

4/30/75

Gene,

Here is the first set of Reviews on the newest Conflict Simulations that are available. This list is kind of short at this time because of the time limit that was involved. But, I am going to keep writing the Reviews and send them off to you so that we can create a surplus of Reviews.

Also, I was thinking that ~~if~~ if you want to we could add a question answering service. By this I mean that anyone who has a Rules Question on a game that I review can send the question to Board Game Review, % Wargamers Digest and then you can forward them to me. This way, people will see that we do have an understanding of Conflict Simulations and are not talking off the tops of our heads.

Enclosed also is a list of 8 addresses that I would appreciate your notifying about the column. Well, that's

about all that I can think of right  
now. So will be hearing from you  
soon

Sincerely  
Edith

Third Reich Addenda

In Volume II Number 6 of "The General," the Wargaming Magazine that is put out by Avalon Hill, their "Design Analysis" Section is devoted entirely to their "Third Reich" Game. Contained in this section there are changes and explanations given to the rules in such a way so as to refer to specific rules not just general questions.

Avalon Hill has stated that these changes and additions will be available in future editions of their game but for the time being they are only available by purchasing this issue of the Magazine.

This magazine is available by sending \$1.00 plus 25¢ postage to The General, C/O Avalon Hill, 4517 Harford Rd, Baltimore, MD 21214 and requesting Vol II No. 6.

SIMULATION PUBLICATION GAME ORGY

There will be a Game Orgy at Simulation Publication during the July 4th weekend and for those of you who would like further information concerning this Orgy send a Self addressed "Stamped" envelope to the following address;

Game Orgy  
c/o Simulation Publication Inc.  
44 East 23rd Street  
New York City, New York 10010

"HOT TIPS"

Rand Game Associates  
Box 1776  
Liberty, Corner, NJ 07938

The Command Series Volume I from Rand Games is now complete with all nine games and can be purchased from the above address as a set for \$24.95. The subscriptions for Volume II have begun and these cost only \$19.95. In Volume II there will be a total of five games and the subjects covered in these were picked by the subscribers.

Rand has also initiated a new Series of games known as the "Time Capsule Series" and these games will come boxed and sell for \$6.95 per game or \$25.95 for the set of four. The four titles that were chosen for publication and the order that they should be published is as follows: Vicksburg, Von Manstein, Great War and Wellington. Watch for the Boardgame Review column for reviews when they become available.

## Grand Army

This is an interesting set of Miniature Rules for both the American Civil War and the Napoleonic Period of Warfare. These rules are designed for the use of large Armies in any of the two following Scales 9mm or 15mm. The combination of these rules along with the scale of play makes it possible for large conflicts on your everyday Wargaming Table.

Contained in the rules there are numerous charts and tables which aids play and helps in getting an understanding of the rules. For example, there is a Formations Chart in the rules which graphically illustrates the different types of formations that your unit stands can be placed in. There is also a Unit Characteristics Chart which gives you all the information needed for the different units you might employ in the game.

Almost everything that is needed is contained right in this Rules Booklet. Whether you are waging a Campaign or fighting a Battle these Rules offer numerous Tactical and Strategic possibilities, everyone different and challenging.

These Rules are available from Lowry Enterprises, PO Box 896, Fallbrook, CA 92028

## BOOT HILL

Boot Hill is a new set of miniature rules that brings alive the adventurous days of the Old West. Players can recreate in miniature some of the "Dime Novels" that you read as a kid with all its action and adventures.

The rules book of Boot Hill is broken up in four sections and they are Basic, Advanced, Optional and Campaigns. The "Basic Rules" are the simplest version in the book and it is here that players learn how to determine the outcome of brawls and shootouts or how fast your man can move. The "Advanced" section adds realism to the Basic section by introducing a Simultaneous Movement System into your game. The "Optional Rules" section adds a variety of different weapons and characteristics to the game which makes it a little more complicated but alot more interesting. Finally, there is the "Campaigns" section and here it explains how players may create their own adventures, in imaginary territories and towns, covering years of time with many different adventures but all with the same personality.

Boot Hill is just a set of "fun" rules. Action is fast and furious and once it is started no one knows where it will end. So, if you want some fun and fast action get these rules and you'll have showdowns at sunset.

Available from Tactical Studies Rules, 542 Sage St., Lake Geneva, Wisc. 53147; \$5.00.

## GRAND ARMY

Grand Army from Panzerfaust is a set of basic rules for the Napoleonic Era, with inclusions and modifications for the American Civil War period games. All the rules are lumped together, whether special and unique to one type of unit or an overall rule applying to all concerned. The rules are classified into 5 groups entitled Composition, Firing, Movement, Morale and Melee. The rules are basic, although with the qualifying statements intermixed, there is some tendency to become bogged down in special details.

The scale of Grand Army is that of 9mm to 15mm figures, Battle is on a tactical level, but at the divisional level. Smaller actions can be fought with the result of more maneuvering room on the recommended 5' by 9' table.

The heart of the rules and their most outstanding feature are the charts. These charts cover movement rates, and firing rates, etc. The most important, however, are those at the end of the book. These include organizational makeup of the Napoleonic Era armies, and that of the Civil War armies. The information provided includes stand make-up for use with the rules, basic morale status, firing ability, etc. The artillery charts provide range figures for most major types of artillery in use in those times and the specific types of ammunition each used.

As an overview I would say these rules provide an excellent recreation of the flavor of 19th Century warfare with plenty of action as a reward for their following.

Available from Panzerfaust Publications, Fallbrook California Price \$