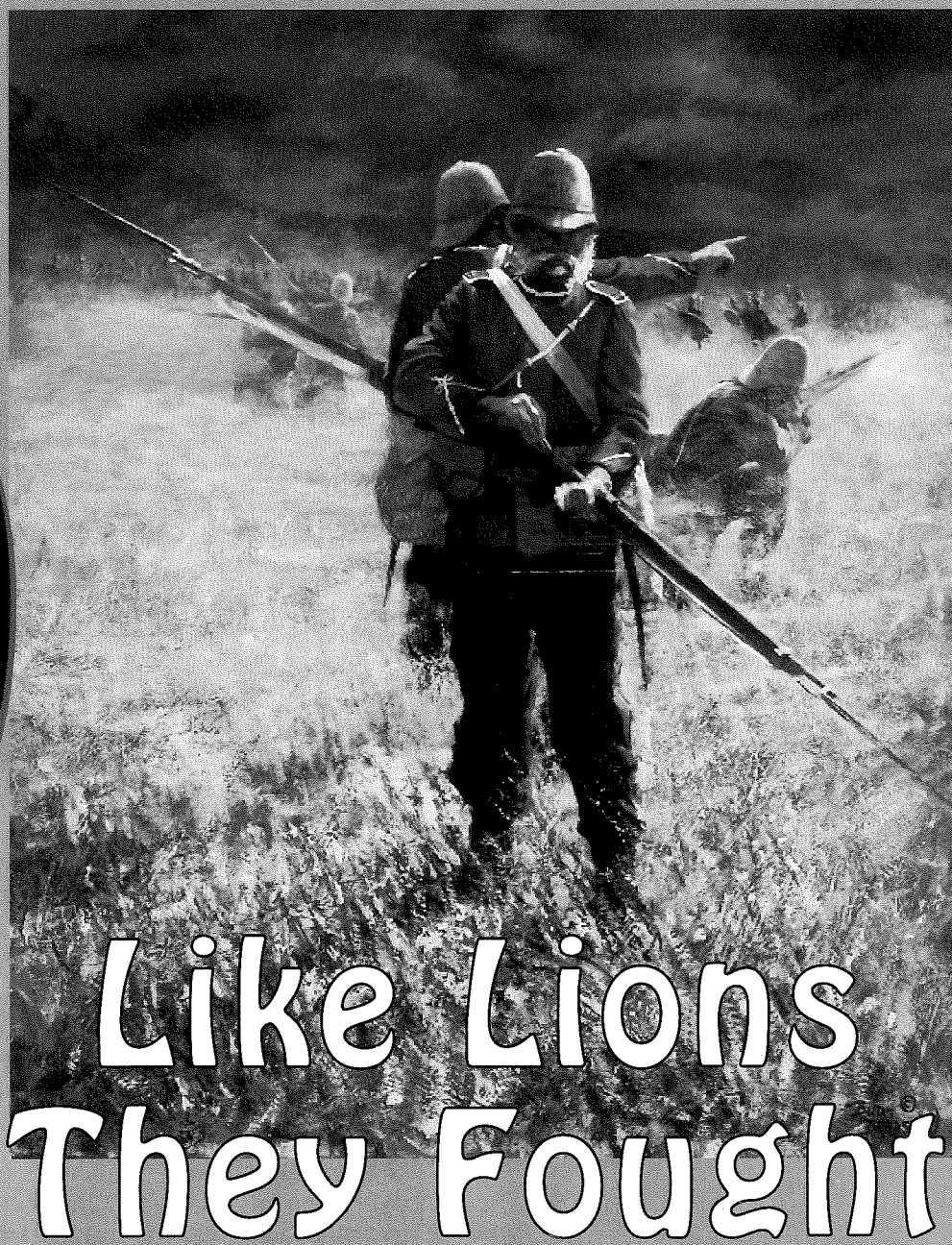


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COMMAND

GAME SUPPLEMENT



Like Lions
They Fought

Also Inside

**D-Elim — 16 • D-Elim'd & Errata — 17 • Commander's Call — 18
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Like Lions They Fought

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

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

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

The rules are numbered to help you find the ones you need. The first number indicates the major rules section. The number to the right of the decimal point indicates specific rules within each major section. For example, section 2.0 deals generally with the uses of the various components that make up a complete game, and rule 2.9 within that section explains specifically about "Step Strength."

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

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

During your first few matches of the game, skip the rules and sections marked with this symbol: Ω. That way you won't get the full competitive or historical experience of playing with all the rules, but you will become accustomed to the rhythm and flow, and that will make playing later with all the rules easier.

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

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1.0 Introduction

1.1 In General

Like Lions They Fought: The Anglo-Zulu War, is a two-player simulation of the British invasion of Zululand in 1879. One player controls the Zulu army, while the other controls the British Empire forces.

1.2 Game Scale

Each hex on the map represents approximately five miles across. Each British Empire combat factor represents between 80 and 120 men and one or two artillery pieces. Each Zulu combat factor represents roughly 500 warriors. Each game turn represents one month.

Ω 1.3 Time Limits

After you've become familiar with the game, we recommend limiting both players to no more than five minutes per movement phase. This will not only speed play, it will more accurately present players with the necessity of making hurried decisions under the kind of pressure real commanders must endure in combat command situations.

The Anglo-Zulu War, 1879

2.0 Game Components

2.1 Components List

A complete game of *Like Lions They Fought* includes the 34x22" map, this set of rules and charts, and 176 die-cut playing pieces. Players must provide themselves with one standard (six-sided) die.

Beginners Note. The die has nothing to do with moving units; it is used to resolve the uncertainties inherent in even the best-planned battles, see section 11.0.

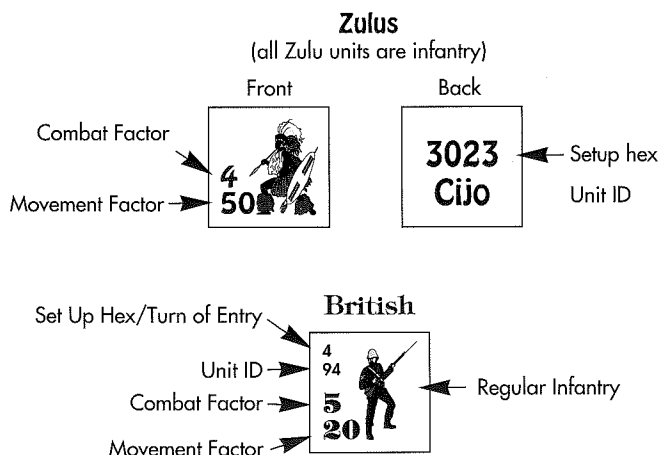
2.2 The Map

The game map depicts the area of southern Africa across which the historical campaigns of this war were fought. It shows all the natural and manmade terrain that proved significant in the actual war. A hexagonal grid has been superimposed across the map to regulate the placement and movement of units. A unit is considered to be in only one hex at any one time. Each hex contains natural and/or manmade terrain features that can affect the movement of units and combat between them. The terrain shapes have been altered slightly from their real-world configurations in order to make them fit within the hex grid, but the relationships between the terrain from hex to hex are accurate to the degree necessary for presenting players with the same space/time dilemmas faced by their historic counterparts in the actual war.

2.3 Units

The 176 die-cut cardboard playing pieces included in the game (variously called "units," or "counters," or "unit counters"), should be carefully punched out and sorted by side (see 2.5) after you've read through these rules. Trimming off the dog ears from their corners with a fingernail clipper will greatly facilitate handling and stacking during play.

2.4 Sample Units



British Empire units come in several types besides the regular infantry shown above. Those forces also contain: British Cavalry, Native Infantry, Native Cavalry, and Supply Columns. The numbers and identifications on those other types are arranged in the same way as those on the British regular infantry counters. Their icons are as follows.



British Cavalry Native Infantry Native Cavalry Supply Column

2.5 Sides

The "side" each unit is on is determined by its background color. All units on the British side are colored with a light red background. All units on the Zulu side are colored with a white background. Note that four units bearing the Zulu icon are colored gray. Those units are Natal Zulus, and are neutral, though they may be brought into the game on the Zulu side (see 3.3).

Design Note. When a rule is said to apply to "British" units, it applies to all units on that side (all those with light red backgrounds), regardless of their actual nationality or ethnicity.

2.6 Historical Identifications

All units are identified by number and/or letter abbreviations of their historical designations. The abbreviations are listed in the box on the next page.

Historical Note. All British Empire units are either battalions or "contingents" of roughly that size. British regiments were administrative conveniences — battalions were separate entities and rarely served together; having the 1/24 and 2/24 on the same battlefield was a rarity. Only 25 of the more than 100 infantry regiments even had two battalions; the rest had only one, which was known by the regimental designation only.

Beginners Note. Don't get hung up on these historical I.D.s; they have nothing to do with the actual play of the game. We provide them for those — mostly old hands — who enjoy the detail.

Design Note. If a Zulu unit's name doesn't appear on the list, that means the name on the counter is its full proper name. For example, the "Swazi" unit is indeed the "Swazi" regimental levy. Also note that most times, but not always, a Zulu unit's name corresponds with the name of the Kraal in its placement hex.

Like Lions They Fought

Zulu		British
Angqu - Isangqu	Mchnu - Mchunu	1G — 1st King's Dragoon Guards
Babul - Isibabule	Mdlal — Mdlalose	17L — 17th Lancers (Duke of Cambridge's Own)
Biyel — Biyela	Mdlet — Mdletshe	2/3 — 2nd Battalion, 3rd (East Kent) Regiment ("The Buffs")
Bonam - Umbonambi	Mgwz — Magwaza	1/13 — 1st Battalion, 13th Light Infantry
Bubi - Umbubi	Mpuku — Mpukunyoni	2/21 — 2nd Battalion, 21st (Royal Scots Fusiliers) Regiment
Buthe — Muthlezi	Mpung — Mpungose	1/24 — 1st Battalion, 24th (2nd Warwickshire) Regiment
Cijo - Umcijo	Mthet — Mthethwa	2/24 — 2nd Battalion, 24th (2nd Warwickshire) Regiment
Cetsh — KingCetshwayo	Ndwan — Ndwandwe	57 — 57th (West Middlesex) Regiment
Cube - Amacube	Ngene — Ngenetsheni	58 — 58th (Rutlandshire) Regiment
Dabak - Indabakawombi	Nokhe — Nokhenke	3/60 — 3rd Battalion, 60th Regiment (Rifle Corps)
Dloko — Udloko	Nonga — Unongamulana	80 — 80th (Staffordshire) Regiment
Dlond — Indlondo	Ntmbe — Ntombela	88 — 88th Regiment ("Connaught Rangers")
Dluye - Indlu-yengwe	Qakam — Umakamatye	90 — 90th (Perthshire) Volunteer Light Infantry Regiment
Dudud - Udududu	Qulus — Abaqulusi	91 — 91st (Princess Louise's Highland) Regiment
Emgaz - Emgazini	Sebni — Sebeni	94 — 94th Regiment
Gobam - Ingobamakhosi	Shutu - Amashutu	99 — 99th (Duke of Edinburgh's) Regiment
Gulub - Ingulube	Sikab - Umsikaba	B — Barrow's Colonial Mounted Volunteer Contingent
Gweku - Ingwekwe	Sitol — Sithole	BU — Bulter's Colonial Mounted Volunteer Contingent
Hlabi — Hlabisa	Sugam - Insugamgeni	D — Dartnell's Colonial Mounted Volunteer Contingent
Hlang — Umhlanga	Themb - Thembu	FS — Fairlie's Swazi Contingent
Kone — Inkonekone	Thulw - Uthulwana	I — Ixopo Native Contingent
Kusi - Umkusi	Tulis - Umtulisazwi	IM — Ixopo Mounted Native Contingent
Kwenk - Amakwenkwe	Twisa - Umtwisaze	NB — Naval Brigade
Mabas — Mabaso	Uve - Umvu-emnyama	NH — Natal Horse
Mandl — Mandlakazi	Khapo — Umxhapho	NN — Natal Native Contingent
Masha — Mashabana	Zinya - Umzinyati	SH — Sikhali Horse
Mbat - Mbatha	Zwang - Unzwangwenya	W — Weatherley's Colonial Mounted Volunteer Contingent
		WI — Wood's Irregular Native Contingent
		VN — Vos' Native Police

2.7 Combat Factor

This is a quantification of a unit's ability to engage in combat. The higher it is, the better (see section 11.0).

2.8 Movement Factor

This is a measure of a unit's ability to move across the hex grid printed on the map. Units pay various movement costs to enter different hexes, based on the terrain in them and along the hexsides around them (see section 10.0).

2.9 Step Strength

All units in the game contain one or two steps. Steps are an expression of a unit's ability to withstand combat before disintegrating. All Zulu units contain only one strength step. Those British units with (lower) combat factors printed on both sides are "two step" units.

2.10 Steps & Combat

When a unit is eliminated, it doesn't mean every man has been killed. It means enough casualties and stress have been suffered by those men to render them (at least temporarily) useless for further operations. It is possible for some eliminated units, particularly on the Zulu side, to be remobilized and returned to play (see section 7.0).

When a two-step unit takes a loss, flip it so its reduced side (with lower combat value) shows. A one-step unit (or reduced two-stepper) is eliminated if it takes a loss; removed it from the map set it aside (see section 11.0).

2.11 British Reinforcements

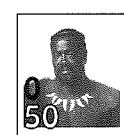
Only the British player receives reinforcements. They are the units with a "4" in their upper-left corners instead of a four-digit hex number. At the start of play set the reinforcements on the Turn Record Track printed in the southeast corner of the map in the box for Game Turn 4.

2.12 Other Counters

Aside from the combat units described above, the use of the following counters is described at appropriate points in the rest of the rules.



Game Turn
(5.2)

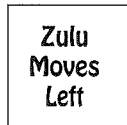


Cetshwayo
(3.1, 4.2, 6.3, 7.4, 8.5, 9.4, 10.10, 10.26)

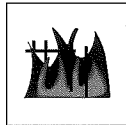


Zulu
Maximum Moves
(10.8)

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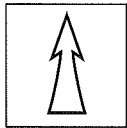
Zulu Moves Left (10.8)



Burned Kraal (7.6)



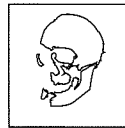
Kraals Burned Marker (7.6)



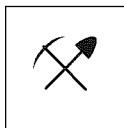
Zulu Attack (11.8)



British Defender (11.8)



British Disaster (11.16)



British Fort Under Construction (12.8)



New British Fort (12.8)

3.0 Set Up

3.1 Choose Sides & Set Up

Players should decide between themselves the side each will command. After that, they should take their side's units and place them on and around the map according to the following instructions.

3.2 Zulu Set Up

Each Zulu unit has its four-digit starting hex location printed on its reverse side. Place each one, including King Cetshwayo, in the appropriate hex.

3.3 Neutral Natal Zulus

The four Zulu units with the gray background color are neutral. They should also be set up according to the numbers printed on their reverse sides; but place them inverted to indicate they are not active in play. The Natal Zulus remain on the board and inactive until such time (if ever) a regular Zulu unit enters their hexes. At that instant the moved-on neutral Zulu unit is flipped over and immediately joins the active Zulu forces; however, such units are not eligible to move until the next turn's Zulu movement phase. (They will attack during the first turn of activation if a British unit is adjacent at that time.)

Natal Zulu activation takes place unit-by-unit, and the process can never be reversed. Prior to activation, Natal Zulus remain in their hexes of placement, exert no zones of control (see section 8.0), and are unaffected by British zones of control. British units may not move into or burn any Natal Zulu kraal hexes prior to a particular unit's (and thereby its kraal's) activation, nor may they attack any Natal Zulus units while they are still neutral.

3.4 British Set Up

The British set up in accordance with the set up and turn of entry numbers printed on the front upper-left of those counters (see 2.11). All two-step British units start play (or enter as reinforcements) at two-step strength.

3.5 Markers

Place the "Game Turn" maker in the box labeled "1" on the Game Turn Record Track printed on the mapsheet. Put the "Kraals Burned" marker in the box labeled "2." Place the "Zulu Maximum Moves" and "Zulu Moves Left" markers in the box labeled "8." Place one "Burned" marker in hex 1229 and another in hex 3377. Place all the other kinds of marker units aside temporarily; their uses are explained in the appropriate rules sections below.

4.0 How To Win

4.1 In General

The British side is on the offensive in the game, and the main burden of strategic advance is on those forces as they strive to break into the Zulu heartland and capture King Cetshwayo. To do that they will probably first have to destroy most of the Zulu army and its supporting infrastructure of kraals, and burn the Zulu capital of Ulundi.

4.2 British Victory

Play stops and the British player is declared the winner when both of these conditions have been fulfilled: 1) Ulundi is burned (see 7.7 and 7.8) and 2) Cetshwayo is captured (see 8.5 & 10.26).

4.3 Zulu Victory

If by the end of Game Turn 8 the British player has not completely fulfilled his victory conditions, play stops and the Zulu player is the winner. There are no draws.

5.0 The Turn Sequence

5.1 In General

Every match of *Like Lions They Fought* is divided into 8 "Game Turns." Each game turn is further divided into a series of strictly sequenced steps (or "phases"). Every action taken by a player must be carried out in the phase as described below. Once a given phase has been completed and another begun, neither player may go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

Beginners Note. This is war — don't feel compelled to be gracious.

5.2 The Turn Sequence is given below in outline form. The rest of the rules in the sections following this one are organized, as much as possible, to explain things in the

order they are encountered as you progress through the game turns.

I. Mutual Reinforcement & Mobilization Phase

II. Zulu Movement Phase

III. British Movement Phase

IV. Combat Phase

(Followed by Possible 2nd, 3rd, 4th, etc., Combat Phases)

Ω V. Zulu Final Supply Check Phase

6.0 Stacking

6.1 In General

Stacking is the piling of more than one unit into a single hex at the same time. The general rule is both players may stack up to 10 of their side's units per hex.

6.2 Stacking & Movement

Stacking limits are in effect at the end of both movement phases and at the end of every battle (see 11.15). If a hex is found to be overstacked at those times, the player owning the violating units must select the excess unit(s) to be removed from play. There are no limits to the number of units that may pass into and through any given hex over the course of a movement phase and game turn.

Ω 6.3 Free-Stacking Units

The King Cetshwayo unit, British disaster markers, British fort counters, burned markers, and attacker/defender hex markers (see 2.12) have no stacking values and may be added freely to any stack as called for by the particular rules governing their uses.

Ω 6.4 Supply Columns

There may never be more than one supply column in any given hex at any given instant.

7.0 Mobilization, Reinforcements & Replacements

7.1 Reinforcements

Reinforcements are British (only) units entering play for the first time after the game has begun. They enter the map at full strength by being placed in any British ultimate supply source hex not occupied by Zulu units at that instant. They may enter into Zulu zones of control, but can't move farther after placement — see section 8.0.

Reinforcements are placed during step I of the turn sequence. The British player may delay the entry of reinforcements from turn to turn, but he may never accelerate their arrival. Arriving reinforcements instantly have their full movement and combat capabilities available for use. (Old Hands Note. Yes, they are automatically in supply throughout their game turn of arrival.)

Ω 7.2 Replacements

Replacements represent a reorganization of units that were eliminated (not just reduced) in combat. During the course of the game, the British player may replace (reclaim from the dead pile) any 2 regular British infantry units this way. Such units reenter play as if they were reinforcements and under the same strictures as given in 7.1 above.

7.3 Zulu Mobilization

The economic and religious underpinnings of the Zulu kingdom required military units to temporarily demobilize after a battle. Every Zulu unit removed for combat or supply reasons (see 9.2, 11.9, 11.14) returns to play two game turns later through its original kraal.

In the interim, store such units in the holding area (on the north edge of the map) corresponding to the game turn of remobilization. For example, Zulu units removed from play during Game Turn 1 should be stored in the box labeled "3" until the Mutual Reinforcement & Mobilization Phase of Game Turn 3, at which time they may be returned to play according to the following strictures.

Remobilized Zulu units are available for movement and combat during the turn of their remobilization and after (but see 10.7 & 10.8).

7.4 Ulundi Unburned

If Cetshwayo is in the Ulundi hex (3022) and that kraal has not yet been burned, potentially all the Zulu units removed from the map two game turns earlier may be remobilized into play during step I of every new game turn. Returning units may only enter through their original kraal mobilization hex. If the kraal in that hex (the one printed on its reverse side) has been burned, that unit is permanently eliminated and out of play.

7.5 Ulundi Burned

Once Ulundi is burned (and Cetshwayo has decamped to some other hex, or why are you still playing?), procedures remain as in 7.4, except no more than three Zulu units may be remobilized per game turn. Zulu units over that limit, and whose home kraals are unburned, may be slid along the holding track from turn to turn for entry later as part of the three-per-turn allotment.

7.6 Burning Kraals

When a given Zulu unit's home kraal is burned by the British, that destruction does *not* require the removal of that Zulu unit from the board. It does mean, though, the next time that Zulu unit is removed for any reason it will never again be remobilized back into play.

7.7 Kraals & Zulu Movement

At the start of play, place the "Kraals Burned" marker in the number two box of the Game Turn Record Track on the mapsheet, reflecting the fact the Qungbe and Gingindhlovu kraals begin play already burned (see 3.4). Each time a new kraal is burned — other than Ulundi —

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advance the marker one space on the track. Every time box four is reached by the marker, temporarily remove it from the track and reduce the "Zulu Maximum Moves" by one (see 10.8). When a fifth kraal is burned, place the "Kraals Burned" marker back in the number one box and begin the process over again.

When the Zulu capital kraal of Ulundi is burned, immediately reduce the "Zulu Maximum Moves" marker two spaces on the track while leaving the "Kraals Burned" marker unmoved.

Design Note. There are 48 Zulu kraals on the mapsheet, counting both Ulundi and the Neutral Natal Zulus' kraals. If a Natal Zulu kraal is brought into active play, its destruction does count in the process given in 7.7.

7.8 Burning Procedures

Kraals can be burned at two times during each game turn: during the British movement phase, and at the very end of each game turn. During British movement phases, a kraal is burned whenever a British unit moves into or through it. At the end of every game turn a kraal is considered burned if a British unit projects a zone of control into the hex. (At the end of every game turn there will be no opposing units in each other's ZOC — see 11.0.) All burnings are permanent and cannot be undone.

Design Note. The cumulative burning of kraals also leads to an overall degradation of Zulu movement capabilities each turn — see 10.8.

8.0 Zones of Control

8.1 In General

The placement of a counter in a particular hex represents that unit's central location. Most units are able to project a degree of influence on the hexes immediately around their central location. Those projections are called "Zones of Control" (or "ZOCs").

All units except Cetshwayo project ZOCs into all six hexes surrounding their central location hex at all times during the game turn. ZOCs are never "negated" by the presence of units, either enemy or friendly (**Old Hands:** see 8.7 for the exception). More than one unit, from one or both sides, can simultaneously project ZOCs into the same hexes, and such multiple and simultaneous projections in no way affect the characteristics of the ZOCs projected there.

8.2 Entering Enemy ZOCs

A moving unit must stop its movement for that movement phase the instant it enters the first enemy ZOC (or "EZOC"), no matter how many movement points it may have remaining.

8.3 Leaving EZOC

Once a unit has entered an EZOC, it may not leave during a movement phase — it is "locked in" until a combat result frees it by elimination or retreat or victory.

8.4 ZOCs & Terrain

ZOCs do not extend across all-sea hexsides, nor do they extend across unforded major river hexsides. That is, ZOCs only extend across major river hexsides if those hexsides contain a ford. And remember, an indestructible ford is considered to occur wherever a road crosses a major river hexside. ZOCs are not inhibited by any other terrain type or combinations.

Design Note. Fords also occur where roads cross minor rivers, but since 8.4 only applies to major rivers, the significance of minor river fords is not as great.

8.5 Cetshwayo & ZOCs

Cetshwayo may never be moved by the Zulu player into an EZOC, no matter if he's moving alone or stacked with other Zulu units. If British movement causes the Cetshwayo unit to come within a British ZOC, see 10.26.

8.6 EZOC & Combat

British units that begin the Combat Phase in the ZOC of one or more Zulu units or stacks must be attacked by at least one of those Zulu units that phase (see section 11.0).

Ω 8.7 British Supply & Zulu ZOC

For purposes of tracing British supply lines, both forward and ultimate, Zulu ZOCs are negated by the presence of British units (see 9.6ff).

Ω 9.0 Supply

9.1 In General

All combat units in the game require supply in order to be able to move and conduct combat with their full, printed factors.

9.2 Zulu Supply

Zulu units within 10 or fewer hexes of an unburned kraal is supplied and has its full movement and combat factors available. No supply line tracing is involved: Zulu units within 10 or fewer hexes of an unburned kraal(s) are always in supply no matter what's going on around them in terms of terrain, enemy units, EZOC, etc.

The Zulu player may *never* move any of his units through or into a hex wherein it will be unsupplied (even temporarily). Further, at the end of each game turn, during the Zulu Final Supply Check Phase, scan the board for unsupplied Zulu units. Any found unsupplied at that instant are immediately removed from the map and must go through the remobilization process described in 7.3ff to get back into play.

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9.3 Neutral Natal Zulu Kraals

Neutral kraals become part of the Zulu supply network when brought into play as described in 3.3.

Design Note. To clarify: a Zulu unit remobilizes only through its home kraal (identified on the back of each Zulu counter). Unburned kraals provide supply to any and all Zulu units within 10 hexes.

9.4 Supplying Cetshwayo

Cetshwayo is always in supply and is in no way subject to the strictures of rule 9.2.

9.5 British Supply Sources

British supply is based on the use of the six supply column units, the 12 fort markers, and the 11 forts printed directly on the mapsheet. They serve as "forward supply sources" for the combat units, but to do so must in turn trace a supply path of their own to the "ultimate supply source" hexes on the north, west and south board edges. The ultimate British supply sources are the ten road hexes: 1100, 1007, 1012, 1024, 1030, 1031, 1644, 2743, 2943, 3044.

Hex 4234 becomes a British ultimate supply source hex if a fort is built there. See 12.11 for details.

9.6 Tracing British Supply

To be in supply, a British unit must be able to trace a supply path of hexes unblocked by Zulu units and/or EZOC, and no longer than three hexes from its location to a forward supply source (as given in 9.5). When counting the length of the supply path, count from the unit tracing to the forward supply source; don't count the hex the unit is in; do count the hex the forward supply source is in. For example, a British unit in 2839 has a supply path three hexes long (and therefore usable) to Fort Tenedos in 3041.

British combat units may not themselves trace supply to any of the ultimate supply source map edge hexes, no matter how close they are to them. Any one ultimate supply source hex can provide supply to any number of forward supply sources that trace to it, and any single forward supply source (fort or column) can provide forward supply to any number of combat units within range.

Design Note. Note that forward supply lines are counted in hexes, not in movement points.

9.7 Tracing Fort & Supply Column Supply

To serve as forward supply sources, forts and supply columns must be able to trace a path of road hexes, unblocked by Zulu units and/or unnegated EZOC, from their hex back to an ultimate supply source map edge hex. Such ultimate supply paths may be of any length, but may only consist of contiguous road hexes.

Also note: 1) forts and supply columns are not consumed —removed from map — by providing forward

supply to British units; and 2) forts and supply columns cannot by themselves or in conjunction with each other provide ultimate supply — they are intermediary points in the tracing of supply to the board edge hexes. (There are advantages for unsupplied line units stacked with forts and/or supply columns — see 9.3 & 12.0.)

Design Note. As you'll find in section 10.0, supply columns and forts only exist in road hexes.

9.8 Major Rivers

British supply lines (both ultimate and forward) may only cross major river hexsides via fords, and they may never cross all-sea hexsides. No other terrain has any effects on supply line tracing.

9.9 British Unsupplied Units

All British units, unlike Zulu combat units, may be moved into hexes wherein they will be unsupplied. No British unit is ever removed from play simply for being unsupplied, no matter how long that condition lasts.

All British units — except supply column units — which are found to be unsupplied at their start of their movement have their MF halved (round up) for that phase. Unsupplied supply column units retain their full, printed MF.

All British units unsupplied at the start of a battle in which they are involved have their combat factor reduced by two (-2) in all the rounds of that battle (and see 11.19). **Exception:** British unsupplied units that are in forts (either kind) and/or stacked with a supply column have their combat factors reduced by only one (-1).

9.10 Supply Columns in Combat

Though not, strictly speaking, "combat units," supply columns can participate in combat under certain circumstances (see 10.24 and 11.8).

10.0 Movement

10.1 In General

Every unit in the game has a "Movement Factor" printed in its bottom-left corner. That factor is the number of "Movement Points" (also called "Movement Factors," or "MFs," or "MPs") available to the unit to use to move across the hex grid during its side's movement phase each game turn.

Units move from hex to adjacent hex; no "skipping" of hexes is allowed (exception: see 10.26). Units pay varied movement costs to enter hexes, depending on the terrain in them and the rivers around them.

The movement of each player's ground units takes place only during his own side's movement phase. No enemy movement takes place during your own movement phase (but see 11.16 & 11.18).

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10.2 Limits

MPs may not be accumulated from turn to turn, nor loaned or given from one unit to another. A British player may move all, some or none of his units, as he chooses, in each of his movement phases throughout the game. A Zulu player has the same choices, but only within the limit of his present maximum moves allowance (see 10.8).

Units that move are not required to expend all their MPs before stopping. The movement of each individual unit or stack must be completed before that of another is begun. A player may only change the position of an already moved unit or stack if his opponent allows it.

10.3 Minimum Movement Ability

Generally, every unit with a printed movement factor is guaranteed the ability to move at least one hex during its movement phase by expending all its available MPs at the beginning of its move. This guarantee does not allow units to enter hexes or cross hexsides that are otherwise impassable to them; nor does it allow units to exit EZOC (see 8.3). Also note that on the Zulu side this rule is superseded by rules 10.8 and 10.9 below. That is, no Zulu movement ever takes place beyond the bounds of 10.8 and 10.9.

10.4 Enemy Units

When moving your units you may never move them into hexes containing enemy units. (But battles are considered to take place in the defender's hex, see section 11.0).

10.5 Stack Movement

To move as a stack, units must begin their side's movement phase already stacked together. But units are not required to move together simply because they started the movement phase in the same hex — such units might be moved together, individually, or in smaller sub-stacks.

10.6 Splitting Stacks

When moving a stack you may halt it temporarily to allow a unit or sub-stack to split off and move away on a separate course. The units left behind in the original ("parent") stack may then resume their own movement, even splitting off other units again, if desired. But once you begin moving an entirely different parent stack (or individual unit that began in a different hex), you may no longer resume the movement of the earlier stack without your opponent's permission.

If units with differing movement factors are traveling together in a stack, the stack must use the movement factor of the slowest unit. Of course, as the slower units exhaust their MFs, you may leave them behind and continue on with the faster ones.

10.7 Zulu Movement Limits

At the start of the game the Zulu player may move up to eight hexes' worth of units in each of his movement phases. That is, during the course of each of his movement phases he selects any dozen hexes containing his units,

and those are then the only units he may move that turn. He need not select all the hexes with units to be moved beforehand; he may select them one at a time as he goes through his player turn. (Use the "Zulu Moves Left" marker to keep track as each new hex of units is selected and moved.) It is still not allowed for any unit to be moved more than once per player turn, even if its move takes it to another hex of Zulu units that are then selected to move.

Selected stacks of Zulu units need not remain together during their move, and their splitting apart does *not* count as a new hex of movement. For example, say the Zulu player selected a hex for movement that contained seven of his units. Even if he moved off all seven of those units in individual directions and to separate final locations, all that movement would still only count as "one hex worth" toward his maximum of a dozen. Of course, the next turn if he again wanted to move those same units — with all of them now starting in separate hexes — that would cost him seven hexes from his allotment of eight.

10.8 Zulu Movement Deterioration

When Ulundi is burned by the British, the Zulu hex-movement-allotment is decreased by two. Among all the other kraals on the board, every time a group of four is burned, decrease the Zulu hex-movement-allotment by one. (Don't forget, at the start of the game two kraals have already been burned — see 3.3 & 7.7). The Zulu movement maximum can never be reduced to less than one stack.

Design Note. Rules 10.7 and 10.8 reflect the fact the Zulu army's mobility is tied to a fragile (in terms of modern warfare) homestead-based economic system.

10.9 Cetshwayo

Cetshwayo's Movement never counts toward the Zulu Movement Maximum — he always moves "free."

10.10 Terrain & Movement

All terrain features on the map are classified into two broad categories: Natural, and Manmade. Both of those categories are divided into several different types (see below). There is never more than one type of natural terrain in any one hex. More than one type of manmade terrain may exist in one hex along with the natural stuff.

10.11 Natural Terrain

There are nine types of natural terrain on the map: Clear, Forest, Hills, Mountain, Swamp, Escarpment, Minor River, Major River, and Sea. The effects of each on movement are described below, and are summarized on the Terrain Effects Chart (or "TEC," printed on the separate cardstock sheet) for quick reference during play.

10.12 Clear

Clear terrain is the "base" terrain of the game. It's just that — clear. That is, hexes with only clear terrain in them

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represent areas devoid of any natural features that would enhance defense or slow movement at this level of operations. Each clear hex costs all units 2 MPs to enter.

10.13 Forest

Forest hexes represent areas where the primary ground cover is trees. Each forest hex costs units 3 MPs to enter.

10.14 Hills

Hills represent areas dominated by hilly or broken terrain. All units pay 4 MPs per hill hex entered.

10.15 Mountains

Mountains are a considerable impediment to movement. All units pay 5 MPs per hill hex entered.

10.16 Swamps

Swamps are entirely impassable and may never be entered by any unit of either side.

10.17 Escarpments

Escarpments run along hexsides, rather than lying in-hex like the other terrains described above. Every unit crossing an escarpment hexside traveling uphill (for example, from 2733 to 2732) pays an extra two (+2) MPs to do so. Every unit crossing an escarpment hexside going downhill (for example, from 2732 to 2733) pays an extra one (+1) MP to do so. "Extra" means in addition to the cost of entering the hex moved into. For example, a unit moving from 1732 to 1832 would pay a total of six MPs: four MPs to enter a hill hex and two extra MPs for crossing an escarpment hexside while moving uphill.

10.18 Rivers & Fords

Rivers & Fords also exist along hexsides rather than lying in-hex. Minor rivers may be crossed by paying four extra (+4) MPs to do so. Major rivers may only be crossed via ford hexsides. (Fords occur wherever roads cross minor or major river hexsides.) Crossing a major or minor river through a ford hexside costs three extra (+3) MPs.

10.19 Sea

All-Sea hexes and hexsides are entirely impassable and cannot be used for movement in any way. **Old Hands:** see 12.11.

10.20 Manmade Terrain

There are three types of manmade terrain: kraals, forts, and roads.

10.21 Kraals & Forts

Kraals and forts have no effect on the movement of either side's units. The movement costs for such hexes is determined by the natural terrain found in them.

10.22 Roads

Units moving along roads expend one MP per hex, no matter what other kinds of terrain exist in those hexes. Road movement may only be used by units actually moving along a road. For example, a unit in 2428 moving

directly to 2528 would have to pay the normal two MPs for entering a clear hex. To get the road rate it would have to go from 2428 to 2527 and then to 2528, etc. **Important Note.** Road movement can be used to enter EZOC.

10.23 Supply Column Movement

Supply columns may move only from road hex to road hex across road hexsides, and they may never be moved into an EZOC during a British movement phase unless moving with one or more non-supply units.

10.24 Cumulative Effects

The total movement cost for entering any hex is always the sum of all applicable terrain types involved. For example, a unit crossing an unforded minor river hexside into a forest hex would pay a total of seven MP to do so. That is, three MPs to enter the forest hex and an extra four MPs for crossing a minor river hexside.

10.25 Off Map Movement

No Zulu unit may ever be moved off the map. British units may move off the map via any of their ultimate supply source hexes (see 9.5). Such units may reenter play two game turns after their withdrawal (or later, if desired by the British player) as if they were reinforcements, again through any of the ultimate supply source hexes not then occupied by Zulu units. (Such units need not reenter through the same supply hex they used to leave the map.)

10.26 Capturing Cetshwayo

Cetshwayo may never be moved into a British ZOC. If he ends up in one due to British movement, there is a chance the game will immediately end in a Zulu defeat.

That is, if Ulundi has already been burned when the British close on Cetshwayo, the king is considered captured and the game ends in a British win. But if Ulundi is still unburned at that point, the Zulu player simply picks up the Cetshwayo counter and places it in any other hex containing one or more Zulu units and/or an unburned kraal not then in a British ZOC.

If Cetshwayo is in Ulundi itself when the British move adjacent, the king first gets his free relocation move, *then* Ulundi is considered burned. Also note this "jump" process can occur any number of times prior to Ulundi's destruction, and that non-activated neutral Natal Zulu kraals cannot be used to receive the king in this way.

No hex counting or path tracing takes place in such jumps; the Zulu player simply changes the king's location within the limits described above.

Design Note. Historically, the destruction of the Zulu capital had a powerful effect on that nation's morale. We're figuring that prior to its burning, every Zulu in Cetshwayo's locale would do everything they could to help him escape a British trap. Afterward, again as happened historically, they mostly lose their will to take risks for a defeated regime.

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11.0 Combat

11.1 In General

All battles take place during the single combat phase each game turn. Though the British player is on the overall offensive, pushing forward to burn Ulundi and capture Cetshwayo. In combat — at the unit versus unit level — the Zulu player is *always* the attacker. This approach is adopted to reflect the nature of the tactics of this war and the psychological dispositions of the soldiers and warriors using them.

At the operational level, Zulu commanders found it virtually impossible to maneuver around any British force: once their warriors spotted the enemy they would become mutinous if not immediately ordered to engage. At the tactical level, because the blade- and musket-armed Zulu army was pitted against the rifle-armed British, attack again became the Africans' only recourse. They had to push forward to melee, or suffer being steadily shot to ribbons by the longer-ranged rifles of the whites. Thus, in every battle in the game the Zulus are the "attacker," and the British the "defender," no matter which side actually maneuvered to bring on the particular combats.

11.2 Mandatory Combat

Combat is mandatory between (among) opposing units and stacks that begin a combat phase in each others' ZOC. If the situation across the board calls for more than one fight to take place, the Zulu player determines the order in which they're resolved (and he need not state that order beforehand).

11.3 Multiple Defenders

If there are two or more British units in a hex being attacked by Zulu units, that attack may only be resolved as one combined battle in that one hex.

If a Zulu unit or stack is in the ZOC of British units located in more than one adjacent hex, that battle is still resolved as one large battle. In such cases, the British player should simply note the hexes — on a piece of scratch paper if necessary — from which his various units participating in the battle come from (and will be returned to if they survive).

In cases where multiple units or stacks of Zulu units are all in the ZOCs of multiple British units or stacks, the Zulu again has his choice of exactly how to resolve them, as long as every British force is attacked by at least one Zulu unit during that combat phase.

11.4 Stacks on the Attack

In situations like those described above, it's not necessary for every Zulu unit stacked in a given hex to participate in the same battle. Some might attack into one adjacent British hex, while others attacked into another. However, no Zulu unit starting the combat phase in a British ZOC may be withheld from joining in some battle.

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11.5 Full British Participation

In general, it is likewise impossible for the British player to withhold any of his units from combat. One exception, though, is supply column units. That is, such units can never be attacked by Zulu units unless (until) they are the only British unit in the hex under attack. (See below, 11.8.)

Ω 11.6 Fog of War

The Zulu player is always free to examine the composition of British stacks. Prior to Ulundi's burning, the British player may not examine the composition of Zulu stacks until the time comes to deploy fighting units to the side of the map to resolve combat. Once Ulundi is burned, the British player is also allowed to examine Zulu stacks at any time. **Important Note:** the Cetshwayo unit must always be the top unit of any stack it's part of (even if Ulundi is not yet burned).

Beginners Note. In your play, both players are always free to examine enemy stacks at any time.

11.7 Multiple Combat Phases

After all battles have been resolved, both players should scan the board. If they find situations wherein opposing units are still in each others' ZOC, begin a new combat phase using the same procedures as in the first. Likewise, after that combat phase's battles have been resolved, again scan the board, running through third, fourth, fifth, etc., combat phases until there are no longer any opposing units in each others' ZOC.

11.8 Battle Set Up

When the Zulu player selects a hex(es) of British units to attack, the British player should mark that hex with the "Def." (defender) counter, then take all the units located there and place them in a line off to the side of the mapsheet in an area easily reachable by both players. **Exception:** Unless it's the only unit in the hex being attacked, place any supply column unit present off to the side of the "battle line" just formed — it cannot be attacked by the Zulu until it's the only unit left in the defending force.

Then the Zulu player removes his attacking units from the mapsheet. He should mark their hex(es) with the Zulu-attacker markers (large arrows). The Zulu needn't record or try to memorize the exact hexes from which each of his attacking units in a given battle come from.

The Zulu then places one of his units opposite each British unit in the battle line. If there are more Zulu units present than there are British, the excess Zulus may be lined up behind any of the other Zulu units already located next to a British unit in the battle line. Alternatively, the Zulu player may choose to temporarily set aside such extra units in a "reserve" pile. They may be committed in later rounds of this same battle. (But they may not be

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committed against a supply column unit until a round begins wherein that unit is the last British defender present.)

Important Note: The Zulu can never have more than 10 units in any one battle's reserve pile; and once committed to the firing line, no Zulu unit may be returned from there to the reserve.

If there are more British units present than there are Zulus, the British player should immediately take his extras and place them behind any of his other battle line units that already have Zulu units next to them. (There is never a British reserve pile.)

Design Note. To understand the advantage for the Zulu player who maintains a reserve pile throughout a battle, see 11.16

11.9 British Defensive Fires

To begin the actual fighting in every battle, the British player roles one die for each of his units engaged in the battle line just formed as described above. If the combat die roll of a British unit is less than or equal to its combat factor, the Zulu unit opposite has been eliminated and is *immediately* placed into a "deadpile" off to the side of the map.

Note that every British unit in the battle line gets only one defensive shot no matter how many Zulu units are facing it. Any hit must be scored against the Zulu unit nearest it in the column of approaching Zulu units. In situations where the British have numerical unit superiority, any second (third, fourth, etc.) British unit's shots are simply wasted if the first British unit in that column hits and eliminates its attacker.

Design Note. Yes, the combat factors of the British regular infantry are such that they seldom miss when at full strength. The moral for Zulu players: numerical unit superiority is a good thing to have when you attack.

11.10 Zulu Attacks

After the British player has gone along his battle line and made a defensive die roll for each of his units there, the Zulu makes his attack die rolls.

Where the Zulu has numerical unit superiority and some of his forward units have been eliminated by British defensive fires, slide forward the next Zulu unit in that column. When a British unit has been left unattacked (because its defensive fire just eliminated the one unit you had matched against it) it is *not* permissible to "slide over" any extra Zulu units from nearby columns going in against other British units. Such "uncovered" British units cannot be reengaged until the start of the next battle round.

Every Zulu unit (not just the most forward in every column) makes a melee attack die roll against the British

unit in front of it. If that result is less than or equal to the Zulu unit's combat factor, the British unit immediately loses one strength step. If it's just a one step unit, or a two step unit already reduced to one step, it's eliminated. Place eliminated British units into the "deadpile."

In situations where the Zulus have numerical unit superiority, any second (third, fourth, etc.) Zulu unit's melee rolls are simply wasted if the first Zulu unit in that attacking column hits and eliminates the British defender facing it.

11.11 Multiple Rounds & Retreats

After all eligible units of both sides have taken their combat rolls as described above, a "round" of combat is over. At that point the British player must declare whether he will retreat or stand. (There can never be a retreat in any battle before at least one round of combat has been fought there.)

If the British player chooses to stand (for another round of combat) procedures are again the same; simply set up and fight another round of combat as described above.

If the British player declares a retreat, he should immediately eliminate any supply column unit(s) present; they are automatically and permanently destroyed when present at any British retreat. Then he should again form his units into a battle line. The Zulu player then forms his attack line (adding in units from his reserve if he so desires), as given in 11.10, and another round of combat is resolved — but with one important exception. This time there are no British defensive fires. The Zulus simply take their melee rolls, reducing and eliminating British units according to those results and then the battle is over.

11.12 British Retreats

Retreating British units that survive the final combat round are not returned to their original hex. They are set aside and returned to play two game turns later as reinforcements via any ultimate supply hex not then occupied by Zulu units, etc. (Like regular reinforcements, their return may be delayed by the British player until after that second game turn.) Any units that were at reduced strength at the time of the retreat are returned at full step strength. No tracing of retreat routes or any regular movement is involved in this.

Ω 11.13 Cavalry In Retreats

All British-side cavalry units represent an exception to the retreat procedure given above. That is, when a retreat is called, all cavalry units present are simply removed from the battle site without undergoing the final round of Zulu attack rolls (and, of course, they do reappear two turns later at full strength, etc.).

Historical Note. Old cavalry saying: "If you ain't on a horse, you're a foot."

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11.14 Zulu Retreats

If the British player declares he will stand, the Zulu player must decide to either participate in another round of that same battle or call a retreat of his own forces. Zulu retreat procedures are like those of the British, with the important exception there is no final "retreat round" of combat. Zulu units retreating from battleline positions are simply picked up and placed on the holding track for possible return to play two turns later. Any Zulu units in the reserve pile when a Zulu retreat is called are picked up and placed on the board in the unburned kraal nearest the battle site.

11.15 Advance After Combat

After a battle has been resolved, it is possible the victor will have units to place back on the map (see sections 11.16–11.18 below). These units are eligible for further movement and/or combat. Advance after combat is not mandatory, but if it is to be taken, the victorious player must do so before the resolution of any other battle is begun.

11.16 British Disaster & Zulu Advances

Any time a battle ends in a British defeat — that is, the defender hex(es) is left vacant due to all the British there being eliminated and/or retreated — a British "disaster" is said to have occurred. Immediately mark such hexes with a skull marker.

In such cases, immediately remove to the holding boxes all Zulu units that were engaged in that battle, excluding only those that remained in the reserve pile throughout the fight.

If the Zulu ends a British disaster battle with units still in that fight's reserve pile, he should immediately roll two dice. That result is the number of MPs that intact reserve is awarded for an immediate "advance after combat." Such moves are taken immediately, using all normal movement procedures, except it doesn't count toward the Zulu per-turn movement maximum (10.8). Place the victorious Zulu reserve units to be advanced in the just-vacated defending hex when returning them to the board to begin their bonus move. The advance is optional; the reserve is not required to move.

Victorious advancing reserves may be moved in such a way that they create their own new battle situation or join in with other nearby Zulu attackers. (They may also be moved so they don't end in any EZOC.) In either case, the Zulu resolves those battles just as he would any others already set up that same combat phase — advancing reserves that end up in EZOCs must participate in battle.

11.17 Disaster Effects

Once placed on the map, a British disaster marker remains there throughout the game. Any time another British unit or stack passes through such a hex, mark it with a skull counter as it leaves (or when it stops in) that

hex. If such a force engages in combat that game turn, all its combat factors are reduced by one. For example, a British unit with a printed strength of "5" would need to roll a "4" or less to hit during such game turns. Such effects last only one game turn, but can occur repeatedly with the same units if they move through or come to rest in a disaster hex again. (There are no "multiple disaster effects" in cases where more than one occurs in the same hex.)

11.18 British Victory & Advances

When a battle ends in a British victory — that is, all attacking Zulu units have been eliminated or retreated — all reduced British units in that battle *immediately* recover to their full two-step strength (before any subsequent combat in that same phase).

After they're placed back in their original hex(es) on the map, the British player may make an advance after combat using the same procedure given for the Zulu in 11.16. Note that it's possible for the British player to roll an advance-after-combat movement allowance that is greater than the actual MFs available to some of his units. In such cases, no unit may advance farther than its actual movement allowance permits it to.

11.19 EZOC & Supply Effects on Advances

If a victorious force is placed back on the map in preparation for its advance after combat, and there finds itself in the ZOC of an enemy force that did not take part in the just-resolved battle, those victors may still make their advance after combat. However, they must halt in the first EZOC entered after leaving the battle hex, even if that means stopping after just one hex. (Thus limited EZOC-to-EZOC movement is possible in this one kind of situation.)

Unsupplied units are required to halve their advance-after-combat MPs (round up).

11.20 Terrain & Combat

British units defending in forest hexes have their combat factors reduced by two. (For fort combat effects, see 12.2).

Design Note. Players will note terrain has little effect on combat resolution in this game. This is a result of the peculiar tactical match up in this war (see 11.1).

11.21 Minimum Combat Factor

No unit of either side ever has its combat factor reduced below one (1), for any reason(s).

Ω 11.22 Supply Columns

Lone Supply Column units defend themselves with a combat factor of one (probably not for long though). They cannot retreat (because they can't survive a retreat. (See also section 12.3.)

12.0 British Forts

12.1 Forts

There are eleven British forts printed on the map, and another 12 fort counters are included in the counter mix for possible later construction. The forts printed on the map are referred to as "permanent forts;" those in the counter mix are called "new forts." The characteristics of the two types of forts are the same except in one respect: intrinsic garrisons — the permanent forts have them, the new forts don't (see 12.3).

Beginners Note. Only use the permanent forts in your play; ignore all references to new forts in these rules.

12.2 Combat Effects

Zulu units attacking either kind of fort suffer a -2 reduction in their combat factor (but see 11.19). Forts have no other combat effects for either side; ZOCs are not inhibited, etc.

12.3 Permanent Forts' Intrinsic Defense

All the permanent forts on the map have an intrinsic two-step garrison that works for their defense when unoccupied by any other British units except supply column units. (That is, if a supply column unit alone is stacked in a permanent fort, the intrinsic garrison would be available for that fort's defense.)

Intrinsic garrisons do not make defensive fires like other British units; instead, all attacking Zulu units make their die rolls (the Zulu player need not commit more than one unit against such intrinsically defended forts, and he may still maintain a reserve pile, etc.), the British player simply selects any of those attackers and removes it to the holding track on the north map edge as given in 11.9.

When one or more British line units are present to defend a fort, the intrinsic garrison does not make an appearance after they've been eliminated or retreated. In such cases the garrison is considered to have been absorbed into the last remaining line unit.

12.4 Forts & ZOC

Permanent fort intrinsic garrisons project ZOCs just as if they were a regular line unit. Empty new forts don't project ZOC by themselves, but any British units that enter either kind of fort continue to project their ZOCs normally.

Ω 12.5 New Forts' Defense

New forts have no intrinsic garrisons; they simply inflict the -2 penalty on any Zulu units that happen to attack there. New forts without any British units in them may be entered and burned by Zulu units during that side's movement phase, just as undefended kraals are burned by moving British units. Unlike kraals, though, empty forts are not burned at the end of game turns simply

because they're in a Zulu ZOC; forts must be moved into and/or through to be burned.

12.6 Forts & Retreats

Forts of either kind cannot retreat. If a retreat is called, the fort (along with any supply column unit present) is considered eliminated.

12.7 Eliminated Forts

Eliminated permanent forts should have burned markers placed atop them to signify their changed status (henceforth they have no combat effect). Eliminated new forts should simply be removed from the map. (Permanent forts defended by one or more line units are considered eliminated if a "British disaster" occurs in that defense, see 11.15.)

Ω 12.8 Building New Forts

New forts may be built by the British player in any road hex on the map, even atop the site of a previously eliminated permanent fort. (Such a rebuilt fort is considered a "new fort" — place a fort counter there.) The supply of new forts is limited to the number of counters given in the game. The fort counters do not recycle; each one can be built and placed only once per game.

Ω 12.9 Construction Procedure

Only British regular infantry can build forts. To construct a fort, at least one such unit must remain stationary in the road hex chosen for one entire British movement phase. Constructing units must be in supply during the movement phase of construction, or they may also do so while unsupplied if stacked with a supply column unit. But construction may never take place in an EZOC.

Place an inverted new fort counter (showing the pick and shovel work-in-progress symbol) atop the building unit at the very start of the British movement phase. Flip it over at the end of the same British movement phase; the fort is then functional. Other British units may be present in the hex during fort construction; they neither speed or slow the process. Once built, a new fort may not be "disassembled" and moved.

12.10 Forts & Stacking

Neither kind of fort counts toward the stacking limit.

Ω 12.11 Fort/Port Durnford

The British Naval Brigade (NB) may be withdrawn from the map as described in 10.26 and reentered directly into hex 4234 as reinforcement one game turn later along with a new fort counter. At the end of that movement phase the fort becomes operational and that hex functions as another ultimate supply source hex for the British player as long as it remains intact there. (If it's eliminated, it may not be rebuilt during the course of the same game.)

Once this fort/port is constructed, up to two available British reinforcements per turn (but not supply column units) may enter play through the hex. ★

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Decision in France

Northern France, June 25th, 1944: The allied armies are ashore in Normandy. The American 1st Army has just captured Cherbourg and is ready to turn south into the bocage. The British 2nd Army is about to begin operation Epsom to outflank the city of Caen from the west. However, approaching Normandy are six German divisions—three of which are powerful SS panzer divisions. Rommel will soon have the force necessary to launch a decisive attack against the foothold the allies have on the continent.

The Rhino Game Company is pleased to announce its third release, *Decision in France*, covering the controversial campaigns in Normandy and Northern France.

Decision in France illustrates the bloody bocage fighting in Normandy, the tremendous effort the allies undertook to breakout from the coast, the lightning-fast mobile warfare across France, and the exploits of Patton's 3rd Army.

Carefully blending historical detail and playability, *Decision in France* gives players the chance to explore the strategies of the campaign in a game of moderate complexity, structured with simple and elegant rules. Can

the Germans mount an effective counterattack with the nine panzer divisions in Normandy? Should they have retreated to the Seine River before their armies were exhausted? Should the Allies have gone for the short envelopment at Falaise, or the long envelopment at the Seine River? Should they bypass Paris, or will an uprising in Paris dictate its immediate liberation? *Decision in France* makes it possible to examine all these questions and more.

The map scale is 12 km to a hex. Each turn represents three days, and most units are divisions (independent brigades, regiments and battalions are also included).

The game includes 400 die-cut units, one 22"x34" map, a full-color folder with game tables, various play aids and a 24-page rule booklet. All packaged in a ziplock bag.

Decision in France is available for \$25.00 (CA residents please add 7% sales tax). Postage is paid within the U.S. (sent 2-Day/Priority Mail). Overseas orders please add 30% for Air Mail. Canadian orders please add 10%. All foreign orders must be in Postal Money Order (U.S. Funds) or drawn from a bank in the U.S.



RHINO GAME COMPANY

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D-ELIM

Like Lions They Fought

by Ty Bomba & Chris Perello

There tend to be four distinct phases to each game of *LLTF*: 1) Game Turn 1 — Zulu Offensive; 2) Game Turns 2 and 3 — Mutual Regrouping and Consolidation; 3) Game Turns 4, 5 and 6 — British Advance to Ulundi; 4) Game Turns 7 and 8 — Cetshwayo Manhunt.

The Zulu Offensive

Game Turn 1 is critical for the Zulu player. He must cause enough damage to the British to force them to consolidate the next two turns — if the British are able to put together a serious offensive before the Turn Four reinforcements arrive, the Cetshwayo hunt will begin earlier and make his capture that much more likely. Use the four largest stacks around Ulundi to surround and annihilate the British force at Isandhlwana; use four stacks from the area between the Mhlathuze and Inyezane Rivers to do the same to the British clustered around 3139.

The fight around 3139 will be the more difficult one. You must position your forces to cut British supply, but in such a way that surviving reserves will be in position to assist subsequent battles. Your choice of battle sequence is critical for the same reasons. Remember too the British get to move after you, so you must allow for interference. Given average die rolls, you have enough strength to kill every British unit except the one in Fort Tenedos.

This strategy is aggressive — doubly so compared with the historic Zulu operations — and will retire about half your army's combat power; most to the dead-pile, some to the holding track. Of the latter, those from the Mhlathuze/Inyezane sector will probably never reenter the game because the British will likely burn all the kraals in that sector during Game Turn 2. Nevertheless, you must launch it. You will never again have such easy targets or so much mobility.

Zulu: Game Turns 2 & 3

Use Game Turn 2 to pull together a new army near Ulundi. This "second wave" army will be complete on Game Turn 3

with the return from the holding track of whatever of your units survived the first turn offensive (and haven't yet had their kraals burned). Launch a new offensive with this army *only* if the British gives you a good opportunity — a column with three or fewer British regulars. Don't waste it going after individual raiding parties (see below) — you can't afford the losses or the mobility cost.

The more important part of your strategy now becomes road blocking — the British must not be allowed to march on Ulundi unhindered. Road blocks must be established with some care. That is, push single-unit roadblocks as far as possible toward the kingdom's borders, but be careful not to cluster them too closely. A sequence of road block units set up simultaneously along the same road will ultimately defeat its own purpose by allowing the British to use the advance-after-combat rule to steamroll long distances in one turn. When guarding river crossings, put your units on the British side — this will force him to spend valuable MPs crossing the river after he defeats the roadblock.

Zulu: Game Turns 4, 5 & 6

This portion of the game will become increasingly desperate as the last of your worthwhile units are eliminated trying to block and counterattack the British away from Ulundi. Never mind — keep calm; keep Cetshwayo in Ulundi until the British get there; when they do, spring him as far from the main British forces as possible. Get some good units into the extreme northeast of the map (the area north of the Mkhuse, from Uda Bakawombe to Mashabana, makes a good final refuge for Cetshwayo) and/or the southeast. These will become barriers behind which Cetshwayo can hide.

Zulu: Game Turns 7 & 8

During the manhunt, about all you will be able to do is establish a few road blocks. Cetshwayo's survival depends more on his speed and careful positioning relative to terrain and your remaining units.

Zulu Tactics

Always, always, always seek to surround before attacking, and always seek to attack with at least a two-to-one numerical superiority (measured in units, not CFs). When engaging a British battle line, attack his five-strength units with two-unit combinations consisting of weak ones up front and stronger ones behind. Place only one unit in front of each of his lesser formations, and keep the rest in the reserve pile.

In general, the later the game turn, the less you have to gain by retreating from battle, no matter how desperate the tactical situation has become along the battle line. Your free-retreat ability makes it seem like a good option, but the ability to retreat is not linked to a guarantee of getting units back from the holding boxes. Before calling a retreat, examine your engaged force: are those units' kraals already burned, or in a sector likely to be torched by the British in the next two turns? If so, you might as well stay and fight.

Though it's most satisfying to eliminate British infantry, do not neglect nailing his cavalry whenever the opportunity presents itself. The British player who reaches the last stage of play with a decimated cavalry force will probably be unable to tag Cetshwayo.

The British

Your guiding principle must be to get to Ulundi as soon as possible. But that doesn't mean there aren't other things to be accomplished along the way. Namely, you must send sorties from your advancing columns to burn as many kraals as possible as soon as possible: getting that Zulu movement maximum down to one stack per turn is the key to gaining operational ascendancy across the map. The best way to sortie is to send cavalry out just far enough so they'll be able to return the same movement phase. If that is not possible, then send out many raiding parties — the Zulu movement limitations mean some will survive.

Some playtesters favored advancing toward Ulundi only until you've got Cetshwayo boxed between the Black and White Mfolose Rivers, meanwhile cleaning out all outlying kraals and Zulu units. That way, when you do finally close in on

the king, he's got no where to escape to but other positions within the Mfolose Rivers "box." It's a good plan if — if — your command superiority over your opponent is great enough to allow you to accomplish everything in a timely and properly sequenced way.

More likely, it is best to drive straight into Ulundi. A two-column approach is probably best if both can be given at least five units with CFs of 5. This drive will generate several battles, which will break the back of the Zulu army. Once that happens, you must start spreading your units out — it wouldn't be a bad idea to leave a few units behind during the main advance (fortify them) so they will already be in position for the manhunt. This is especially important north of the Mkhuse, where you aren't likely to be operating earlier in the game.

Except for his first jump out of Ulundi, Cetshwayo can't enter a British ZOC. By blocking fords (and the "isthmus" at hex 1114), you can cut the map into increasingly restricted areas in which Cetshwayo can maneuver. But turn 7 is too late to start; man those positions as soon as you get close to Ulundi.

Once the Zulu army is broken, or when it's down to moving just two or three stacks, don't be afraid to cut loose your troops from the supply columns. Even at half speed you can cover a lot of ground, and all has been for nothing if the king isn't taken.

Finally, those who own our *Desert Storm* game from no. 13 will find an enjoyable solitaire game of *Like Lions They Fought* can be had when played along the lines of: "What if the Zulus had Godzilla?" ☼

Command Back Issues

	MAG+GAME	GAME
#11 Hougoumont	6.50	—
#12 Chaco	6.50	—
#13 Desert Storm	—	6.00
#14 Victory at Midway	—	6.00
#15 Spartacus	7.50	6.00
#16 1918	—	12.00
#17 Gettysburg	—	6.00
#18 Tet '68	7.50	6.00
#19 Port Arthur	14.75	12.00
#20 Cortes	14.75	12.00
#21 Blood & Iron	14.75	12.00
#23 Shogun Triumphant	15.95	13.00
#24 Czechoslovakia '38	15.95	13.00
#25 When Eagles Fight	15.95	13.00
#27 Proud Monster	25.95	22.50

For ordering information, see the ziplock ad on the back cover

D-ELIM'd

When Eagles Fight

by designer Ted S. Raicer

Here are my two favorite openings for the Germans in the historical scenario.

Tannenberg

Move the *Woy LWXXX* to Lodz. Move the *FR XXX* to hex 2316; *20 XXX* to 2318; *1R XXX* to 2515; *1 Cav XX* to 2416; *1 XXX* to 2616; *17 XXX* to 2616; *3R XX* to 2616. Place the *OberOst* at 2318.

Conduct combat in this order.

1. *1, 17 XXX* and *3R XX* vs. *Lumja* (2617). The result is an automatic B/E. Advance the *1 XXX* to 2418, the *17 XXX* to 2517, and the *3R XX* to 2617.

2. The *FR XXX* and the *20 XXX* attack the Russian *1 XXX* in 2317 at 1:1 and +3 to the die roll. On a roll of one or two the *1 XXX* retreats to 2218 or 2217; on any other roll it's eliminated. Any German loss must come from the *20 XXX*, which advances into hex 2317. The regular combat phase is over, with four Russian corps OOS.

OberOst Combat. The *FR, 20, 1* and *17 XXX* attack three Russian corps in 2417 at 2:1 with +3 to the die roll. There is a 50% chance of eliminating all three corps. At worst, one corps will be eliminated and the other two forced to retreat to 2516.

During the Strategic Movement Phase of Game Turn 2, rail reinforcements into *Lumja*, *Lotzen* and *Insterburg*. The Russians will be unable to do much more than rescue any survivors of the *2nd Army*.

The Osewiec Gambit

Move your units exactly as in the Tannenberg plan above, but place *OberOst* at *Lotzen*. Initial combats are also conducted as above, but the *1 XXX* and *3R XX* advance to 2715, and the *17 XXX* to 2716 after destroying *Lumja*.

OberOst Combat. The *1, 17 XXX* and the *3R XX* attack *Osewiec* (2816) at 5:1 with +1 to the die roll. The fort will be eliminated on a die roll of three through six. If *Osewiec* falls, some or all of the attackers may advance into the hex, then use strategic movement on turn two.

This gambit can have important long term benefits, but it is definitely the riskier strategy. Not only is there a 33 percent chance the attack will fail, but a more or less intact Russian *2nd Army* will remain to pose a threat to the German flank and rear.

Expect to take higher than normal German losses when using this plan.

1915

Finally, a word about the German 1915 summer offensive. That player must beware of falling into a simple west to east advance across Poland, slogging through all the Russian forts. Instead, while part of the German army takes *Warsaw* and *Brest-Litovsk* (and then turns south, if need be, to flank the Russians out of *Lemberg*), the bulk of the army should advance from *East Prussia*, aiming to capture *Kovno*, *Szawli* and *Dvinsk*. This bypasses the Russian forts and stretches the enemy line. Keep watching for a chance to seize a Russian town with a cavalry raid. Remember, you can strategic-move reinforcing infantry before the Russian can react. ☼

ERRATA

When Tigers Fight

4.3 (Add) **The Grand Alliance** players scores one VP if the game ends without the Japanese having made at least three prepared assaults against town/city hexes in *India*. These PAs need not have been made by the same units, nor during the same game turn, nor against the same town or city.

Proud Monster

Counters

The German *Fegelein* (FG) cavalry unit is incorrectly shown on its counter as being a division (XX); it's actually a brigade (X).

4.2 **City & Large Town VPs** (correction). The VP value of the large town of *Sevastopol* (2919S) is 4, as shown on the map, and not 2 as given in the rules.

8.13 **Replacement Restrictions** (clarification). When Soviet units are taken as replacements from the deadpile, they are selected and reappear on the map as untried units. They must again go into combat to have their combat factors revealed to both players, per 2.15 and 3.5. The Soviets receive one replacement division per *Military District City* and one per *Military District Town*.

14.23 **Cities** (change). At odds less than 1:3, the "0" result remains a "0;" do not increase it to "1." ☼

COMMANDER'S CALL

by Ty Bomba

More — Better (Again)

Starting with this issue, the newsstand portion of *Command* (that's the main magazine itself) has gone to 96 pages, up from 84. We've also increased the paper weight, and have improved the format to enhance readability. All of which means you'll get a magazine that feels more substantial, is easier to read and contains one or two more articles in every issue. That's what the earlier price increase went for (along with turning the possibility of doing mini-monsters in the hobby edition into a certainty). Are we cool, or what?

The '93 Charlies

Just in case you missed it the last time, or forgot about it, or lost your ballot, here's another listing of the games we released in 1993, organized by award categories. (And we've also included another ballot in this issue — vote!)

Pre-WW2 Games:

Cortes: Conquest of the Aztec Empire
Blood & Iron: The Battle of Königgratz
Antietam: Burnished Rows of Steel
Shogun Triumphant: The Battle of Sekigahara
When Eagles Fight: The First World War in the East

WW2 Games:

Victory in Normandy
Smithereens: The End of World War II in Europe
Czechoslovakia 1938: What If They'd Fought?

Post-WW2 Games:

Back to Iraq: New Wars in the Gulf

Origins '94

I'm pleased to report Ben Knight will be attending Origins again this year and will run another *Victory in Normandy* tournament. And just as last year, we'll provide some prizes. The first place winner will get a two year hobby subscription (or extension); the second place man will get a one year; and the third place finisher will get a half-year. We'll also hunt up some kind of manly trophies to go along with the subscription awards. (Last year we gave

engraved pocket knives.) For more information on or to enter the ViN tournament, contact: Ben Knight, RR2, Box 296, Alma, KS 66401.

Chris P., Larry H. and I will also be at the convention. We're going to try to schedule another two-hour "Command Readers Seminar" for Saturday or Sunday afternoon, along with a one hour session on Chris' *Fateful Lightning* game. Y'all come.

FFQ Canceled

I've taken the decision to cancel the *Futurefight Quadgame*. I've done that for several reasons. First, two of the situations — Chinese Civil War, and Russia vs. the Ukraine — are at present still so undeveloped in the real world that anything we put together for the games couldn't be anything more than pure conjecture as to OBs, objectives, weaponry, outside intervention, etc. While our OB data is better for the Transylvania and Korea situations, other factors cause problems. The Transylvania game is fought along the spine of the Carpathian Mountains, which in practice turns out to make Bosnia seem like mobile warfare — not much fun. The Korea game has a good, developing situation and detailed OBs, but to fit it into the quadgame map format we'd have to use a map scale that yields a Korean peninsula only nine hexes wide in places.

So, we'll keep the data we've got while watching for more as these situations develop. If any look to be turning into something real and serious, we'll go to work and get out a full-size game on that topic.

The Schedule

The current schedule is in the box. Due to popular demand, I've added brief topical summaries of the games below.

29. 1914: Glory's End. The opening campaign of WWI's Western Front at 9.5 miles per hex and with a corps-level OB. Both historical and free deployment scenarios. Optional hidden movement. Another Ted S. Raicer WWI winner for sure. One full, large-hex map, one 5/8" countersheet.

30. Across the Potomac. A division/brigade level treatment of Bobby Lee's 1862 and 1863 campaigns from Ben Knight. It comes with two identical maps, which allows for normal and double-blind play. Tense. Playing double-blind you really get to (not) see why the Yankees dreaded Lee so much. One 5/8" countersheet.

31. Budapest '45. A brigade/regiment level simulation of the early 1945 German attempt to relieve surrounded Budapest. This one's from John Desch, and uses an evolution of the *Berlin '45* system. Elite, savage panzers vs. Soviet hordes, with a huge city as prize. One 5/8" countersheet.

Game Schedule

Issue No.	Publication Date	Magazine Game Title	Ziplock Title
29	Jul-Aug	1914: Glory's End	—
30	Sep-Oct	Across the Potomac	Fateful Lightning
31	Nov-Dec	Budapest '45	—
32	Jan-Feb '95	Bunker Hill	—
33	Mar-Apr	Great War in Europe†	—
34	May-Jun	Mason-Dixon†	—
35	Jul-Aug	SS Panzer	—
36	Sep-Oct	Mukden	—
37	Nov-Dec	Strike North	—
38	Jan-Feb '96	Buena Vista	—
39	Mar-Apr	The Bulge: A Wave of Terror†	—
40	May-Jun	Second Front Now!	—

†=Magazine Monster Game

32. Bunker Hill. A tactical level simulation of the Battle of Bunker (Breed's) Hill, part of the larger struggle to control Boston harbor. What-if scenarios included, using an evolution of the *Hougoumont* system. One large-hex map and one 5/8" countersheet (pictographic).

33. The Great War in Europe. Ted Raicer's next bid to "own" WWI. Two full, large-hex maps covering the Western, Italian, Eastern and Balkan fronts, plus about a kajillion 1/2" units and chits. (Yes, chits!)

34. Mason-Dixon.Chris Perello's "what if" game develops the idea behind old-SPI's *Dixie* into a two-map mini-monster. The map covers the lower-48, at about 40 miles/hex and division sized units, with scenarios for WWI, WWII and the 1990s.

35. SS Panzer. A company level treatment of the massive armor engagement at Prochorovka during the 1943 Kursk campaign. One large-hex map, two 5/8" countersheets (pictographic for the tanks).

36. Mukden. A brigade/regimental treatment of the final big battle of the Russo-Japanese War. One full, large-hex map and one countersheet of 5/8" units. From Ron "Port Arthur" Bell.

37. Strike North. An operational examination of the 1940 German invasion of Scandinavia, focusing primarily on the land war, but with important naval and air subsystems. What-if scenarios are also included on the proposed 1943 German invasion of Sweden (and possible Allied reactions to it). One full, large-hex map, two 5/8" countersheets. From Adrian McGrath.

38. Buena Vista. A tactical treatment of this key battle in the Mexican War. One large-hex map, one 1/2" countersheet, including some double-sized units for the huge Mexican columns.

39. The Bulge: A Wave of Terror. A two-map, battalion-level Battle of the Bulge game using a modified *Berlin '45* system.

40. Second Front Now! A brother game to Ben Knight's well received ziplock, *Victory in Normandy*. This one's by James Gordon, with a half map and 350+ 5/8" units. *SFN* can be played alone or joined with *ViN* to explore what could've happened had the Allies tried Operation Overlord in 1942 or 1943.

Progress in Works Dept.

The Great War in Europe

by designer Ted S. Raicer

I've added Serbian Typhus and Spanish flu to the chit mix (with a nod to the magazine's "Medical Department"). I've added two holding boxes to the eastern map representing Cape Helles and Anzac Cove/Suvla Bay, just off the Gallipoli hex.

Like Lions They Fought

More importantly, I renamed the "replacement points" — they are now "resource points." That removed a mental block that had been preventing me from using them to streamline a number of game mechanics. They can now be spent in four ways: 1) to replace losses; 2) to buy chits from the pool; 3) to buy column shifts on attacks (There's no limit on this, but it's not really cost effective beyond shifting 1:1s up to 2:1s. This represents artillery and the expenditure of shells: the Germans still get three special artillery units representing the 1914 siege guns, the Mackensen Wedge, and Bruchmüller, but 1 RP must now be spent each time the latter two are used.); and 4) the Germans may buy additional combat phases on the Western Front (at 5 RP per phase) or the Russian Front (but not in the Balkans) for 3 RP. This gets rid of the need for separate OberOst/OHL rules.

By buying extra phases, combined with the fact shock units can advance two hexes after combat, a "Kaiserschlacht" offensive can gain a good deal of ground. But the shock units, once eliminated, come back from the deadpile only as weak regular infantry, so holding what you've gained can also be a problem. The Allies can buy additional combat phases in France as well, but only after the "Foch Takes Command" chit has been pulled.

Fateful Lightning

by designer Chris Perello

The game is now in the hands of playtesters, but I am confident there will be no major changes. Those familiar with *Lee's Greatest Gamble* from issue 17 will recognize some things, but the scale forced (or allowed) a number of changes.

Map scale is 200 yards per hex. There are 6 game turns per day (4 day, 1 evening, 1 night) with a variable number of player couplets in each. One of the hardest things about simulating Gettysburg is "cramming" 10 hours of real combat into three days. Using straight 20-30 minute turns round the clock would be a nightmare administratively — the 90 minute turns in *LGG* were about as many as I'd ever want to use. Using the larger blocks of time makes it possible to allow for dead time.

In each game turn, players may have full or restricted movement — you can attack at any time, if you can get there. Either player can go first in each couplet.

Units are infantry and cavalry regiments (some large units have two counters) and artillery batteries. All units are one-steppers. I dropped a two-step unit system in favor of an extra strength track — each large unit (division/corps, with some brigades) has a few extra steps it can use to

reclaim eliminated units. It needn't be done constantly, so it's not administratively cumbersome, and it allowed me to dispense with disrupted markers. This clears the board and allows differentiation of disrupted units — the Texans hardly notice it, but *11th Corps* gets hurt.

The only distinctive feature of the move-fight system is non-automatic stacking — stacking takes time and requires a die roll for units not in the same formation (usually a brigade) or for units in the firing line. This was a nifty way to show the difficulty of getting a line prepared, and forces players to keep units together without resorting to hierarchical leader counters and command radii. Except for stacking and the variable movement allowance, units are always free to move and fight.

Combat results are disruption, elimination and rout (routed units go into a box for one or more game turns — not couplets — with worse units likely to be on it longer). The combat system is differential, 1d10, with bombardments and charges to add spice but using the same CRT. Next issue's *Chrisfire* will have a detailed description.

There are leaders, both named commanders and (in most cases) unnamed "heroes" (a variety of individuals and groups who pull regiments along). Both help units charge. The commanders also ease stacking, create reserves, and speed disruption recovery and rally from rout.

Chrome includes sharpshooters, breastworks, hidden movement (using the aforementioned reserves), and the Fortunes of War, a CRT-driven random events process, which includes killing leaders, moving enemy units, etc.

Victory is about the same as in *LGG*: the Confederates have to head to Baltimore to win big. Barring that, the side with the most dead loses, but capturing troops or destroying the enemy train will have an effect. No terrain on the map is worth VP.

I'd say *FL* is about one full point less complicated than *LGG* on the 0-9 rating system.

Feedback Loop Analysis

Issue No. 24 Second Thoughts

The "second thoughts" survey on hobby edition no. 24 came in this way (first survey/second survey): *Czechoslovakia '38* game overall — 6.66/6.73; map — 6.82/7.12; counters — 6.71/6.98; rules — 7.00/7.14. You estimated the game's complexity at 5.23, while playing it to completion an average of 2.53 times, taking 3.70 hours to do so each time.

On playbalance, 13 percent would offer no opinion. That left 17 percent to claim the Germans are heavily favored, and 26 percent to say they're slightly favored. Thirty-eight percent maintain the game is balanced, while only 2 and 4 percent say the Czechs are slightly and heavily favored, respectively. Eighty-nine percent agree the game was a good choice for the magazine, leaving 11 percent who answered nay.

Our feeling on this one is all those who normally stay away from "situationally unbalanced" games (*Poland '39*, for example) initially projected that dislike on this title. But as word of mouth has spread, more and more have tried "C'38" and are liking it. One guy summed it up on his feedback card: "It's like *AfrikaKorps*, but with lots of terrain!"

Feedback Results For Issue No. 26.

The voting for issue no. 26's game proposals brought in three winners: *The Old Contemptibles: Mons & Le Cateau* - 6.48; *Waterloo: End of the French Empire* - 6.84; and *Jena-Auerstadt: Napoleon's Double Victory* - 6.97. The latter two titles are mini-monsters as described in their blurbs, and I've talked to *Contemptibles*' designer Ron Bell about adding a third 1914 battle, which would expand that design to MM status too. The issue's also-rans were: *Redação: Island of Death* - 4.00; *Battle in the American Civil War* - 5.93; *Shiloh* - 5.38; *The Wilderness* - 5.75; *First Manassas* - 5.47; and *The Battle of Auerstadt* - 5.97.

A word about Paulo Vicente's many proposals covering Latin American warfare we've been running lately: despite the fact you guys keep shooting them down, he keeps sending them in. Yet each time I post the latest failing scores, we get a small barrage of letters along the lines of: "Wah! Do one of them as an 'editor's choice' game!" Well, for all kinds of good reasons, I don't want to start an institutionalized "ed's choice" thing, but what I have done is urge Paulo to get in touch with other publishing companies where everything that goes out are "publisher's choices." So you fans of south of the border history may be seeing some of Paulo's work appearing elsewhere in the not too distant future.

As to the issue's other two winners: it looks like starting about nine issues down the line we're going to see a "Napoleonics Surge" of mini-monsters coming from Vance von Borries and Gene "Kadesh" Dickens. Cool by me.

You rated the contents of issue no. 26's hobby edition like this: *When Tigers Fight*

game overall - 7.23; map - 7.07; counters - 7.22; rules clarity & completeness - 6.85; D-Elim - 7.16; Commander's Call - 7.23; Chrisfire - 6.69; Variants & Errata - 7.05; Alternative History Variant Design Contest - 5.39; Hobby Edition no. 26 overall - 7.14. Thirty-nine percent thought hobby edition 26 was better than no. 25, while 11 percent thought the opposite. That left 47 percent claiming the two were of about equal worth, and 3 percent who couldn't answer because they hadn't seen no. 25.

In the "Competitive Play Survey," 24 percent declined to answer because they're dedicated solitaire players. That left 5 percent admitting they're poor gamers (winning fewer than half their matches), 25 percent claiming they're average (winning about half the time), 34 percent who offered themselves as good (winning more than half), and 12 percent staking claim to excellence (winning more than nine out of every 10 matches).

The reaction to this survey was amazing. Many made comments along the lines of: "What the hell are you trying to get at now, Bomba!?" One newsletter publisher wrote an editorial explaining how I'd "missed the point" by even asking such a question. Carumba! I wasn't trying to "get at" anything, and I really didn't have any "point" to "miss." It just seemed to me to be interesting data to have; I'd never seen anything on it before, so I'd thought I'd ask. If anybody does draw something deeply philosophical out of it, why, share it with us. For my part, the breakdown seems about what you'd expect.

Issue No. 28's Feedback Loop

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

Next issue we'll present the feedback results from issue no. 27. To be counted in the voting on this issue, your card must reach us by 1 July.

New Game Proposals

1. Isandhlwana. On 22 January 1879, Lt. Col. Pulliene commanded 1,774 officers and men in a strong position at a place in southern Africa called Isandhlwana. He had pickets out to warn of any attacks. He had 30 wagons that could be formed into a laager, along with artillery and six companies of the 24th Regiment. His mounted infantry was strong enough to protect the flanks. If the Zulus attacked, they would be smashed by modern European methods and weaponry. At the same time, less than two miles to the north of Pulliene's position, a force of some 20,000 Zulu warriors were massing. They were all members of the elite of the Zulu army. By 11:30 a.m., the stage was completely set for a classic confrontation. The best military units of two different cultures were about to clash on the field of Isandhlwana.

This game will use a 17x22" large-hex map and some 200 5/8" pictographic counters, representing British infantry half-companies, single artillery pieces, native companies, and mounted infantry companies. Individual British officers will be depicted on their own counters and will play a crucial role in commanding units. The Zulu counters will be depicted as companies, along with regimental leaders. Play will be crafted to illustrate the main feature of this battle: victory was at times within the reach of both sides.

Isandhlwana will be a low-to-intermediate (4-5) level game, with an emphasis on leadership and tactics. Firepower and melee will be pitted against each other, with morale swinging up and down. For the magazine, by Dennis "Like Lions They Fought" Bishop.

2. The Thirty Years War. The Hapsburgs were in control of a vast number of lands all across Europe and the New World. They fought almost continually with France, Britain, the United Provinces and the Turks, while also deeply engaging themselves in the religious and political disputes within the Holy Roman Empire. Finally, in 1618, all out war erupted. With its strange mix of new technologies and doctrines, as well as a confused political situation, the war was truly unique. In the end, the Hapsburgs lost, sending Spain and Portugal into eclipse, while the United Provinces emerged as a global superpower.

TYW's game map is divided into provinces in Europe, along with off-map holding boxes for important areas such as: the Caribbean, Brazil, Goa, Aden, Guinea, the Azores, Macao, etc. It's far easier to create new military units than it is to move, maintain and engage them, reflecting the critical role of economics in this costly war. Strapped players have the options of borrowing and raising taxes. Each game turn represents three months, but since money is always a limiting factor, they go fairly quickly. Armies move only one area per turn on land. Combat is a mixture of chit play and dice rolls, enabling smaller armies to improve their odds through clever tactical choices.

Each of the nations opposing the Hapsburgs have a variable status of either "active" or "inactive," which defines how their forces can engage the enemy. The Hapsburg player must also contend with the fact the many nationalities that fill his empire cannot be used freely across the map. Special rules will cover: leaders, mercenaries, sieges, tactical doctrines, religion, rebellion, bankers, commerce, New World silver and gold, Japanese xenophobia, Holy Roman Empire internal politics, and ship combat. A random events table will be optional.

A game of TYW will take about eight hours to complete and will have a complexity of over 7.0. It will have one full-size, large-hex map and some 400 5/8" pictographic counters. For the magazine, by Paulo Vicente.

3. Empires of the Pacific. This is a two-player strategic level game, but with a distinctively operational feel, covering the Pacific campaign of World War II.

The three main scenarios allow players to recreate history or alter that context. One scenario allows for earlier Allied mobilization and free set up. Another allows for fulfillment of the Japanese fantasy and American nightmare: invasion of the North American mainland.

There are 20 seasonal turns covering December 1941 through November 1946 (with many games, of course, ending before that date). The 34x22" large-hex map (with "megahexes" for naval movement) includes all the pertinent geography from Anchorage to Auckland, and Bombay to Denver. The 356 backprinted 5/8" counters represent groups of ships and planes (by type), armies, corps, divisions and island garrisons. Three combat results tables are part of an integrated battle system that blends playability with authentic results.

The game turn sequence has three main parts: Strategic Phase, Operations Phase, and End Turn Phase. The first mostly involves economics, with a few resource points furnishing the capital to activate forces and determine the scale of the coming operations. Attempts can also be made to limit enemy military potential through the strategic use of submarines and bombers. The Operations Phase will use the alternating action sequence familiar to those who've played XTR's *Red Sky Morning*. Basic and uncomplex naval detection and reaction rules lend a realism that rewards good admirals. Victory depends on control of geopolitical and economic objectives, with no drawn games possible. Random events and a sumptuous menu of optional rules add to the challenge of the game. Intermediate-to-high complexity (6-7), with a playing time of up to 10 hours. For the magazine, by Marshall Ardor.

4. Balance of Power. Europe's history from the Franco-Prussian War to the outbreak of World War I was dominated by intense competition among the Great Powers in two spheres: the global game of imperialism and trade, and that of diplomacy and alliances. Each Great Power — Britain, France, Germany, Russia, Italy, Japan, the USA, and Austria-Hungary — were moved by various domestic and international pressures toward expansion.

BoP will be a multi-player strategic game of diplomacy and warfare covering the entire globe, wherein players assume the roles of national Great Power leaders. Their goals can be achieved through diplomacy, threat of war, and war itself.

Players will have little control over the changing economic underpinnings of their nations, but by establishing specific policies they can manipulate their economy toward manufacturing and export, or financial services and overseas investment. Players can use the various tools of classic diplomacy to achieve their goals, including: ententes, arms reductions, neutrality, alliance, defensive and offensive pacts.

Random events often force players to react to unforeseen developments, as opposed to giving all their efforts to formulating and pursuing their own goals. Possible surprise events include: Balkan uprisings and wars, colonial conflict, emergence of new powers as play progresses (US, Japan, Italy), along with domestic political crises.

BoP has two land force unit types: armies on the continent, and territorials for the colonies. Naval units represent groups of ships of the line. Technological innovations can be pursued to improve land, naval, and (later) air units. Innovations in tactics can also be developed.

Players will compete most directly in carving up the portions of the globe not under European control at the game's start. Each can use explorers, railroad concessions and unequal trade treaties to expand their world power base. Resources can be discovered and exploited, further enhancing the owning nation's wealth. Native groups in Africa and Asia

are modeled for their historic reactions to European penetration, from cooperation to war.

BoP will use two full-size maps, with hexes for unexplored Africa and Asia, and land areas equivalent to 7 hexes for developed regions with rail nets, and off-map holding boxes. There will be around 500 5/8" backprinted counters, depicting armies, navies, territorials, explorers, resources, new ports, rail lines and cities, along with counters for 45+ native groups. Each turn represents two years. Tables will include random events, turn record track, victory point track, domestic status track, and combat results table. The game will also be supported by an Aide de Camp program.

The game is especially designed to allow for solitaire play, with a sophisticated system for handling the behavior of non-played powers. Non-played powers have a specific list of territorial, economic and security goals, which they alternate among somewhat randomly. Specific actions at home and abroad are taken as a result of the goal selected for the two year turn in question. In solitaire, the player would command either Germany (chief revisionist power) or England (chief status quo power). Three alternative history scenarios will also be included: 1) an expansionist US in five-player games; 2) a more friendly relationship between France and Germany; and 3) a Greater German Reich following Prussia's absorption of Austria after 1867.

A mini-monster with a complexity of 6.0, for the magazine by Jimmy Harnsberger and Chris Jones.

5. The Caste War of Yucatan. After centuries of domination, the descendants of the Maya rose against the local European inhabitants in 1848 and nearly succeeded in driving them away. Their revolt was so successful it took half a century to completely recover the Indian held territory. This simulation covers the most militarily interesting initial part of the campaign in which the Indians nearly won a victory that would've far eclipsed the Battle of the Little Big Horn. This is an obscure topic because the victors — who wrote the histories — didn't enjoy being reminded of how close they came to losing.

TCWoY is a solitaire game based largely on the book of the same name. The player takes the part of the colonial forces; rules cover the generation, movement and attacks of the Indian forces. Indians receive reinforcements based on game turn, geography, past successes and a die roll. Other rules cover supply, headquarters, guerrilla warfare, etc. Victory is based on the control of cities at game's end. *TCWoY* is played on a 34x22" large-hex map, with 88 5/8" units, and eight game turns, making this a simple game (4-5) to set up and play. By Robert Nielsen, for the magazine.

6. Two Crimean War Battles: Alma & Balaclava. This will actually be two grand-tactical games in one, both using the same system on its own 17x22" map, along with a total of 300 5/8" backprinted units. The Alma was the first major battle of the war, pitting British, French and Turkish forces against the Russians. Balaclava was a spectacular fight near Sevastopol featuring the infamous "Charge of the Light Brigade."

The system will feature a non-linear turn sequence similar to that of *Across Five Aprils*. That means portions of the enemy force can be counted on to move and attack in between the movement of various portions of your own army. Rules will cover: morale, limited intelligence, artillery bombardment, and cavalry charges. With a complexity of 4-5, for the magazine, by Adrian McGrath.

7. The Wilderness: Grant Meets Lee. This battle was not a well thought out action by either commander; it was one that simply developed and grew. Because of the terrain — forest and heavy undergrowth — both Lee and Grant spent most of the fight simply trying to untangle the mess.

The key feature of the Wilderness was the second-growth timber and underbrush. Those effects are recreated with rules limiting zones of control, movement and artillery. Units in the battle, both friend and enemy, were constantly surprised as they bumped into each other, which sometimes led to the rout of even veteran outfits. A "Rout" result is therefore included on the combat results table. Such routs can have grave consequences on defense and attack plans, while also working to take the routed unit out of play for an unknown amount of time.

TWGM will use one full-size, large-hex map, along with 88 backprinted, brigade-size counters. Each hex represents 400 yards. The game is of low complexity (4-5), and is designed to be played to completion in a single sitting between skilled opponents. Optional rules provide for a Confederate first move, which dramatically alters the battle's possibilities. For the magazine, by Ronald W. Weaver.

8. Braddock at the Monongahela. During the early morning of 9 July 1755, Maj. Gen. Edward Braddock led forward 1,400 British regulars, 500 colonial militia and three cannon, to take Fort Duquesne from the French. He was just eight miles from his goal, and the French and Indians had offered no serious resistance during his advance across the previous 90. But Capt. Beaujeu, the French commander, spent the morning exhorting his Indian allies to assist him in attacking the advancing column. He was presently at the head of a force of 700 Indians, 70 French regulars and 140 Canadians, all rushing to set up an ambush at the ford across the Monongahela River near Turtle Creek. There was a crash of musketry as the two columns stumbled into each other. Beaujeu had missed his chance for ambush and was himself killed in the opening exchange, but his men went on to hand the British one of their worst defeats in North America, with wounded and supplies abandoned during their retreat.

The British units in the game have murderous close range fire and strong melee abilities, whereas the French and Indian player must stand off with his fragile, yet longer ranged, units. The player who uses his forces to best keep pressure on the enemy line while still maintaining his own command's cohesion will win.

A central feature of the game will be target types based on unit type. That is, British regulars will be easiest to hit, while the smaller and more elusive groups of Indians will be the most difficult. If a British officer stacks with a colonial unit, that unit becomes easier to hit (since the officer makes them come out from behind cover and fight properly!). Morale is of great importance to both sides. If the British become demoralized, they retreat to the "safety" of the supply wagons, mobbing up there and forming a great scarlet bullseye for the Indians. The Indians' and Canadians' morale is fragile, and will dissolve if forced to fight too many foot-long bayonets or if moved too close to a well formed line of Brown Besses. The commanders include both Washington and Gage.

BatM will be a two-player tactical game simulating this battle and including several alternative scenarios. Each of the 120 counters will represent a company of soldiers, 20 Indians, or a single gun or leader. It's played on a 34x22" large-hex map showing the area around the ford near Turtle Creek. It will take about five hours to complete and have a complexity around 6.0. For the magazine, by Steve Leonard.

9. Winter Battle in the East, 1941-42. In early December 1941, German Army Group Center stood nearly victorious at the gates of Moscow. But it was an exhausted command without reserves, no real winter equipment, faltering supply, and dangling flanks. Suddenly Stalin released carefully hoarded Soviet reserves in an effort to reverse the course of Operation Barbarossa in a single blow. Three months later, the

Soviet pincers that had begun some 600 miles apart had advanced to within six miles of each other, and three quarters of a million Germans fought almost back to back in a last ditch effort to hold them apart.

WBiE confronts both players with a different set of capabilities and liabilities. The Soviet player begins the game facing a strategist's dream and a tactician's nightmare. The German has no reserves and little supply; all his tanks and the bulk of his infantry are concentrated in the immediate vicinity of Moscow, with paper thin flanks extending north and south for hundreds of miles. But the Red Army is still essentially a World War I army: infantry provides the brute combat power, horse cavalry the only real mobility. Though Soviet supply is adequate, they lack service units needed to project them forward in fluid situations.

The German possesses a superb tactical instrument. Though ill-equipped, depleted and exhausted, German training and combined arms doctrine combine to nearly always allow for one more counterattack to stave off the final reckoning. Counterattack is the key to this situation. With an interactive turn sequence, any withdrawal is fraught with the peril the German army may be broken up and defeated in detail. There is no Hitler stand fast rule.

The game simulates this epic struggle using 480 1/2" counters representing the divisions and brigades that participated historically, along with a full-size, small-hex map covering the area from Moscow to Smolensk and from Lake Ilmen to Yeleys. The turn sequence usually allows each player to move only an individual unit or stack before the other reacts. The campaign scenario is seven game turns long, each representing 15 days. During each game turn, calendar time passes at an unpredictable rate generated by the Soviet player's initiative die roll. Victory is determined by a combination of taking/holding geographic objectives while also preserving at least a cadre of one's army. (Units can be "eliminated" or "annihilated;" the latter can never be replaced.) For the Soviet player, pleasing or displeasing Stalin with the progress of the campaign will affect the amount of reinforcements, replacements and supplies allocated to the effort. For the magazine, with intermediate complexity (5-6), by _____.

[Ed's Note: To the author of the above proposal: please send me your name and address; it wasn't included on the blurb itself.]

10. The Sioux Wars Quadgame. Using one full-size, large-hex map and 350 backprinted 5/8" pictographic counters, this quadgame will simulate four of the most important battles of the Sioux Indian Wars: Fort Kearney (1866), Beecher's Island (1868), The Rosebud (1876), and the Little Big Horn (1876). These will be a low-complexity (4-5), grand tactical games.

The first three are mini-games of important battles spanning ten years of conflict. At Fort Kearney a surrounded US Army field force met its doom in the Fetterman Massacre. The second game covers the bloody US defense of an island in the Arikaree River, in Colorado, against a combined force of Cheyenne, Arapahoe and Sioux. The Rosebud was the prelude to the Little Big Horn campaign. The fourth and largest game will deal with Custer's Last Stand itself.

The same system will be used for all four games, featuring a non-linear turn sequence similar to that of *Across Five Aprils*, which allows for enemy movement and combat in between the movement and attacks of portions of your own force. Other rules will cover: limited intelligence, leadership, morale, ammunition and supply, charges, etc., and will clearly reflect the different styles of warfare practiced by the two sides. For the magazine, by Adrian McGrath.

11. The Lost Battalion: The Meuse-Argonne, 1918. Having successfully concluded its first offensive at St. Mihiel earlier in the month, the newly created US 1st Army launched what turned out to be its final offen-

sive of the war on 26 September 1918. Jumping off after an intense drumfire barrage, the Doughboys sliced through the heavily fortified front and advanced farther in two days than the French had gone in two years. In the ensuing 45 day campaign, they clawed their way through the famous Hindenburg Line — now reinforced by dozens of German divisions rushed there from other sectors of the front — and pushed all the way to Sedan. With the British advancing in central Belgium and the Americans and French threatening one of two major rail lines from Germany to the Western Front, Berlin finally agreed to an armistice.

TLB is a 400 counter, regimental level game (≈5,000 men per unit) covering America's largest offensive in the Great War. Each turn represents two days, and each hex equals one mile. The rules are of intermediate complexity and allow for both solitaire and two-player play. The object of the game is for the American player to advance as rapidly as possible through the heavily fortified Hindenburg Line in order to seize victory hexes near Sedan. The two-die combat results table is bloody, so US divisions will have to be regularly rotated out of the line if the push is to be sustained.

When playing solitaire, German units don't enter play until actually encountered on the map. Once entered, German units are moved and fought by several simple (but not simplistic) rules. Every time an American unit attempts to enter a German fortified hex, an action or series of actions — ranging from local counterattack up to a major German counteroffensive — is triggered.

There are three types of fortifications and nine different kinds of terrain printed on the map. The primary source of the terrain analysis is the book published by the Center of Military History, entitled *American Armies and Battlefields of Europe*. The maps in that work are superb, as is its narrative of the US effort in World War I.

The orders of battle differ in that the US player has a multitude of rifle outfits with which he can prosecute his offensive. In the two-player version, the German player must rely on his machineguns to hold the line and use his precious infantry to counter-attack exposed enemy units (such as the famous "Lost Battalion"), or recapture key points. Both players suffer heavy casualties every time they attempt to push forward — such was the nature of this war. Yet there is still lots of maneuver. Indeed, maneuver is the real key to prying the Germans out of their fortifications. The game also remains fluid because there are no zones of control (in trenches you must hold the lines with troops, not just patrols), and the movement factors are fairly high (units could road march across the map in a day under ideal conditions).

Other rules will provide for the use of rolling barrages, gas, tanks, machinegun units, aerial and balloon observation, hasty and prepared assault, night combat, limited intelligence, and German political reaction (the game — and the entire war — can end sooner than it did historically, depending on how well the American does). *TLB* will show that games on World War I operational combat need not be boring play experiences. For the magazine, by John "Berlin '45" Desch.

12. ANZAC & Empire: The Gallipoli Campaign, 1915. Strategically and politically, the Allied failure at Gallipoli was a disaster of the first order. The best route to the Russians was left closed, and the Ottomans stayed in the war until 1918, tying down thousands of soldiers desperately needed on the Western Front. This did not have to be. With better leadership at the top, the campaign could have been pushed through to a successful conclusion. Indeed, the Allies just missed achieving victory as it was.

ANZAC is a one map, battalion level game of this famous nine month campaign. Each hex repre-

sents one mile. The entire Gallipoli peninsula is included, so players are able to explore alternative approaches. Here again, there are two sets of rules, one for solitaire play and one for two players. In the former, the Allied player is challenged to sort out the confused initial landings and take the high ground before stalemate sets in. Even if deadlock occurs, the Allies may still be able to destabilize the situation by conducting amphibious end runs.

The combat system is bloody and reflects the dominance of the machinegun in land combat. Attacking a firmly entrenched enemy is foolhardy, but it is possible to push forward against an enemy force that is weak or in the open. Controlling the high ground is key, since it enables observers to bring down artillery fire on the enemy. There are no zones of control, so infiltration through a poorly defended enemy line is a good tactic for players to pursue. Other rules cover: naval shore bombardment, mines, submarines, and amphibious assault. Players may even try to force the Dardanelles with a naval action alone — a difficult but still possible task. A game of moderate complexity (≈5.0) for the magazine, by John "Berlin '45" Desch.

13. King's Champion. In September 1644, as the English Civil War entered its most critical phase, James Graham, the Marquis of Montrose, with a handful of followers, raised the King's standard in Scotland at the start of a desperate attempt to overthrow the Covenanting Government there (allies of the English Parliament) and bring a Scottish Royalist army to the aid of King Charles I. In the "Year of Miracles" that followed, Montrose, with an army never more than 10,000 strong and made up of a mixture of Irish regulars, Scottish Lowlanders and Highlander clansmen, fought one of the most outstanding semi-guerrilla campaigns in history. They won six stunning victories over the Covenanters, coming within an ace of conquering Scotland and changing the result of the entire civil war.

KC will use a full, large-hex map to cover the whole of Scotland and part of northern England. There will be 350 backprinted 5/8" counters, representing mainly regiments, along with some smaller units, usually cavalry. Turns will be monthly, with an impulse and initiative system designed to emphasize the greater mobility of Montrose's forces over their opponents. Leadership will play a key role, as will the discipline and fire power of the regular troops on each side. There will be optional provision to fight battles on an off-map tactical display, with even a possibility of substituting your miniatures for the counters.

Special rules will cover such factors as the impact of the Irish Brigade, recruitment, desertion and attrition, leadership rivalries, the characteristics of Highland troops, and the Covenanting forces in England and Ireland. A random events system will be used to handle various actual and possible occurrences, such as English Royalist reinforcements, clan feuds, political events, and Royalist collapse.

The Royalist player will begin the game with numerically small forces, but including the redoubtable Irish Brigade. His campaign will be a race against time, for he will need to win a decisive victory in Scotland before the King is totally defeated in England, an event which will become increasingly likely as play progresses. He will have to plan his operations with that in mind, together with the unreliability of many of his troops, some of which are equally likely to desert after a victory or defeat.

The Covenanting player starts off with plentiful forces, but they're mostly unreliable militia. They may be reinforced as the game continues by regular units serving with the Scottish armies in England and Ireland, but the use of such forces will involve the loss of victory points and the possible prolonging of Royalist resistance in England. The Covenanter player will need to defeat or contain Montrose by making

minimum use of the forces potentially available. Play will be closely contested to the last turn. Average complexity (4-5), for the magazine, by John Barratt.

14. Jacobite. In July 1745, Prince Charles Edward ("Bonnie Prince Charlie") landed in Scotland at the start of an all-out bid by the Jacobites to regain the throne of Great Britain for the Stuart dynasty. During the next six months, his army of Highland clansmen, supplemented by a few Scottish Lowlanders, defeated the English government forces in Scotland and plunged deep into England in a daring gamble aimed at capturing London and toppling the Hanoverian dynasty. Creating one of the great "what ifs" of British history, the Jacobite army turned back when almost within striking distance of the capital. Making a skillful move back to Scotland, they defeated another English army at Falkirk before being overwhelmed at Culloden in April 1746.

Based on the system described in proposal no. 13, this game will use one full, large-hex map to cover all of Scotland and most of England. There will be 350 backprinted 5/8" counters, mainly regiments, with some smaller units, such as cavalry, artillery, militia and garrison troops. Turns will be monthly, with an impulse and initiative system designed to reflect the higher mobility of the Jacobites compared to the frequently sluggish English. Leadership and morale will play key roles, and the combat system will be designed to highlight the fire power and discipline of regular troops compared with the irregular tactics of the Highlanders. There will be optional provision for fighting battles on an off-map tactical display, with conversion to miniatures also possible.

Special rules will cover: recruitment, desertion, supply, attrition, militia, weather, leadership rivalries, "Butcher" Cumberland and the characteristics of Highlanders. An accurate random events system will handle such possibilities as French involvement, ranging from limited support for the Jacobites to an all-out invasion, English Jacobite uprisings, government reinforcements from Flanders, and Hanoverian panic.

The Jacobite player must take the offensive to keep the vital initiative. He will need to take risks to try to take London or bring about French intervention before the Government player can gather his professional troops from the Continent. The Government player will face difficult decisions—can he break the rebels without the politically damaging (in terms of victory points) need to bring over the Flanders Army? How many troops dare he concentrate on a possibly prolonged campaign in Scotland, with the risk of a Jacobite uprising or French invasion in his rear? An additional scenario will cover the lesser known but arguably equally dangerous Jacobite Rising of 1715.

Of moderate complexity (4-5), the game is designed for two-players, but can also be used solitaire. For the magazine, by John Barratt.

15. Tyrone (No, not that one!). Ireland in the 16th century was a constant battleground between the native Irish, the "Anglo-Irish" settlers and a government bent on extending English control over the island. From 1595 to 1603, the greatest risings against English rule took place, led by Hugh O'Neill, Earl of Tyrone. From his stronghold in Ulster, Tyrone conducted a classic guerrilla war, repeatedly defeating the government forces sent against him, and, with his allies, extending the war to much of Ireland. Realizing that England's superior material resources would inevitably overwhelm him, Tyrone attempted, with the aid of Spanish troops, to switch to conventional warfare, only to suffer a decisive defeat in 1601 at the Battle of Kinsale. But the result could easily have been otherwise, as this game is intended to demonstrate.

The game will use one full, large-hex map to cover the whole of Ireland. There will be 350 backprinted 5/8" counters, with each strength point representing approximately 500 men. Some counters will represent specialist units, such as cavalry, artil-

lery and supply. Turns will be monthly, with an impulse and initiative system reflecting the higher mobility of the Irish and their guerrilla tactics. Leadership will play a key role, and realistic but playable rules will cover recruitment, supply and attrition. The combat system will highlight the contrasts between the irregular style of warfare favoured by the Irish, and conventional 16th century tactics. Special rules cover such aspects as siege warfare and Spanish tercios. The war at sea will be handled abstractly. A random events system will cover such considerations as Spanish involvement, treachery, and politics.

The Irish player will need to fight a careful campaign aimed at wearing down his opponent to the point at which either time (the death of Elizabeth) or political considerations give him victory. Or perhaps Spanish intervention will enable him to go over to conventional warfare. The English player will face all the problems of supply and attrition encountered by his 16th century counterpart, while trying to defeat an elusive foe, and attempting at the same time to maintain sufficient forces to meet any Spanish invasion. Two-player or solitaire, of moderate to high complexity (5-6), for the magazine, by John Barratt.

16. Patton's Best: The Capture of Nancy by the 4th Armored Division, September 1944. Patton's 3rd Army broke through the German front at St. Lo, thus starting one of history's most spectacular pursuit battles. But by the time Patton's forces reached Lorraine, a theater-wide shortage of gasoline was making itself felt. The Allies were forced to pause, giving the Germans the breathing space they needed to reassemble their front. By the time the armor got moving again, the GIs met stiff resistance. When the XII Corps (with 4th Armored Division) received new orders to move, its objective was the city of Nancy. Facing those three American divisions were six German divisions and four brigades.

PB will have battalion sized units on the American side, and battalion, regiment and brigade sized units on the German. Special rules will highlight the differences between actions carried out by elite units and those attempted by fatigued or newly formed outfits. Air support will work heavily in favor of the Americans, but can be dampened by bad weather. Other rules will cover the leadership conflicts between the US Corps' and division commanders on the one side, and Hitler's interference on the other. Artillery units will be included in both sides' OB.

The game will include approximately 170 backprinted 5/8" counters to deploy on a 17x22" (half-size) large-hex map. Each hex will represent two miles; each game turn will represent one day. The game will include two scenarios: one covering the US capture of Nancy, and the other the German counter-attack. There will also be a "what if" scenario showing what could have happened had the Germans decided to make a maximum effort. Victory will be determined on points awarded for both destroying enemy units and controlling key hexes. Each scenario can be played in one sitting, or the two can be combined and played back to back over a longer period. Fast and mobile units, combined with variable weather and command die rolls will make for quick-moving and unpredictable games. With intermediate complexity (≈5.0), for the magazine, by Adam Carmichael.

17. Gotterdammerung. The Second World War in Europe has been the subject of many simulations, each with its own spin on those events, but all of which rely on a more or less strict adherence to historical timetables (for such events as belligerent entry, or new weapons development, etc.), which in actuality were absolutely unknown and unknowable to the historic commanders involved. For anyone who wants to truly experience the uncertainties and edge-of-the-seat tension of the actual conflict, a new simulation of WWII's ETO is needed to present the possible events in a different sequence.

Gotterdammerung is based on the *When Tigers Fight* system, with counters representing corps (for the most part), and 50 miles/hex. The two long-grain, small-hex maps cover everything from Casablanca to Narvik and the Caspian in such a way that the entire Eastern Front is on one map, with the Western theater entirely on the other. Turns will be monthly. Rules will provide for: naval operations, air combat, strategic warfare, along with other now-relevant features not needed in the smaller *WTF* game.

The game will give players complete control of their nations' warfighting abilities. Production will be governed by manpower and natural resources. Each nation has a set amount of its population available for military service, which places a limit on the number of units it can field. Those nations able to secure supplies of vital natural resources will then find themselves able to build larger amounts of tanks, planes and ships. Those unable to get the goods will have to settle for *Volkssturm* style infantry. Sufficient counters will be provided to allow players to push their nation's economies in different directions.

Weapons development and political events will be handled by chits. Each time a player draws one, it could produce a jet fighter, a new ally, or a stab in the back. New circumstances will always be arising, but never to the point of destroying the overall historicity of the game. Victory conditions reflect the historic national goals of the time. For instance, the US will be content to dispatch Hitler, but would like to do so without giving Stalin free reign in eastern Europe.

For those wanting to reenact WWII with little variation from historical non-battlefield events, historical economic and political schedules will be provided. The game will have operational mechanics that are guaranteed to work easily and strategic systems that will set you free. A mini-monster, for the magazine, by L. Dean "Ten Aztecs" Webb.

18. Moscow Campaigns. The time is August 1941. Guderian's panzers are within striking distance of Moscow. Soviet forces are collapsing all along the front. The time is ripe for a dash to the capital of the USSR, possibly bringing on the complete collapse of Soviet resistance. The final phase of Operation Barbarossa begins.

The time is October 1941. The 2nd Panzer Army is redeployed in the Moscow sector after a stunning victory at Kiev. Guderian has been ordered forward to smash the Soviet defenses in front of Moscow and take the city. Time seems to be running short, however, as the panzers show signs of wear, and replacements are slow in arriving. The mercury is also dropping, signaling the arrival of "General Winter."

The time is November 1941. Over Halder's objections, the Moscow campaign has been renewed in the wintry hell that used to be the rolling plains of Russia. Three panzer and three infantry armies plunge onward toward that city, even as temperatures fall to record lows. In spite of the fatigue and cold, the *Wehrmacht* carries out its orders and fights on against the stiffening Soviet defense.

The time is December 1941. German forces are within 20 miles of the Kremlin. But Zhukov's master counterstroke is ready to be unleashed on the tired and depleted enemy. The conditions of a short time before are now reversed: superior Soviet forces will be pushing into poorly prepared Germans. Stalin orders his armies into the attack to deliver Mother Russia from the clutch of the Nazis.

MC will be an operational simulation of the fighting around Moscow in 1941. The four scenarios above will be included, allowing players the opportunity to fight the historical battles as well as the "might have beens." Mechanics will be based on the *When Tigers Fight* system. Most units will be divisions, with some smaller formations. Game turns will be weekly. Special rules will cover such things as weather, partisans, and OB variations. A game of rapid maneuver

and daring gambles, for the magazine, with low-intermediate complexity (≈ 4.5), by L. Dean "Ten Aztecs" Webb.

19. Two Hundred Miles, Nine Months. This game will cover WWII's Italian front from the landings in Salerno to fall of Rome. The map will be a half-sized, large-hex affair covering central Italy at 15 km. per hex. The 5/8" counters will represent mostly divisions. The game mechanics will be derived from *Victory in Normandy*, with allowances made for the difficulty posed by the Italian terrain and weather. Most turns will equal one day, but in winter months each will cover several days, reflecting the sluggishness engendered by the mud. Special rules will cover amphibious end runs, carpet bombing, and inter-Allied cooperation.

This game should be of special interest to *ViN* players who would like to see what a German army with a little more "oomph" in it can do. The game will also allow Allied players to see if they can take Rome without having to go through the bloodbaths of Anzio and Cassino. Shorter scenarios will be included for those without the time for the campaign game. With low complexity (≈ 4.2), for the magazine, by L. Dean "Ten Aztecs" Webb.

20. Ancient Empires will be a mini-monster quadgame covering four areas of primordial military history. Each area will have its own half-size, large-hex map. Counters will represent not only the military forces of antiquity, but also the great engineering works of the early empires. Each player will represent a faction or group attempting to control an entire region and unite it under one rule, be it enlightened or despotic. The game mechanics will be simple, but will allow for diplomacy and far more intelligent than in the computer game *Civilization* (wherein a stack of a thousand chariots may be wiped out by a simple militia force, and where every alliance turns sour, often without reason).

The four regions will include: China during its "Warring States" period; several dynasties of India, from Ashoka to Akbar; the Fertile Crescent, with Hittites, Israelites, Egyptians, Assyrians, Babylonians and Persians all bashing each other for the ultimate place in the sun; and Meso-America, home to the empires of the Olmec, Maya and Aztec. Each empire will have its own colorful blend of pictographic counters, and each regional map will have a number of scenarios to cover different play situations from solitaire up to multi-player.

For those who enjoyed the human sacrifice rules of *Cortes*, get ready for more great chrome of that type, including not only divine intervention and random events, but also: population deportations, massacres, god kings, new weapon styles, technological breakthroughs (such as iron or cavalry), barbarians, city building and looting, pyramids of human skulls (the Assyrians found them more effective than garrisons), and other such goodies from the Ancient World. With intermediate complexity (≈ 5.0), for the magazine, by L. Dean "Ten Aztecs" Webb.

Second Thoughts Survey

Reevaluate the game from issue no. 26.

21. When *Tigers Fight* game overall
22. Map
23. Counters
24. Rules Clarity & Completeness
25. Estimate *WTF*'s complexity using the 1 (simple) to 9 (hyper-complex) scale.
26. About how many times have you played *WTF* to completion? (0=never, 1=once, 2, 3, etc., 9=more than nine times.)
27. How long does it take to play *WTF* to completion? (0=can't say; 1=about one hour; 2=about two hours, etc.)

28. Which side is favored to win more often in matches of *WTF* played by two opponents of roughly equal skill?

0 = No opinion, or can't say.

1 = The Japanese side is heavily favored to win.

2 = The Japanese side is slightly favored to win.

3 = The game is evenly balanced.

4 = The Allied side is slightly favored to win.

5 = The Allied side is heavily favored to win.

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

This Issue

Rate the contents of issue no. 28's hobby edition.

30. Like *Lions They Fought* game overall

31. Map

32. Counters

33. Rules Clarity & Completeness

34. D-Elim

35. Commander's Call

36. Chrisfire

37. Game Variants & Errata

38. Hobby Edition no. 28 overall

39. Was this issue of the hobby edition better than the previous? (0=no opinion or can't say; 1=yes; 2=no; 3=the two were of about equal worth.)

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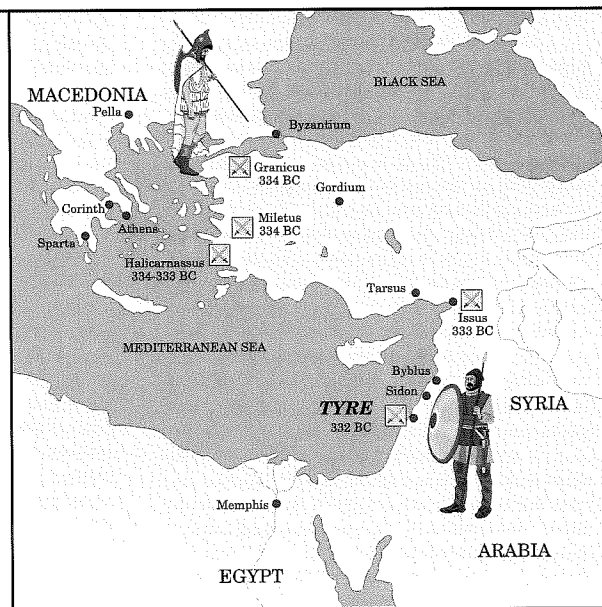
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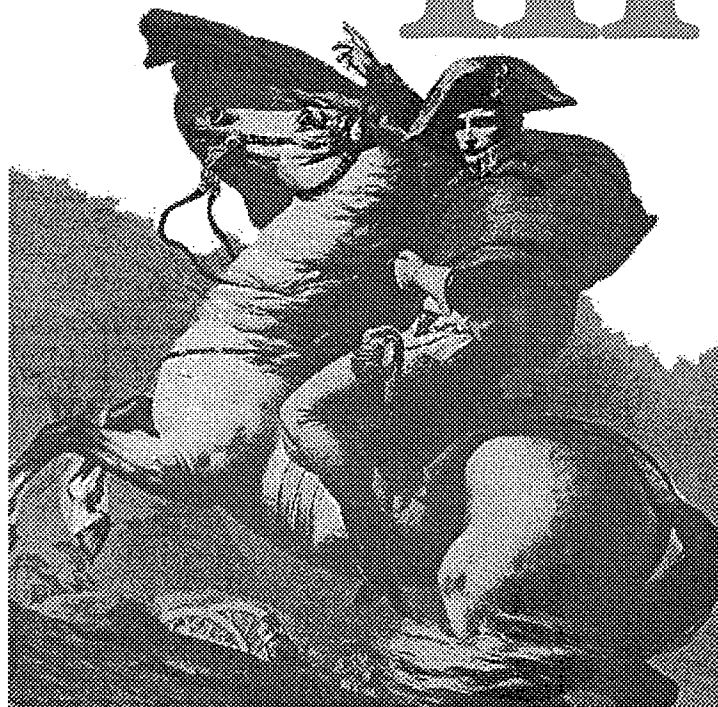
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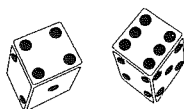
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VARIANTS

Chaco

New Supply Rules

by Chris Perello

Bruce Farcau's *Chaco* game from *Command* #12 is one of my favorites, not only because it's a great game, but because that war has long fascinated me. The one thing I would like to have changed in the game is the supply system, which I find unnecessarily tedious. The system also allows ahistorical moves of two kinds. First, both sides can support several simultaneous drives, using leader chains and CSPs to provide general and attack supply. This never happened; each army always had a single focus. The same mechanics allow the GHQ to remain far behind the front.

The new rules place more emphasis on each army's GHQ, make it more difficult to make supplied attacks at widely separated points, and force the GHQ to stay closer to the front line, stretching the LOC and reducing the flow of replacements.

Unless specified below, all rules are still in force. Do not use the Depot or CSP counters.

8.2 The Supply Table. On any turn in which the CSP result from the supply table roll (8.2) is 3 or more, the GHQ is in attack supply (place a single CSP counter on the GHQ as a reminder, or come up with your own method).

8.3 General Supply (change). General Supply can be traced only to a Supply Source or the national GHQ (if it is not OOS); there is no tracing to a friendly leader, or chaining of leaders to create a line of supply.

8.8 Depots (delete this section, do not use the Depot markers).

8.9 Leaders (delete this section).

8.10 Drawing General Supply (change). Units can draw general supply only from friendly supply sources and a GHQ (with LOC).

8.11 Attached Trucks (change). Instead of attaching trucks to points providing supply, attach them to the combat units tracing supply. An attached truck assists only combat units in its hex. A truck may not move during any turn in which it is attached for supply, even if the units it supplies move out of the hex.

8.14 Allocating Combat Supply Points (delete this section).

8.15 CSPs (delete this section, do not use the CSP markers).

12.12 Combat Supply (change). A unit defends at full strength unless it is isolated (see 8.13) at the instant of combat; if isolated, it defends at half strength. Defending artillery units must be in general supply to its GHQ at the instant of combat to barrage.

A unit attacks at full strength (or attacking artillery bombards) only if it is in general supply to the GHQ (only, not to any other supply source) and the GHQ is in attack supply; otherwise the unit attacks at half strength.

13.2 Artillery Barrage (change). Defending artillery units may barrage if in general supply to the GHQ. Attacking artillery units may barrage if in general supply to the GHQ and the GHQ is in attack supply.

Back To Iraq

by Designer Dorlon J. Elliott

Map Changes

As part of its counter-insurgency operations, the Iraqi army has been busy digging and draining recently, causing the following map changes. Get out your "White Out" and a blue marker.

The following seven marsh hexes have become clear hexes: 3223, 3227, 3324, 3325, 3326, 3327 and 3426.

Convert to "river" hexsides (actually drainage ditches) the six hexsides shared by the following hex pairs: 3224/3324, 3225/3324, 3225/3325, 3226/3325, 3226/3326, and 3528/3628.

The Marsh Arab unit that began play in 3227 is now considered eliminated at the start of play (make appropriate VP assessments).

16.34 Iraqi Commando Brigades (New Optional Rule) are corps assets and are often "attached" to divisions as reinforcements. To be attached to a (any) Iraqi divisional unit, a commando brigade must start the owning player turn already stacked with the division to which it will be attached. An attached commando moves with the MF of its attached division, and likewise takes on that division's combat capabilities. No more than one commando brigade can be attached to any one division at any one time. Attached commando units must always be the first step(s) removed from an Iraqi stack to satisfy combat losses. Commando brigades may be attached and reattached on a turn by turn basis, as the owning player sees fit. All normal stacking rules still apply for attached commando units and the other units in their hex.

Smithereens

Battle For Germany's Smithereens

A Two-Player Variant for Smithereens by John Desch

Introduction. Due to popular demand, we've come up with a two-player scenario for *Smithereens* that's similar in play to the old-SPI classic, *Battle for Germany*. Unless specifically mentioned as a change in these special scenario rules, all original rules remain in effect.

3.0 Historical Scenario Set Up and Unit Control.

3.1 The Soviet player controls all Soviet, Yugoslav-Communist, and Western German Units. The Western Allied player (henceforth simply "Allied player") controls all Allied, non-Communist-Yugoslav, and Eastern German units. "Western German" units are all those assigned to the Western and Italian Fronts; "Eastern German" units are all the rest. Both players should orient all the units they control toward their side of the map when first setting up.

The "Western Front" consists of all hexes west of an including the dotted World War III start line running down the center of the map. The Italian Front encompasses all mountain and clear hexes south of the Alps (a line running from hex 1223 to 2228) and west of the dividing line mentioned above (the Alps are the mountain hexes in the vicinity of hex 2025). The Eastern Front includes all hexes east (and exclusive) of the WWII start line.

3.2 Set Up. The set up sequence is:

1. Deploy all units with printed hex locations on them in those hexes. Change the Allied Western Front set up as follows: US 5th Corps: 1708, US 21st Corps: 1712; US 15th Corps: 1713. Hex 1814 is left unoccupied but is considered to start the game Allied controlled.

2. Set up the Western German "A" units as follows, or use rule 3.3 below.

Bulgeforce: The 272nd, 277th, 326th Infantry Divisions; 3rd Parachute Division; 3rd Panzergrenadier Division; one FMO marker in hex 1908. The 1st SS, 2nd SS, 9th SS, 12th SS Panzer Divisions; 12th, 62nd Infantry Divisions, the Führer Escort Division; one FMO marker in 1809. The 26th and 560th Infantry Divisions; 15th Panzergrenadier Division; 2nd, 116th, Lehr Panzer Divisions; one FMO in 1810. The 5th Parachute Division; 276th, 352nd Infan-

COMMAND #28 MAY/JUN 1994

try Divisions; *Führer Grenadier Division*; one FMO marker in 1710. The 9th Panzer Division; 167th Infantry Division in 1910.

3. Set up the Eastern German "A" units historically (see the "Budforce and Eastern Front Reserve rules below), or use rule 3.3.

Budforce (Relief of Budapest): 257th, 719th Infantry Divisions; 3rd SS, 5th SS Panzer Divisions; one FMO marker in hex 3629. The 79th, 89th, 211th, 711th Infantry Divisions; one FMO marker in hex 3430.

Eastern Front Reserves. Set up all these units anywhere on or behind the Eastern Front: 20th Panzer Division; 6th SS Mountain Division; 1st J, 9th, 14th SS, 15th SS, 20th SS, 27th SS, 28th SS, 33rd SS, 59th, 174th R, 182nd R, 349th, 604th Infantry Divisions.

4. Set up all Soviet units marked "M."

3.3 Limited Free Deployment Option.

Hitler has been convinced to adopt the Army staff's "Small Solution" in the West, and has abandoned the Budapest relief operation in the east. Deploy "Bulgeforce" anywhere on the Western (not Italian) Front, and "Budforce" anywhere on the Eastern Front.

3.4 Really Alternative Set Up. Hitler moves east with Bulgeforce in a last desperate attempt to stem the Red tide. Deploy all Bulgeforce units anywhere on the Eastern Front. Award the Soviet player 15 VPs.

3.5 Really Alternative & Random Set Up.

For those who want to inject uncertainty into their game, assume Hitler doesn't decide until the last minute where to make his last push. Roll one die after sides have been chosen. On a result of 1-4, the Bulgeforce goes west; on a 5-6, it goes east. Deploy the force anywhere on the respective front, but never in Italy or Yugoslavia.

3.10 First Turn Restrictions. On the first turn (Dec II), only German units on the Western (not Italian) Front, and excepting those in the "Colmar Pocket" (1515), may move and attack during the Soviet Player Turn. All other Soviet and Soviet-controlled units may not move until Game Turn 2. Conversely, only Allied, not Allied-controlled German, units on the Western Front may move and fight during the Allied portion of Game Turn 1.

4.0 How To Win. Victory is determined by controlling cities at the end of the game. The player with the most VP at that time wins. Any unit (German included) controlled by a player may contribute toward his VP total. Players are awarded VP for controlling the following cities at the end of the May I game turn:

Like Lions They Fought

Berlin - 5	Milan - 1
Breslau - 1	Munich - 2
Budapest - 1	Nuremburg - 1
Danzig - 1	Prague - 3
Dresden - 2	Ruhr (2306) - 4
Frankfurt - 1	Rostock - 2
Hamburg - 2	Salzburg - 1
Hannover - 1	Stettin - 1
Kassel - 2	Stuttgart - 1
Kiel - 2	Trieste - 2
Konigsberg - 1	Venice - 1
Leipzig - 2	Vienna - 3
Memel - 1	Warsaw - 2

Additionally, the Soviet Player is awarded 1 VP for every Allied (green and khaki) unit that has been reduced to a strength of 8 or less at the end of the game. Don't use rule 4.3, Nazi Fanaticism.

5.0 The Turn Sequence

1. The Soviet Player Turn

2. The Allied Player Turn

Aside from the first turn restrictions described above and the complete absence of a separate German Player Turn, the normal turn sequence is unchanged. Be sure to delete rules 5.4 and 5.5.

6.0 Supply

6.14 German Supply. All Eastern German units trace their supply to Berlin or a USIR hex. All Western German units trace to any Ruhr city hex. Note that German in-city supply (rule 6.16) and rules 6.17 and 6.18 still apply.

7.0 German Economic Collapse

7.3 German economic collapse occurs automatically at the start of the April I game turn even if the other conditions have not previously been met. All effects remain in force.

8.0 Stacking & Combat

Though both players control German units, neither may stack German and Grand Alliance units together in the same hex. Germans and Grand Alliance units may not participate in the same attacks. Fascist Italian and Axis aligned Yugoslavs units are considered "German" for this purpose.

9.0 Reinforcements & Replacements

9.5 German ground reinforcements are divided as follows. Place all reinforcements due for a given turn into an opaque container and draw them one at a time. Half go to the Eastern Germans and half to the

Western Germans. All leftovers and air units go east. Place reinforcements normally in Wehrkreis hexes inside each player's front area. SS Operational Group Steiner goes east if triggered by a Soviet advance, west if triggered by an Allied advance. The 12th Army always goes west.

9.15 The replacement point always goes east when it's available.

Other Rules

10.28 German Strategic Movement. During turns 2 and 3, the Allied player may move three Eastern German units, and the Soviet player may move three Western German units, by strategic movement. During turns 4 and 5, the Allied player may move up to two Eastern German units, and the Soviets may move one Western German unit.

11.9 Fortresses. The Soviet player receives no German City Fortress markers for the duration of the game; the Allied player gets them all.

13.12 Führer Mandated Offensives. Place FMOs in accordance with 3.2 above. All others go to the Allied player.

New Rule: 6th Panzer Army. At the beginning of the Jan I Soviet Movement Phase, before any movement takes place, the Allied player rolls a die. On a roll of 1, all units of the 6th Panzer Army are transferred to the Eastern Front. Subtract one from the die roll on each subsequent game turn until the transfer is triggered. For example, 1 or 2 transfers the 6th east on Jan II; a 1, 2 or 3 on Feb I, etc.

Once the required number is rolled, the Allied player takes immediate control of the units in question and moves them via a special, no-cost strategic move to any location he desires on the Eastern Front. They may not attack or move adjacent to Soviet units on the turn they transfer. Any 6th Panzer Army units that happen to be surrounded at the moment of transfer may not go at that instant, but do go once a valid supply line is open to them.

Units of the 6th that have been reduced are brought up to full strength at the moment of transfer without expending any replacement points. Units of the army that have been eliminated before transfer have substitutes (of like types and near-equal-as-possible factors) sent for them.

The 6th Panzer Army consists of the following units: 1st SS, 2nd SS, 9th SS, 10th SS and 12SS Panzer Divisions; 21st Panzer and 25th Panzergrenadier Divisions. (Note that the 10SS and the two army divisions were not technically part of the 6th Panzer Army, but were sent east at about the same time.)

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There are those in our hobby who worry about its future because of the aging of our current customers and the lack of new recruits. I worry too, but not for that reason; what concerns me is the lack of business acumen. This was brought home by two incidents in the past two weeks.

Lies, Damned Lies, and Annual Reports

First, Dean Essig of The Gamers gave his annual Industry Review in *Operations* #12. To gather data, Dean sent a questionnaire to his distributors, requesting information on their sales of each manufacturer's products. Further limiting the survey, only four distributors and a lone retailer responded. From the figures provided by this self-selecting group, Dean extrapolates a picture purporting to represent the whole wargame market. It's a bit like the old story of five blind men trying to describe an elephant; each touches one small part of the beast and assumes the whole thing looks like that.

In addition to a paucity of hard data, Dean manipulates two of the biggest distributors on his list with good old fashioned WAGs (wild-ass guesses) about the breakdown between board wargames and other (presumably role-playing) games. The result is a list of the market share "controlled" by each manufacturer. On this list, *Command* came in with sales 20% below The Gamers and just above ADG.

In a narrow sense, we don't care one way or the other what *Command's* market share is — we sold more (both in copies and money) in '93 than '92, made a profit, and think the quality of our games will keep our readers coming back for more. Still, if figures are to be bandied about, they at least ought to be accurate. Dean's aren't.

The Gamers sold approximately 20% of its products through the respondent distributors, so Dean presumed the rest of us did the same. Using this multiplier, our 1993 sales would have been around \$200,000; this is about half our actual game sales for last year (and that's not counting advertising revenue or sales of the newsstand version of the magazine; it counts only the hobby version and ziplocks). My guess is Dean does not allow for the inherently strong direct mail sales (read subscribers) a magazine has relative to boxed

games — probably a reflection of his well-known personal bias against magazine games as a lesser form of art. If his figures are that far off on us, how accurate are they on anybody else?

More importantly, so what? The numbers don't tell us anything, they're just numbers. The only number important to any single manufacturer is the bottom line: does the company receive more than it spends, and is the difference enough to keep it in business. Market share alone is no guarantee of success.

Whither the Hobby

This brings me to the second incident. A retail game store owner called in to complain about the trend of our magazine (and *S&T* too) toward bigger, more expensive games. His concerns were brought to a head, no doubt, by our *Proud Monster* monster. He felt magazines were now competing directly with boxed games, where previously they had been a complementary sale — in other words, he used to sell a boxed game *and* a magazine; now he sells a boxed game *or* a magazine.

My reply was that magazine games have always competed directly with box games, but until recently there have been so few products on the market the competition was not as obvious. In the last two years, though, about 140 titles have been released. This spate of games has stretched the buying power of the hobby.

To elucidate, we all recognize there is a finite number of gamers, each of whom will buy a finite number of games each year (though that does not mean the money to be spent is fixed absolutely; each individual can vary the amount of money he will spend on games, so if more titles are produced, the total money spent on games is likely to increase somewhat). Each gamer has personal favorites among the titles, and every title will attract some marginally interested buyers. As the number of titles released increases, each gamer is more likely to find one of particular interest, for which he will give up a game of marginal interest. This means even though total game sales will remain the same or increase slightly, the average number of copies sold of an individual title will decrease.

To produce a game, there are certain overhead costs: the designer's fee, map production, and press set-up. These costs

are the same regardless of the print run. As the size of the print run drops (and it will drop; nobody can afford to keep many copies in inventory), a larger share of these overhead costs must be borne by each copy of the game. This means either the price rises or the manufacturer's profit drops on each game.

The manufacturer thus has to make a choice. Does he keep his prices constant, accepting lower profits on each title, but increase the quantity of titles (with the concomitant decrease in time spent on each product, and we all know what that means)? Or does he produce the same number of titles and raise the price of each to cover the higher per-copy cost? Either way, he is attempting to pull a larger share of the market to his products, increasing the likelihood other manufacturers will face the same choice.

The basic problem is there are too many companies are trying to make a living from this market. Competition is tough now, and will only get tougher; sooner or later, something has to give. I'm not predicting any kind of hobby implosion, but I don't think we'll be seeing too many more 70+ title years and I do think some companies will disappear. Others, maybe most, will drop from full-time to part-time businesses, with the principals having "real" jobs outside the industry. Many companies already have outside sources of income (even here at *Command* we have the newsstand side of the company, though we take pains to ensure each division is profitable in its own right).

To return to my original point, the market is there and its limitations must be accepted. Bemoaning competition and over-analyzing scanty information do no good. Ultimately, the buyers will decide what they want; the companies that can best fulfill those wants will succeed. ☛

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Classified Ads & Conventions

Subscribers to the hobby edition of *Command* may place one free add in this section each issue of the subscription. Maximum free length is 50 words, including name and address. There are no automatic-repeats; it must be sent in for each issue. We reserve the right to edit or exclude anything we find offensive or just plain don't like. Please type or print clearly. Non-subscribers and subscribers needing more than 50 words, pay 10¢ per word. (Subscribers pay only for the excess over 50.) Convention announcements run for free and may go over 50 words.

Attention wargamers! The South Bay Slackmasters have moved. Don't despair, we're still in the south bay. Contact: Scott Johnson, 202 Wilton Dr. #1, Campbell, CA 95008. Tel: (408) 866-8014.

CLARE-VOYANCE, April 8-10. A wargaming and role-playing convention. Wargamers wanted to run and play board games. Admission is \$5, and \$2 per game. Write to: Games Central, Storyhouse, Claremont McKenna College, Claremont, CA 91711. Call: (909) 624-3413 or (909) 624-3664.

ASL WINDS OF WAR '94, 8-10 April 8-10, 1994. Sixth annual ASL Tournament in Winston-Salem, North Carolina. This year's theme, "Triumph and Tragedy" in commemoration of the Fiftieth Anniversary of WWII will feature scenarios representative of such campaigns as Normandy, the Philippines, the Bulge, etc. Contact Raymond Woloszyn, 7162 Mantlewood Ln., Kernersville, NC 27284. (910) 996-5677, or Genie R. Woloszyn for registration forms.

WARGAMERS WANTED! Milwaukee area group seeking players for historical boardgames, historical and fantasy miniature gaming. Come on and join the fun. Contact: Jerry Musil, 3477 N. 97th Pl., Milwaukee, WI 53222. (414) 464-0002.

VICI CON, 12-13 MARCH 1994 at Foster City Rec. Center, CA. Historical miniatures wargaming. Registration: \$15 pre-reg., \$20 at the door. For information, write: Vici Con, 1 Twelve Oaks Dr., Pleasanton, CA 94558; or call (415) 571-8612.

GAMEX '94: May 27, 1994 - May 30, 1994 at the L.A. Airport Hyatt Hotel. All types of family, strategy and adventure board, role-playing, miniature and computer gaming. Bargains at the Flea Markets, Auction, and Exhibitor area. Also seminars, demonstrations, and special guests. Contact STRATEGICON, PO Box 3849 Torrance, CA 90510-3849, or call (310) 326-9440 for more and immediate details.

NAPOLEONIC SOCIETY CONFERENCE, 10-11 September 1994, Union League Club, 65 W. Jackson Blvd. Chicago, IL. Dealers' bazaar, auction, lectures, Dr. David Chandler, and more. Napoleonic Society of America, 1115-FL Ponce de Leon Blvd., Clearwater, FL 34616; ph 813/586-1779, fax 813/581-2578.

HAVOCX, BGBoston's annual wargame convention, 16-17 April 1994, Sheraton Tara, 1657 Worcester Rd., Framington, MA. Historical miniatures, boardgames, quasi-historical and role playing. For info; BGBoston, % Mark Brown, 29 Thornton Rd., Waltham, MA 02154, or call 617/899-9618.

NASHCON '94, 27-29 May 1994, Days-Inn Airport (formerly Airport Inn), Nashville, TN. Dealer's room, special guests, games auction, Fig Fair, Gamer's Bazaar, and 100 miniatures events from ancient warfare to future confrontations. \$18. For info NASHCON '94, %Games Extraordinaire, 2713 Levanon Pike, Nashville, TN 37214, 615/883-4800.

WESTERN FRONT Seminar '94, 16-18 September 1994, Lisle Hilton, 3003 Corporate Dr. West, Lisle, IL 60532 (708/505-0900). \$175 for all three days. Variety of speakers and panelists. For info, Western Front Assoc., PO Box 604, Bloomington Hills, MI 48304, 810/642-8436.

Don't give up your hobby if you come to Japan to work! Japan's International Gamers Guild awaits you. Over 50 members from around the world, most live in or near Tokyo. Call Steve Brown 0545-62-4678 or Kevin Burns 0465-74-8767.

Game Faire, 22-24 April 1994, Spokane Falls Community College Student Union Bldg., Spokane WA. The foremost gaming event in the northwest; more than 1,000 gamers. For info contact Merlyn's, North 1 Browne, Spokane, WA 99201; ph. 509/624-0957.

Paper Wars is an independent, bimonthly blend of the past and present in board wargaming. For \$15 a year (\$17 in Canada, \$20 everywhere else) you get 6 issues and 144 pages of some of the best writing in the hobby. This includes remembrances of the best of the collectible games and reviews of the most recent releases. Our writers both speak their mind and explain their point of view so you can make an informed decision. We also track the auction scene to make it as easy as possible to get the games they just don't publish anymore, and let people speak their mind on the state of the hobby. Find out why Paper Wars has been around for 13 issues! Write us now for your free issue! Hexessential Publications, 3625 47th Avenue, SW, Seattle, WA 98116-3727.

ORGANIZED KAHN-FUSION XIV — Train Game Con. 1-2 October 1994, West Enola Fire Hall, Enola, PA. Specifically designed for train game enthusiasts, using the Puff'n Billy rating system. Eight+ games, open gaming (see below). Registration varies from \$0 to \$10. For info, contact: M. Foner's Games Only Emporium, 200 Third St., New Cumberland, PA 17070; 717/774-6676.

FINE GAMES FOR PLAYERS & COLLECTORS: Send 52¢ (cash or stamps) for the largest and most detailed list in the business. Over 700 game, mag and software titles. Most out-of-print but in excellent shape. Reasonable prices, satisfaction assured. Michael Dean, 524 S. 19th Ave., Cornelius, OR 97113-6630, USA. (503) 359-4921 before 9pm please.

LOW PRICED used games for sale. Hitler's Last Gamble, \$15; Fire In The East, \$25; Operation Typhoon, \$25; Moves magazine, \$2 each. Many more on list. Tom Harrison, 207 Pine Ave., Plattsburgh, NY 12901, or call (518) 561-0541.

FOR SALE/TRADE: Trajan, Chad, Doomed Victory and Arabian Nightmare (w/ extra counters die cut/mounted). Any two for \$5 post paid. The Seven Years War, \$5 post paid. Will trade for ACW games. All punched, complete, w/ magazine, excellent condition. Kevin Treese, 317 W. Sherman Ave., DuBois, PA 15801.

MAJOR THINNING OUT of my entire, huge collection of wargames, military books, miniatures, painting guides, computer soft-ware and military collectables. For a 25+ page listing, send a large S.A.S.E. with 87¢ postage to: Tom Semian, 316 South Home Ave., Avalon, PA 15202.

WANTED! Any of the following COMMAND magazine back issues and their respective hobby games (will buy either or both). Issues #1-4, 8, 10. Contact Dan Stack, 5850 Dodds Dr., Bettendorf, IA 52722. Or phone (319) 332-9245.

GATEWAY 14: 2-5 September 1994 at the L.A. Airport Hyatt Hotel. All types of family, strategy and adventure board, role-playing, miniature and computer gaming. Bargains at the Flea Markets, Auction, and Exhibitor area. Also seminars, demonstrations, and special guests. Contact STRATEGICON, PO Box 3849, Torrance, CA 90510-3849, or call (310) 326-9440 for more and immediate details.

WARGAMES FOR SALE. Send S.A.S.E. to Psycho, 10478 Ridgely Dr., Baton Rouge, LA 70809.

FOR SALE. Private collection of board and IBM computer wargames, military history books and magazines. Includes FGA, AH, Hobby Japan, SPI, GDW and others. Mostly mint condition, priced low to sell. Send S.A.S.E. Bill Hawkins, 6756 Heatherbrook Dr., Knoxville, TN 37931.

WANTED: Copies of SPI's Minuteman and Ad Technos Escort Fleet. Contact me and we'll work out the details. Also, looking for FTF opponents in Southeast Kentucky and Northeast Tennessee. Contact: Michael D. Pratt, 213 West Dixie St., London KY 40741. (606) 864-6250.

FOR SALE: 50-plus games, including White Death, Russo-Japanese War, Solomons Campaign, First Blood, Verdun, Carrier Battles, Aachen, Pea Ridge, and more. Write to Leigh Toms at 13 Howard Pl., Sterling VA 20164.

FOR SALE: Many wargames at rock bottom prices. Would sell all if possible. Many S&T (new ed) Commands, and other mags. Thin Red Line (P), Pickett's Charge (M), Battles and Leaders (P), Great Redoubt (P), Alamo-SPI (P), Broadside. Send SASE to Don Rhyne, 403 State St., Duplo, IL 62239; 618/286-3322.

ALTERNATE WORLDS: World's only Alternate History magazine seeks subscribers and contributors. Winter 1994 issue features Stableford essay on AH fiction, Seelowe introduction, AH divergence date compilation. Spring 1994 issue features 1993 AH summation, War of 1812 introduction, original short fiction. In UK, send £10 for 4-issue sub (£3 for sample issue) to Alternate Worlds, 19 Bruce St., Rodbourne, Swindon, Wiltshire SN2 2EL. In U.S., send \$18 for sub (\$5 for sample) to R.B. Schmunk, 611 West 111th #26, New York, NY 10025.

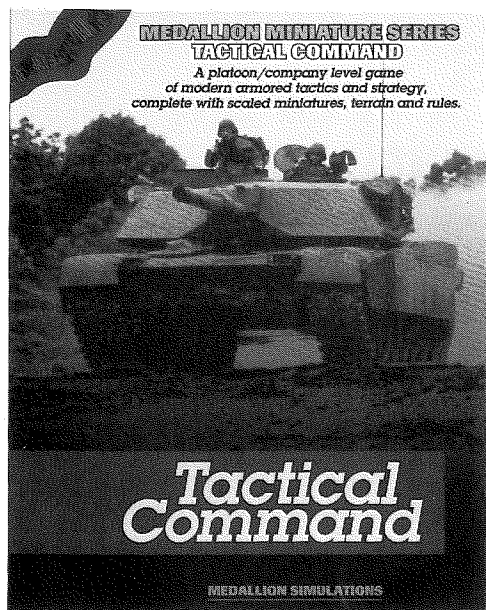
FOR SALE/TRADE: Hundreds of items including A Mighty Fortress, Prestags, War in Europe, Wacht am Rhein, Bloody April, Wargamer #1 (UP), and Atlantic Wall. Looking for Marlborough at Blenheim, Great War (both West End), any Sopac games, Early Pacific Battles, Two-Ocean War, boxed Korsun Pocket, War in the Pacific, SPI Quads, Empires of the Middle Ages, and numerous new titles. Send your list for trades. Include business-sized envelope with two stamps. David Blaylock, 85 Newfound St., Canton NC 28716.

Fine Games for Players & Collectors! Send 52¢ (cash or stamps) for detailed list of over 700 game, mag and software titles. Sorted by era and shows game scale, year of publication, designer, etc. Most out-of-print but in excellent shape. Reasonable prices, satisfaction assured. Michael Dean, 784 NW 175th Place, Beaverton, OR 97006; 503/690-4975 before 9pm please.

For Sale — over 50 titles, most out of print and unpunched. Caesar Alesia, To the Green Fields Beyond, 3W's Shot & Shell, other great titles from AH, SPI, TSR, others. Priced to sell. Bob Safin, 5348 West 5 Mile Rd., Grayling, MI 49738.

Buy, Sell Trade... SPI, AH, XTR... War in the Pacific, Terrible Swift Sword, Highway to the Reich... Command, S&T, 3W... Reasonable prices, excellent service. Send SASE to The Old Wargamer, PO Box 358, Douglas City, CA 96024; 916/623-3245.

For Sale: complete mint collection of S&T (49-100 + some earlier 40s). Many other SPI, AH, West End and GDW games and a wide selection of military books. Send SASE to Mike Joslyn, 8401 SW 107th Ave. #364-E, Miami, FL 33173.



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retailer, distributor, or order direct; send check for \$44.95 plus \$5.00 shipping to: Medallion Simulations, 475 W. Sierra, Ste. 168, Fresno, CA 93704.

	M-1 ABRAMS MAIN BATTLE TANK Crew: 4 Combat Weight: 60 tons Max Road Spd: 45 mph Main Armament: 1x105mm gun
	M-60A3 MAIN BATTLE TANK Crew: 4 Combat Weight: 58 tons Max Road Spd: 31 mph Main Armament: 1x105mm gun
	T-72 MAIN BATTLE TANK Crew: 3 Combat Weight: 46 tons Max Road Spd: 38 mph Main Armament: 1x105mm smoothbore gun
	T-80 MAIN BATTLE TANK Crew: 3 Combat Weight: 47 tons Max Road Spd: 44 mph Main Armament: 1x125mm smoothbore gun
	
GAME DATA	
1 Vehicle	= 1 Vehicle
1 Turn	= 24 Seconds
1 Inch	= 20 Meters
Game Time	= 20 Minutes to 1 1/2 Hours

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How it works: Every two weeks each player receives a complete laser printed report of his action results, battles, unit status, and other information, along with a custom form for preparing orders for the next turn. A game takes about a year (30 turns) to play, if you can survive that long.

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(Colin Leversuch-Roberts in *Flagship Magazine* #47)

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Set in a universe where the Japanese and Germans won WWII, *MB* covers the 1948 battle for St. Louis. The vaunted German *6th Army* is trapped in the city and must try to hold out until German reinforcements, hastily scraped together from other fronts, can come to the rescue. One 34x22" map, 300 1/2" counters.

Black Gold

\$10.00

A sister game to *MB*, this game covers the massive Japanese offensive into Germany's Middle Eastern oilfields. Once again, a thin German line must hold together until reinforcements arrive. One 34x22" map, 300 1/2" counters.

NATO, Nukes & Nazis

\$20.00

This game is set in a universe where Nazi Germany survives WWII. The Soviet Union collapses and is replaced by a capitalist Russia, which joins NATO. In 1993, after a Cold War far colder than our own, Germany launches a new campaign to subjugate Europe. One 34x22" map, 400 1/2" counters.

Wahoo!

\$10.00

Lee wins at Gettysburg, then marches on Washington to put an end to the war. Lincoln hastily recalls Grant to take command. The Washington garrison fights for time while the the Army of the Potomac marches in from Baltimore. One 34x22" map, 300 1/2" counters.

Seven Seas To Victory

\$24.95

In 1945, the Axis powers have conquered the Old World and have sent their navies to grab the vital Panama Canal. The canal is defended by the remnant Allied navies, backed by land-based planes and coastal defense units. One 34x22" map, 200 1/2" and 200 5/8" counters.

History Straight-Up

Poland '39

\$17.00

The conquest of Poland. The German player wins not by beating the Poles — he almost can't help but do that — but by doing even better than his historical counterparts. One 34x22" map, 176 5/8" counters.

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The 1944 campaign in France from 7 June (D-Day+1) to 25 August (liberation of Paris). Each player can make only a limited number of moves in each of the 80 game turns. One 17x22" map, 128 5/8" counters.

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The last 5 months of WWII in Europe, beginning on 16 December 1944 (the Battle of the Bulge). Scenarios include a what-if WWII between the Western Allies and the Soviets. Two 34x22" maps, 512 5/8" counters.

Future History

Back to Iraq

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Three possible conflicts in the mid-1990's Persian Gulf. Iraq, Iran, Syria, Saudia Arabia, Kuwait, Turkey, the US-led Coalition, and even Israel can get into the act. One 34x22" map, 352 5/8" counters.

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FAX: 805/546-0570

California residents add 7.25% sales tax per game; foreign residents add \$4.00 per game for airmail — no additional charge for surface mail.

Like Lions They Fought

Terrain Effects Chart

Terrain Type	Movement Cost	Combat Effects
Clear	2	NE
Forest	3	British CFs -2*
Hills	4	NE
Mountains	5	NE
Escarpment	+2 Up/+1 Down	NE
Swamp	No Entry	NE
All-Sea	No Entry	NE
Minor River	+4	NE
Major River	Only at Fords	NE
Ford	+3	NE
Road	1	NE
Kraal	OTIH	NE
Fort	OTIH	Zulu CFs -2†

TEC Notes
 NE = No Effect
 OTIH = Movement Costs are determined by Other Terrain In that Hex.
 *The Forest combat effect occurs only when British units are in forest hexes.
 †The Fort combat effect occurs only when British units are in fort hexes.

Players are encouraged to photocopy this card as needed

Expanded Turn Sequence

I. Mutual Reinforcement & Mobilization Phase

Place British reinforcements on the appropriate hex(es). Place each remobilized Zulu unit on its home kraal (if unburned.) Only three Zulu units may be remobilized if Cetshwayo has moved from Ulundi.

II. Zulu Movement Phase

Reset the Zulu Maximum Moves marker to account for newly burned kraals.

Place the Zulu Moves Left marker on the Maximum Moves marker.

Reduce the Moves Left by 1 for each hex of Zulu units moved.

Activate a neutral Zulu unit if a regular Zulu unit enters its hex.

III. British Movement Phase

A kraal is burned if a British unit enters it during movement.

If a British unit moves adjacent to Cetshwayo in Ulundi, he is immediately placed in another kraal; if a British unit puts Cetshwayo in its ZOC outside Ulundi, he is captured.

A fort may be built by any British regular infantry unit that is either supplied or has a supply wagon, and that does not move that turn.

IV. Combat Phase

Each British unit adjacent to a Zulu unit must be attacked by at least one Zulu unit. Each Zulu unit adjacent to a British unit must participate in an attack on at least one adjacent British unit. For each combat:

1. Deploy a battle line

The side with the fewer units deploys them all; the other side matches each, placing the remainder in multiple lines and/or a reserve (Zulu only).

2. British defensive fire

One shot per British unit at the first line Zulu unit opposite.

3. Zulu attacks

One shot per Zulu unit at the first line British unit opposite.

4. Victory

If either side has been completely eliminated, the other is the victor; go to step 6. If the Zulus won, place a British disaster marker in the hex.

5. Retreat

Either side, British first, may retreat from battle.

If the British retreat, eliminate the supply column(s) and remove the cavalry; reset the battle lines per step 1, then each Zulu unit (only) gets one shot. Surviving British units return to the map 2 turns later. Place a British disaster marker in the hex. Any Zulu unit on the battle line is placed on the remobilization track. Any Zulu reserve units are placed back on the map in the defender's hex.

If the Zulus retreat, there is no final British fire. Place all Zulu units on the remobilization track. Place the surviving British units back on the map in the defender's hex; flip each unit to its full strength side.

If no retreat takes place, go back to step 1 and reset the battle lines.

6. Advance After Combat

Victorious British units or Zulu reserve units may advance after combat. Roll two dice; the victors have that many MPs to use immediately. An advance may generate a new battle.

Ω V. Zulu Final Supply Check Phase

Remove any unsupplied Zulu units to the remobilization track.

Any unburned kraal in a British ZOC is now burned.

LIKE LIONS THEY FOUGHT

FRONT

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3138 2/3 5 20	1012 1/13 5 20	1530 1/24 5 20	1530 2/24 5 20	1001 80 5 20	1012 90 5 20	3139 99 5 20	3041 NB 5 20
4 57 5 20	4 2/21 5 20	4 88 4 20	4 91 5 20	4 58 5 20	4 3/60 5 20	4 94 5 20	1002 FS 1 25
1538 I 2 25	2040 1NN 2 25	3039 2NN 2 25	1732 3NN 2 25	1101 VN 1 25	1012 WI 1 25	4 1G 5 30	4 17L 5 30
3239 B 3 40	1012 BU 5 40	1732 D 3 40	1530 NH 3 40	2139 IM 2 40	2040 SH 5 40	1001 W 3 40	3139 I 1 10

BRITISH EMPIRE

2040 2 1 10	1530 3 1 10	1012 4 1 10	1001 5 1 10	4 6 1 10	-2	-2	-2
-2	-2	-2	-2	-2	-2	-2	-2

-2	GAME TURN	Def.	Zulu Maximum Moves	Zulu Moves Left	Kraals Burned		


















ZULU KINGDOM



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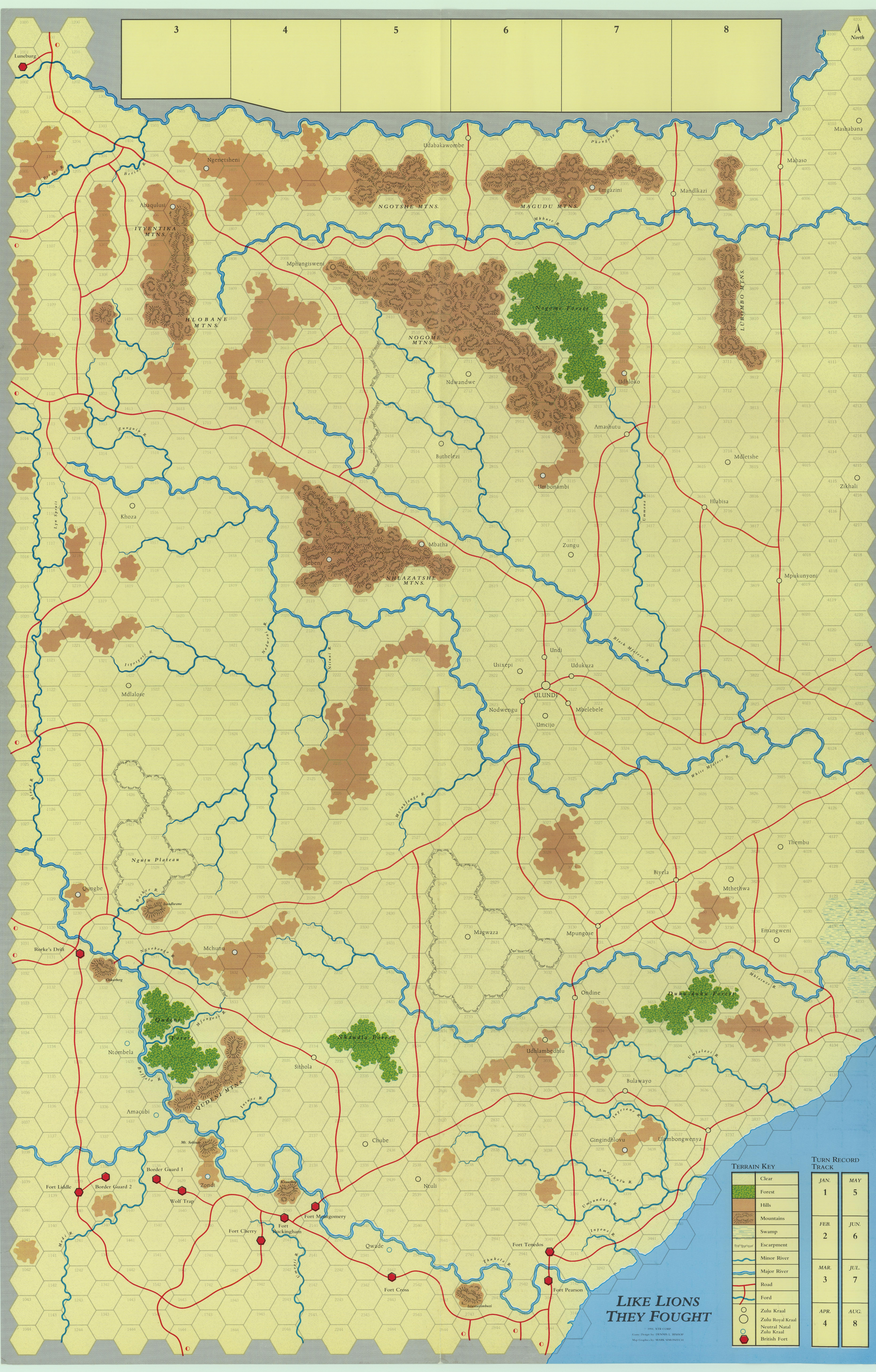
LIKE LIONS THEY FOUGHT

BACK

4203 Masha	3616 Hlabi	2730 Mgwz	3714 Mdlet	2337 Chube	3904 Mabas	1416 Khoza	2711 Ndwan
3637 Imvu	3022 Kone	2703 Nonga	3132 Zinya	3313 Shutu	2922 Bubi	3034 Gulub	2703 Dabak
3205 Emgaz	3117 Zungu	3918 Mpuku	3034 Zwang	3121 Iqwa	3022 Babul	2922 Sikab	2703 Kusi
2218 Sebni	2134 Sitol	2517 Mabat	1831 Mchnu	3528 Biyel	3728 Mthet	1422 Mdlal	2538 Ntuli
3022 Dlond	1606 Swazi	3122 Hlang	3021 Dluye	3034 Gwekw	3022 Thulw	3927 Themb	3930 Emang
2922 Angqu	3023 Tulis	3311 Kwenk	3311 Dloko	2922 Dudud	3230 Mpung	3335 Sugam	3023 Twisa
3637 Xhapo	2921 Nokhe	3015 Bonam	2208 Mphan	1606 Qulus	3505 Mandl	1704 Ngene	2614 Buthe
2441 Qwade	1738 Zondi	1536 Cube	1434 Ntmbe	3132 Uve	3023 Qakam	3021 Gobam	3023 Cijo

							3022 Cetsh
							
							

NB 3 20 	99 4 20 	90 3 20 	80 4 20 	2/24 4 20 	1/24 4 20 	1/13 4 20 	2/3 3 20 
	94 4 20 	3/60 4 20 	58 4 20 	91 4 20 	88 1 20 	2/21 4 20 	57 4 20 
17L 2 30 	1G 3 30 						
		5H 3 40 				BU 4 40 	
							
							
						GAME TURN	
							
							
							
							



3	4	5	6	7	8
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TERRAIN KEY	
	Clear
	Forest
	Hills
	Mountains
	Swamp
	Escarpment
	Minor River
	Major River
	Road
	Ford
	Zulu Kraal
	Zulu Royal Kraal
	Neutral Natal
	British Fort

TURN RECORD TRACK	
JAN.	MAY
1	5
FEB.	JUN.
2	6
MAR.	JUL.
3	7
APR.	AUG.
4	8

LIKE LIONS
THEY FOUGHT

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Game Design by: THOMAS J. BISHOP
Map Graphics by: MARK SIMONETTI