

## Star Force "Alpha Centauri"

This is an interesting simulation of warfare as it might be fought in the 25th through the 27th centuries. The whole game is based on imaginary conditions and technology which could make for possible conflicts in the far corners of the Galaxy. This is a Tactical Level game which is played on two game maps, one of which is a strategic map and the other is a tactical map.

The Strategic map is one which the Players maneuver their pieces so as to try and get optimum position on their opponents. The Tactical map is where each player places his pieces and the final outcome of the Battle is determined.

Starforce utilizes a Simultaneous Movement System and players must plot their courses and any other action their units will perform before any movement takes place. The Movement System of this simulation is unique and it is this which makes a three dimensional game out of a two dimensional game. The Movement System for this game is based on Pythagoras' formula which states, "the sum of the squares of the two other legs of a Right Triangle equals the hypotenuse ( $A^2 + B^2 = C^2$ )."

This system of Movement creates some very interesting possibilities because for Players to participate in Combat they must be on the same level and there are 40 different levels that players can be on.

The entire game is based on the subtleties of Movement not force and it is this which makes the game one of Strategy and Tactics. What is nice about this game is that once a player learns the tricks about the ins and outs he can take the smaller side in a Scenario and come out and whip a larger opponent right off the map. This game is one which offers the players numerous different outcomes to the many different Scenarios that are given. Many enjoyable hours can be spent with this game and I think that this is one of the best Science Fiction games that has been published to date.

This game is available from Simulations Publications, Inc.,  
44 East 23rd St., New York City, NY 10010; \$8.00.

## Modern Battles Quads

A simple, interesting set of four games depicting Modern Battles that have occurred or could occur in the future. Of the four situations covered two deal with the October War in 1973 and the other two are hypothetical situations. The titles of the four games are Chinese Farm, Golan, Mukden and Wurzburg.

"Chinese Farm" deals with the Israeli crossing of the Suez Canal and the subsequent drive into Egypt. "Golan" covers the other front of fighting on the Golan Heights where some of the most vicious fighting of the war took place. "Mukden" simulates a possible Sino-Soviet clash with the Soviets being the offensive nation and invading China near the city of Mukden. "Wurzburg" is a simulation of an American-Soviet showdown in Southern Germany with the American fighting a delaying action against a numerically superior Soviet force.

The Modern Battles Quads all use the same Standard Rules with each game also having its own set of Exclusive Rules which is what makes one game different from another. For example, in the Exclusive Rules for the two hypothetical games there is an Optional Rule for the use of Tactical Nuclear Weapons which forces Players to have their units dispersed, not concentrated, so that losses are kept to a minimum. This rule simulates actual battle-field conditions which commanders must deal with today.

All of these games are Operational Level simulations with the maps portraying the areas where the conflicts take place and the unit counters are the equivalent to Batalions, Regiments or Brigades that were present or could be present if the conflict did take place.

The scales of these games coupled with the simple game systems used makes the Modern Battles Quads a set of highly enjoyable games with which you should not easily become bored with.

The Modern Battles Quads are available at \$12.00 for the entire set or \$4.00 each from Simulations Publications, Inc. 44 East 23rd St., New York City, NY 10010.

## Patrol

Patrol is a challenging simulation of non-urban man-to-man combat during the 20th Century. This game utilizes a Simultaneous Movement System which creates some very interesting combat situations. The Rules come in a booklet form and are formatted in such a way so as to cover all forms of combat during the 20th Century. Some of the special rules that are included in this simulation cover the uses of APC's, Tanks, Rocket Launchers and hand-to-hand combat.

Patrol is a Tactical Level game where each counter represents one man and each turn equals from 5 to 300 seconds. The overall mapsheet that is used with this game is made up of six geomorphic maps with a different sampling of rural terrain on each one of them. The terrain features that are portrayed on the maps are ones that would normally be found in a rural countryside.

There is a total of 41 different Scenarios that are given with this game and each one presents a different tactical situation. Also, included in the rules is a section on Squad Organizations so that individuals may design their own situations. The scale of this game, along with the subject matter that is covered makes this simulation enjoyable for many hours.

This game is available from Simulations Publications, Inc.,  
44 East 23rd St., New York City, NY 10010; \$8.00

## Search & Destroy

This is a realistic simulation of the Vietnam War during the 1960's. The game map that players use portrays some typical territory that would be found in Central South Vietnam. This simulation is a Tactical Level game with each hex equaling 50 meters and every unit counter is the equivalent of a Squad of Men.

The rules for this game offer the players many different levels of playing complexity. The more rules that players add to a situation the more realistic the outcome is. But, on the other hand, the more rules added the more playability is somewhat slowed down. Some of the Rules that can be included in this game cover the use of Tanks, APC's, Artillery Fire and Helicopter Gunships, just to name a few.

The one rule which realistically recreates the situation in Vietnam is the ARVN Hidden Movement Rule. Through the use of this rule players can experience the problems that the U.S. Forces had in determining who was friend and who was foe.

There are eleven Historical Scenarios included with this game and each one recreates a different Tactical Situation. Also, included in this section of the Rules is a Unit Composition Chart which allows players to create their own situations.

This simulation realistically and accurately recreates the problems incurred when trying to combat Guerilla Warfare. This game is well worth the money as there are many enjoyable situations with varying levels of complexity that can be played with each one capable of a different outcome.

This game is available from Simulations Publications, Inc. 44 East 23rd Street, New York City, NY 10010; \$8.00.

## Sixth Fleet

Sixth Fleet is a simulation of a Naval/Air conflict during the 1970's which has many challenging possibilities. It is very interesting how the designer handled the many varied types of Naval and Air units that could become involved in such a situation. Each unit counter has certain values printed on them such as Anti-Air Strength, Anti-Sub Strength and Electronic Counter-measure Value, to name just a few. This saves the player time as all of the information that you need is on the counters. There are 200 counters included with the game and these are used to depict the different forces that are deployed on the map.

The mapsheet portrays an area in the Eastern Mediterranean where this conflict would take place. This game is on the Operational Level Scale with each hex is the equivalent of 45.4 Nautical Miles and each Game-Turn is the equivalent of 8 hours of real time. The Order of Battle is quite good and the Sequence of Play is such that there is first Combat and then Movement. This Sequence of Play and the special Combat Rules present some very interesting tactical situations. All in all this game can bring up some very interesting questions about what could happen if such a situation did arise.

This game is available from Simulation Publications, Inc., 44 East 23rd Street, New York City, NY 10010; \$8.00.

## Austerlitz

This is an interesting simulation of the battle that ended the "War of the Coalition" in 1805. This battle pitted the French under Napoleon against an Allied Army consisting of the Russians and Austrians under the command of Tsar Alexander. This game simulates what is called "one of Napoleons greatest victories".

Austerlitz is a Tactical Level simulation with each hex on the map equal to 400 meters, each unit counter is the equivalent of actual brigades or divisions that were present at the battle and each turn is the equivalent of one hour of real time. The Sequence of Play for this simulation has Players moving their units, followed by the combat phase and then the opposing player follows this same sequence of events and players then mark the passing of one game turn.

This game offers the Napoleonic Tactician many hours of enjoyment recreating this famous battle. Also, this game offers its buyer, no matter what period he is interested in, many hours of fun as the game sets up quick, plays smoothly and the rules are well written and easy to understand. So, whether you are a beginner or an old time boardgamer this simulation can offer you many challenging hours of fun.

This game is available from Simulations Publications, Inc.  
44 East 23rd St., New York City, NY; \$8.00.

## Third Reich

This is an interesting simulation of the Land, Air and Naval conflict that took place during the Second World War. Third Reich is a two to six Player game with variations that Players can employ, such as special Diplomatic Agreements or they can negotiate their own Alliances to alter the outcome of the game. Third Reich is a Strategic Level game with Seasonal Turns and the Unit Counters equalling Armies, Fleets or Air Forces. The mapboard used depicts the areas where the most decisive battles of World War II were fought.

The game system that is utilized in Third Reich is unique but surprisingly easy to understand. Almost everything that a Player decides to do during a game turn requires the expenditure of a Specific amount of Basic Resource Points (BRP's). For Example, each Player has a choice of three different Combat Options that he can choose from during a game turn and they are Pass, Attrition or an Offensive Option. It is the Offensive Option which cost players a certain amount of BRP's while the others do not. On the other hand, the reason it costs BRP's for the Offensive Option is with the utilization of this option that the most gains are made.

Another interesting rule in this game is the "Breakthrough and Exploitation" rules. It is with the use of these rules and the Offensive Option that the Blitzkreig Tactics that were often used in World War II are realistically simulated.

## Starship Combat

This is an interesting simulation of hyper-space combat in the year 2700 AD. This game employs a Simultaneous Movement System of play by directing each Player to write Computer Orders for his various units at the beginning of each turn. The Combat Segment of each turn follows the Movement Phase and it is here where the strategies of Order Writing determines who will win the battle.

The Rules that you receive are informally written and has many examples which aid in the understanding of the game. The map that is used portrays an imaginary sector of space a trillion miles in distance but yet each counter is the equivalent of only one starship. Starships and Interstellar Bases utilize two basic types of Weapons Systems and they are energy beams for offensive purposes and screens for defensive purposes.

There is a total of four Scenarios given with this game one of which is a Solitaire Scenario so that you can practice your strategy and tactics. Players should, after a short while, be able to create their own situations and then "Galaxy Beware!"

This is an enjoyable game with only one draw-back and that is that the counters that are used come unmounted. They are however, adhesive on the back and can be mounted on cardboard and cut out in a few minutes time.

This game is available from Gary McGath, Box 1245, Lafayette, Indiana 47902. \$4.00 3rd class \$4.35 1st class mail

## Missile Boat

This is an excellent simulation of Naval Combat on, over and beneath the Sea. This game offers the players nine historical Scenarios, five future Scenarios, one solitaire Scenarios and a section on possible small conflicts. Besides all of this there is a section in the rules which explains how a player may construct his own ships and use them for possible conflicts. This rule can create some really interesting situations. This game also employs rules for the many types of weapons systems that are in use today. Some of the weapons systems that are covered in the rules are Missile Combat, Torpedo Combat, Aircraft Combat, Submarine, SAM's and this is to just name a few of the many possibilities.

Missile Boat is a Tactical Level game with each hex equal to one Nautical Mile and each turn is the equivalent to six minutes of real time. The game is fast and furious as the players cannot use hit and run tactics to try and win the game. This simulation offers the player many hours of enjoyment with the many different situations that are presented.

This game is available from Rand Game, Box 1776, Liberty Corners, NJ 07938; By subscription only.

## Empire I

This is a Science Fiction Simulation of a conflict in the 22nd Century. The map that is employed in this game shows many Star Systems and each one can have a different capacity. The Sequence of Play is one which can create many conflicts or it constantly keeps the Players busy thinking of new things to create. Each Player (there may be up to four) starts the game in his own Star System and has to Produce ships according to the capacity given to him in his system. Once the Players have determined the units they are going to start with they then start their colonizing missions of other Planets so as to gain more points with which to Produce more units. So, as can readily be seen there are many possibilities that can occur using this system.

There is some paper work involved as each player must keep track of the different Ships and Systems that he owns. But by overlooking this little inconvenience the people who play this game may have an enjoyable time with a game that changes every time you play it. This game is very enjoyable, passes the time easily and is one with which you will not get bored with after playing a few time.

This game is available from Third Millennium, Inc, 465 Woodland Hills, Philadelphia Miss. 39350 \$5.50

## Operation Market Garden

This is a Simulation of the Allied plan to sieze a bridgehead across the Rhine during World War II. The Sequence of Play used in this game shows where and what actually did happen. The map that comes with this game portrays the main area where this conflict occured.

The Rules are bound in a booklet form and are easy to read and simple to understand. There are full explanations on the use of all the counters used in this game. There is also a section in the rules that explains how the weather can effect the outcome of the game.

This Simulation is one that sets up quick and can be played in a few hours time.

This game is available from Third Mellennia, Inc., 465 Woodland Hills, Philadelphia, Mass. 39350; \$5.50.