

N A T O

This is an interesting Simulation of a hypothetical Land conflict between NATO and Warsaw Pact forces in the 1970's. The map that is used in this game portrays the the area in Western Europe from East Germany to France and the North Sea. NATO is an Operational Level game with each hex on the mapsheet equal to 16 kilometers and each game turn is the equivalent to two days real time. The Sequence of Play used in this game gives each Player a Second Movement Phase which can create some interesting situations.

There are four Scenarios given in this game. two of which include the Tactical Nuclear Warfare Rules. There is also a section in the Rules which discusses some Scenario Variations which can be employed to add more realism to the Situation. This Simulation illustrates the tactics that might be employed by the Warsaw Pact forces if they did attack the NATO forces.

NATO is a challenging Simulation which can make Players ask many questions about the possibilities of such a conflict.

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

Normandy

This is an interesting simulation of the Allies attempt to establish a beachhead on Normandy in June, 1944. The game covers the first six days following the initial landing and the Allies must try to penetrate as deep into Normandy as they can. The game map that is used portrays about 75% of the Cotentin Peninsula.

Normandy is an Operational Level game with each hex on the map equal to two kilometers and each unit counter is the equivalent of a Battalion or a Regiment. The Sequence of Play for this simulation has each Player moving his units twice during a game turn with one Combat Phase in the middle. This Sequence makes for some interesting situations during the Combat Phase of a game turn. The Allies have the use of up to 8 Naval Gunfire Support missions during each game turn to help them during the Combat Phase. These come in very handy during the initial invasion on game turn one.

The Allied Player decides which beaches his initial units will land on and where his Commandos' and Paratroops will enter on the map. The German Player on the other side has a choice of six different Scenarios to choose from each one presenting a different course of action that could have been taken on the actual day itself. Normandy is a challenging game for both players and the Victor is normally not known until the final game turn.

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

Battlewagon Salvo Game

This is a challenging game for people who liked to play the Old Battleship game. This game has a basic and an advanced game map and almost any number of people can play at the same time.

The Basic Game gives you all of the fundamental rules that you need to play the game, such as movement, combat and searching. But the Advanced Game adds the challenge of Sub-hunting by giving your Destroyers depth charge capabilities. Also, your ships are given a range of fire in the Advanced Game which they do not have in the Basic Game. This game is fast playing, fun and very easy to learn.

This game is available from Lou Zocchi, 1513 Newton Drive, Biloxi, Miss. 39532; \$3.50.

SIEGE

This is a simulation of Siege Warfare from 50 AD to 1400 AD. The game system that is used in this simulation covers almost all types of Siege Weapons that were used during that period of time. The rules come in a booklet form and there are explanations for the use of Siege Machines and Boiling Oil. The Sequence of Play is such that the Archery and Siege Phases precede the Movement Phase. Finally you have the Melee Phase where your units attempt to scale the walls. There are only two Scenarios that are given to you with this game but there is a section in the rules that explains to you how to create your own scenarios. This Simulation has many possibilities at recreating some of the Historical Sieges that did take place. This game proves that until the development of gunpowder Castle Walls were not an easy thing to breach.

This game is available from Low Zocchi, 1513 Newton Drive, Biloxi Miss. 39532 \$5.00

MANASSAS

This is a challenging simulation of the first battle of Bull Run which occurred in July 1861. Manassas is a brigade-level simulation with each hex on the map equal to one-sixth of a mile, the unit counters equal to brigades that took part in the battle and each game turn is the equivalent of two hours time. Manassas is a two player game with each side trying to gain geographical objectives while destroying his opponent.

The game system that is employed in Manassas is a Simultaneous Movement/Combat System of Play which creates a realistic simulation of what occurred. All of the unit counters that are used in this game have a movement factor of 12 and it is this movement factor that they expend carrying out different actions during the course of a game turn.

A Game Turn in Manassas consists of a number of different phases each of which can affect a later phase. The first portion of the turn consists of the Writing of Orders for the units that are on the map. This Order Writing procedure is broken into two sections and in each section a unit may expend six movement points maximum. Separating these two sections is the Combat Phase and it is here where the outcome of battles are determined. During the course of a game turn the different actions that a unit may take all expend a number of movement points. For example, for a unit

The Battle for Tobruk

The Battle for Tobruk is a simulation of the first battles of the Afrika Korps with Erwin Rommel as its commander. It was here that his reputation as a desert fighter was made. The period of April to June, 1941 saw many mobile actions in the area around Tobruk. The British were pushed back on all other fronts but were determined to maintain their control of Egypt while the Germans were just as determined to drive them out. It is here, around Tobruk, that each side moves their units and has combat trying to achieve their Victory Conditions.

This is an Operational Level game with the unit counters used equal to any unit from a Brigade to a Section. The Combat Strengths that are on these units are the Weapons and Fire Power of that specific unit rather than that units strength in manpower. Each hexagon on the map is equal to 5 kilometers and each day turn is the equivalent of four to six hours of real time with the night game turns being slightly longer. Each Scenario of this game is 10 game turns long and it is after the tenth turn that each player consults his respective victory conditions to determine the winner.

The rules for this game come in a booklet form and at times have to be read over twice to understand the meaning. The Advanced, Tournament and Optional Rules add a higher degree of realism to the game while at the same time making it more complex than it already is. There are four Situation

Scenarios given with this game. When you are initially setting the game up you must constantly watch for the Historical designations that are on the counters to be sure that they are put in their proper positions. This as you can guess, is a bit tedious. But once the game is set up and started it is a tactically challenging game.

This is not a game that I would recommend for a Novice Boardgamer.

Available from Balboa Games, Box 989, Belflower CA 90706; \$ 5.00.

Chariot, Spartan, Legion Viking & Yeoman (Prestags)

These are five exciting simulations covering ancient warfare. Each of these games have one set of common rules and then there is a set of exclusive rules for each simulation. The rules are well written with many examples given so as to help the newcomer to learn the game.

Chariot is a simulation of tactical warfare during the biblical age, 3,000 BC to 500 BC. The scenarios cover many of the better known conflicts such as Megiddo (1496 BC), Babylon, (1595 BC), Kadish (1299 BC) and Lake Regillus (496 BC) to just name a few. All total there are 13 separate scenarios that are given. The exclusive rules include a special section on the use of chariots, in warfare during this time. This is an excellent simulation that shows the beginnings of warfare.

Spartan is a simulation of tactical warfare in the Hellenistic Age, 500 BC to 100 BC. The scenarios that are covered in this simulation are some of the better known conflicts such as Marathon (490 BC) Corinth (394 BC), Arbila (331 BC) and Cannae (216 BC) to just name some of them. All total there are 17 different situations that are given. The exclusive rules introduce the use of elephants in warfare during this period. Also in the optional rules there is a special section on the outstanding leaders of this time. This is a fine simulation of when the Greek Hoplites were the best military machine in the world.

Stellar Conquest

Stellar Conquest is one of the most realistic but yet Science Fiction Games that has ever been produced. Two to four players can play this game with each one trying to rule an empire. Players move their units across a stellar map exploring, invading and conquering planets along the way.

Each hex on the map is equal to one-eighth of a light year and each ship counter employed is equal to one ship. Each Star hex on the map is color coded to one of the five different spectral classes that are used in the game. When a player enters a star hex, he picks a Star card that corresponds to that stars spectral class. On this card there is all the data for finding out a stars composition.

The Sequence of Play in Stellar Conquest consists of Ship Movement followed by Star Exploration. It is during the Star Exploration Phase that all combat takes place. Also, in this game players build their own ships while advancing in Technological Research and Development. They do this by expending Industrial Units that they gain after conquering or exploring. Each Star card picked tells you how many Industrial Units you receive for that Star hex.

Stellar Conquest is a Tactical game on a Strategic Level. The game is fast moving, exciting and a new strategy is used with every new game started. If you're a Sci-Fi fan and also enjoy wargaming then don't miss this one by. So, if you want a game that will always be a challenge no matter who your

opponent is then Stellar Conquest is for you.

Is Available from Megaming Concepts
Box 1⁵346 Austin, Texas 78761 \$9.00

World War III

This is an interesting simulation of a Superpower conflict in the near future. The game takes into consideration that such a conflict would be non-nuclear in nature otherwise, there would be no need for a game. The two powers that come into conflict are the Western Alliance and the Eastern Coalition.

World War III is a Strategic Level game with the unit counters representing Armies and Fleets. The Sequence of Play is such that the Naval Movement/Combat precedes the Land Movement/Combat Phase. Following this you have the Production Phase where the game is actually won or lost. During the Production Phase each Player allocates Production Points for the building of units that he thinks he will need.

The rules for this game are somewhat difficult to comprehend but once mastered this game can offer some stimulating varieties for the Strategic thinker. There are six possible Scenarios two of which are three Player Scenarios. The Naval Rules on Movement and Combat can present some very interesting situations. There are Special Rules and Optional Rules which offer change and variation to the game and the combination of these rules can offer some unique outcomes.

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

"NEW" 5/75

Mech War 77

This is a challenging simulation of hypothetical Armoured Combat in the 1970's. Mech War is a Tactical Level simulation with each hex equaling 200 meters in distance, each turn equals from one to six minutes of real time and each unit counter employed is the equivalent of a Platoon of men or vehicles. This simulation is a two Player game and there are unit counters for six major countries included with this game and they are the United States, West Germany, Israel, Britain, China and the USSR. There are 10 Scenarios given and these depict some possible conflicts that could occur in the future. Also, it is noted that the British and West German Units are there for the fun of it.

This simulation utilizes a Simultaneous Combat System with a Sequential Movement System and this makes for some very interesting situations. The Rules for this game are in a booklet form with a special sheet for your charts and tables so that there is no leafing through the Rule Book. The Rules of Combat cover the many different aspects of Warfare that are employed today, such as Direct Fire, Indirect Fire, Opportunity Fire or Counter Battery Fire to name some of them. There are also sections in the rules which explain how Players would utilize Close Air Support, Helicopters and Smoke Screens if these were utilized in their Scenarios.

Although the Rules for this game were not written with the Novice Boardgamer in mind, he should still be able to grasp the fundamentals of Modern Warfare in little time at all. Players, both new and old, should enjoy this game as it presents many intriguing situations utilizing Modern Day Arms and Armour.

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

"NEW"

5/75

Blue and Grey Quad

The Blue and Grey Quad is a game system that was developed to simulate Warfare during the American Civil War. This game system is on the Operational Level with each hex equalling 400 meters and each Strength Point on the counters the equivalent of 250 or 350 men. Contained in the Blue and Grey Quads there are four separate and distinct games and each game has its own map and unit counters. The four battles that are simulated using this system are Shiloh, Antietam, Cemetery Hill and Chickamauga.

There are two types of rules received with this game Standard and Exclusive. The Standard Rules are common to all four games and they are well written and easy to understand. The Exclusive Rules are used just for the game you are playing and it is these rules which contain the Initial Set Up and Reinforcements.

The Blue and Grey Quads were designed to be simple but yet accurate Historical Simulations of what happened on the Battlefields. These four simulations set up quick, play smoothly and much enjoyment can be had with them. The Blue and Grey Quads are only the beginning of a whole series of simulations that will be designed first for playability then for Historical Accuracy. This game system is excellent for introducing someone into the art of Boardgaming as it plays quickly and is a-lot of fun.

The Blue and Grey Quad is available at \$12.00 for all four simulations or each simulation is available separately for \$4.00 from Simulations Publications, Inc., 44 East 23rd St., New York City, NY 10010

"NEW"

5/75

Panzer 44

This is an interesting simulation of combat in Western Europe during 1944 and 1945 as the Allies were pushing into the German Defenses. Panzer 44 is a two Player Tactical Level simulation with each hex on the map equaling 200 meters in distance, each turn equals from two to six minutes of real time and each unit counter employed is the equivalent of an Infantry or a Tank Platoon.

The game system that is used with this simulation is one that is simple to understand and makes for some very interesting situations. The Sequence of Play is a combination of Simultaneous Combat with a Sequential Movement System and it is this which offers players a chance to prove their Tactical Ability. At the beginning of every game turn Players must plot the Task that his units are going to perform during that game turn.

e.i. If a Player is going to have his unit move during that game turn he places an "MV" next to the unit's ID number on a sheet of paper and that unit may do nothing else but Move for that game turn. However, if a Player Plots to have his unit Direct Fire at a specific target, that unit must fire at that target and may do nothing else during that game turn. Therefore, you can see that a Player must choose wisely between the units he will have advancing and the units providing the covering fire.

Panzer 44 is not a game for the novice boardgamer as there are many rules and each one adds a degree of realism to the game. This simulation offers Players a chance to prove their Tactical Ability along with the fast action that can be had with Armoured Warfare.

*****NEW*****

Rommel

This is one of the most intriguing Simulations on the War for North Africa that has been published to date. The Sequence of Play of this game shows how mechanized forces are dependent upon their Supply Routes. The mapboard used portrays an area in the Western Desert of Egypt and Libya where the Scenarios given take place. There are three Scenarios given with this game and each one points out a different high point in the war. The units used are Battalion, Regiment or Brigade Strength with an Optional Rule for Step Reduction. Each hex on the map equals 5.42 miles in distance and each turn is the equivalent to 48 hours of real time.

The Rules are clear, well written and easy to understand. The Rules of Movement are actually what makes this Simulation a better one as they create some interesting combat situations. The Supply Rules are the ones which actually control the Movement and Combat capabilities of your units. There are two types of Supply for the units in this game and they are General, which controls Movement and Operational which controls the units which may have combat. This Simulation proves that no matter how fast or strong that a mechanized force may be, they are still tied to a Supply Route. This game is challenging and shows the importance of Logistics in the Desert Campaigns.

This game is available from Rand Game Associates, Box 1776, Liberty Corner, NJ 07938 By Subscription to Command Series Volume I only.

"NEW" 5/75

Battle for Germany

This is a stimulating simulation of the final six months of the war in Europe during World War II. Each players' forces are positioned in the Historical set up that faced the Germans at that time. The Battle for Germany is a two, three or four player game on a Strategic Level of play. Each hex on the map is equal to 67.1 Kilometers, each turn equals two weeks and each unit counter is the equivalent of a Corps, Army or Army Front.

The rules for this game are straight forward, well written and easy to understand. The most innovative design in this simulation is the way that the German Units are handled in the two player game. The Allied player not only controls his own Allied units but also controls the German units on the Western Front. The Russian Player, on the other side, controls his own units and also the German Units that are facing the Allies. So, as should be seen, each player not only controls an offensive front but also a defensive front.

This game was designed for simplicity and playability and it is both of these ideas which makes this an excellent game. The Battle for Germany plays in a few hours time and with the different Scenarios given this is a game with which many enjoyable hours can be spent.

This game is available from Simulation Publications, Inc.
44 East 23rd Street, New York City, NY 10010; \$4.00.

"NEW"

Goetterdaemmerung

This simulation recreates the final Allied drive on Berlin from February 5th to March 5th, 1945. This is an Operational Level game with each hex on the map equaling 20 miles, each turn the equivalent of one weeks time and the unit counters equaling a Division Corps or an Army. This game is basically a three player game with each person choosing either the Russians, Americans or the Germans.

The Game System utilized allows players to move some of their units twice during one game turn. The second phase being the Mechanized Movement Phase allows your mechanized forces to move through gaps left in your opponents line from the preceding Combat Phase creating some very interesting Strategic and Tactical Situations. (The Combat Phase occurs between the two Movement Phases.)

The winner of this simulation is determined by Players accumulating a specific number of Victory Points for Cities that are in his possession. The only drawback, however, is the physical quality of the game itself. By this I mean that the game map used is in two parts and must be taped together when you use it and it is also on light weight paper. The unit counters used are unmounted and the players must mount them on cardboard and cut them out. Aside from these inconveniences, this is an interesting simulation of the final 91 days of Nazi Germany.

This game is available from JagdPanther, Box 3565, Amarillo, Texas 79106;

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"Vicksburg"

There are many games which simulate the American Civil War, but the Western theatre of operations is normally a neglected area. Vicksburg, the War for the West, attempts to simulate the Mississippi Valley Campaign and the Vicksburg Campaigns which decided the victor in the Western theatre of operations.

The Western Campaigns were a combination of Naval, Land operations and this game attempts to simulate the problems that both commanders had to deal with. The Sequence of Play for this game has each player first checking his Supply status and then moving his units before the final combat. This system of play along with the Naval and Riverine forces, realistically recreates the battles that occurred during the actual campaigns.

The Supply rules are interesting in that players can continue supplying their units by a number of different ways such as Roads, Railroads, Naval units or any combination of the three thereby recreating actual logistics troubles of the campaign. The Riverine and Naval force units also are given a variety of missions any one of which they can perform during a game turn and they are Combat, Patrolling, Troop Transport or Supply Transport Missions. This recreates the Union superiority on the rivers and proves how important this was to the Union cause.

Vicksburg is a Strategic Level simulation with each hex on the map equal to 10 miles in distance, each game turn equal to two weeks real time and every unit counter is the equivalent to a Division or a Brigade. The scale of Vicksburg along with the game system employed makes for some interesting strategic situations and simulates some of the problems that occurred in the real Campaigns.

*The Battle This game is available from Rand, Box 1776,
Liberty Corners NJ 07938 \$7.00*

Tacky

This is new Wargame material for the Boardgamer who does not have a permanent Wargame room and must constantly be interrupting his games. Tacky is a sticky substance that is put on the reverse side of the unit counters to stick them to the map. This material when removed from the counter or the map does no damage to either so there is no worry about tearing.

Tacky adds a new dimension to the Wargame Hobby because now if your game is interrupted in the middle, fold it up, put it away and come back to it a few days later with the unit counters right where you left them.

Tacky is available for \$1.00 which will give you a sufficient amount to play 4 or 5 average boardgames From Brigadier, 2035 H West Park Row, Arlington, Texas 76013.

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Sea Lion

Sea Lion is an interesting game of a hypothetical German invasion of Britain during World War II. This game simulates the Land, Sea and Air battles that could have occurred if such an invasion were attempted. Each Player has a choice of three Scenarios that he could play and they are: British - #1 Strong Defense (Historic), #2 Weak R.A.F., #3 Unsuccessful B.E.F. Withdrawal; German - #1 July Plan, #2 August Plan (Historic) and #3 East Anglian Landing. Players may choose any one Scenario that they wish and in this way play balance can be added between two unequal Players or the outcome of the game can be altered by the changing of the forces involved.

Sea Lion is a simple game with a straightforward game system and easy to read rules that can be learned in a minimum amount of time. The different combinations of Scenarios that you have to choose from gives you a game with a variety of different outcomes for the same basic situations.

This game is available from Lou Zocchi, 1513 Newton Drive, Biloxi, Miss.; \$'6.00.

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Global War

Global War is a challenging simulation of the East/West conflict that occurred during World War II. The game itself is a Strategic Level Simulation which gives each Player a chance to take charge of Armies and Fleets while at the same time guiding the Production of his home country. The forces that each player is given can engage virtually anywhere in the world. There are two maps and over 600 counters included with this game.

The Sequence of Play is such that there are 6 Naval Movement/Combat Phases (three for each Player) during each game turn. This is followed by the Air Movement/Combat Phase and the Land Movement/Combat Phase. The Naval and Air rules that are incorporated into this game system are very fascinating.

The Strategic possibilities for this simulation are infinite as besides the normal two-Player game there are also Optional Rules for a Three, Four and Five Player Game. This brings up the possibility of some very interesting situations concerning Diplomatic relations and a change of Alliances which can add some different spice to the game. There are only two Scenarios given, but with the introduction of the Special Rules and/or the Optional Rules you can get some interesting variations.

This game is available from Simulation Publications, Inc., 44 East 23rd Street, New York City, NY 10010. \$12.00.

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DREADNAUGHT

This is a refreshing simulation of Naval Combat from 1906 to 1944 between Battleships (Dreadnaughts) of all nations. There are five Historical and two Hypothetical Scenarios included with this game and there is also a Campaign Section which allows players to pick their own forces and deploy them in their own fashion.

Dreadnaught is a Tactical Level Naval game with each turn representing 15 minutes of real time, each hex the equivalent of 1800 meters and each movement point equals 4 knots of speed. The game map used is geomorphic so players do not have to worry about running out of maneuvering room. The unit counters used depict all Dreadnaughts ever used from 1906 to 1944 and there are also counters for the escort units that would accompany the Dreadnaughts.

The Sequence of Play for this game has each player writing his orders and then executing the action he wrote. So, in one turn each player actually writes two sets of orders, one for Combat and one for Movement. Combat is handled in a very innovative manner that is not at all complicated to understand. The attacker ends up rolling the dice twice during his turn to determine the outcome of his attacks.

This is a simulation that is interesting and fast paced with alot of action. The rules are written in a very straightforward easy to understand manner and can be learned in just a short time. Dreadnaught is a game that will be around for a long time and is well worth its price for the enjoyment that you will receive from it.

Available from Simulations Publications, Inc. 44 East 23rd St.
New York City, NY 10010;

The Battle of Chickomauga

This is an enjoyable simulation of a battle that took place over a hundred years ago during the American Civil War. The unit counters employed are the equivalent to Brigades that actually took part in the battle and each turn equals an hour and a half of real time. This game utilizes a Sequential System of Play which means that a player moves his units, has combat, his opponent moves his units and has combat this marks the passing of one game turn.

The rules for this game are printed on two 8 1/2 by 11 inch sheets of paper and are written in a simple, straightforward logical sequence and are very easy to understand. While this game will not offer the veteran boardgamer much of a tactical challenge, the games simple rules and easy method of play makes it an excellent game for introducing someone into boardgaming.

This game is available from Flying Buffalo, Inc. PO Box 1467, Scottsdale, Arizona 85252; \$5.00.

"NEW"

Von Manstein

Von Manstein is a challenging simulation of the Russo-German conflict that occurred in the Ukraine from 1941 to 1944. This simulation is an Operational Level game with each hex on the map equal to 14 miles, each turn equalling one week and the unit counters used equalling Divisions or Armies that took part in the battle. There are eight Scenarios given with this game and each one simulates a different battle that occurred during the Campaign. The Scenarios vary in length from 6 to 12 game turns long and the victor is determined as the player who controls key cities and towns in the Ukraine at the end of the game.

The Sequence of Play for this game has one player moving his units followed by the combat phase. After this, there is the possibility of an Exploitation Phase as called for by the Combat Results Table. The Combat Results Table contains the standard results plus the addition of a Stalemate and Breakthrough result. The Stalemate result simulates the possibility that the two opposing forces are to closely engaged in combat for either side to withdraw. The Breakthrough result simulates the exploitation of a gap in the enemy line with your Mechanized and Armoured forces and this takes place during the "Exploitation Phase" of the Game Turn.

The rules for the Fall of Tobruk are written in a simple format and are easy to understand. There are additional Optional Rules that players can add to the game for more complexity once they are familiar with the Basic Rules. The Combination of the Sequence of Play and the way the rules are written makes the Fall of Tobruk a simulation which can be a challenge to both. Vetern and Novice War-gamers alike. Therefore, if you want a game that realistically recreates desert warfare and blitzkrieg tactics than I can recommend this game for you.

Available from Conflict Games, 201 Broadway, Normal, ILL 61761;
\$ 8.98.

"NEW" 5/75

Crimea

This is a challenging simulation of the conflict that occurred during the Crimean War. Crimea is basically a two player Grand-Tactical Scale simulation with each hex on the map equal to one mile and the unit counters can be the equivalent of any size unit from a Company to a Division. The game map that is used portrays the three different areas where the major battles took place.

The rules for Crimea come in a booklet form and are arranged in two sections, one being the Basic Version and the other is the Advanced Version. The Basic Version explains all the necessary Movement, Combat and Supply rules that are needed to play the game without any unnecessary complications.

The Advanced Version Rules add a new dimension of complexity to the game at the cost of playability. Players in this version of the game must now maintain a Line of Communication with their home; with the introduction of Naval Units they must watch out for flanking or invasion movements. It is also with these rules that the Campaigning Game of Crimea is played.

The one rule which creates the most interesting situations in the entire game is the Action Segment Rule. It is during this phase that Combat in all forms takes place. The Action consists of Fortification Repair, Morale checks, Fire Combat, Siege Fire and Melees. A complete Action

Segment lasts until there are three consecutive Action Turns where no Melee Combat has taken place by either side. It is this rule that creates some interesting Tactical Situations during the game.

This simulation has a Basic Game, a Campaign Game and Six Battle Games. The Battle Games are situations that are set up portraying major battles that took place during the War and they are only one Action Segment long. These Battle Games are excellent when introducing a friend into the Game System. Crimea, while not a game designed for the Novice Boardgamer, can offer the buyer a few hours of fun with the Battle Games or many hours of enjoyment with the Campaign Game.

This game is available from Game Designers Workshop,
203 North St., Normal ILL 61761; \$8.75.

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SSN

This is an interesting simulation of Modern Naval Warfare during the late 1970's. SSN is a Tactical Level game with each turn equaling six minutes, each hex equals 1000 yards and each unit counter equals one ship. The game system that is utilized in SSN is a Simultaneous Movement/Combat System and this makes for some intriguing Tactical situations.

The rules for SSN come in a booklet form and there are many new and innovative terms used on the ship counters employed. For example, instead of using the standard term Attack Strength to denote the units power to attack this game uses the term "Detection Ability". This is only one of the new terms employed in this game. The ship counters that you are given, each has its own strengths and weaknesses, corresponding to the actual abilities of the real ship itself.

The Scenarios that are given in this game usually put one player against another in searching out and destroying his opponent. There are three basic sections of Scenarios with many situations included in each section. The three Scenarios are: Peace, War and Holocaust. While this simulation does not have the hindsight of history to predict its outcome this game does simulate the search that Naval vessels must go through to locate the enemy. This game with its Simultaneous Movement/Combat System creates interesting Tactical Situations the outcome of which is never known till its over.

This game is available from Game Designers Workshop,
203 North St., Normal ILL 61761; \$8.00

"NEW"

En Garde

En Garde is a set of rules for recreating the life styles of a 17th century gentlemen. This set of rules can have any number of players that you desire from 2 to 20. The first thing that players do is randomly choose their characters various abilities. This is done by rolling dice and consulting the Class of Character, Fathers Position and Initial Social Level Charts for the outcome. After this is determined, players must maintain their Social standings or try to move up a Level through various actions. You must remember, that during the 17th century a persons Social standing was a way of life and people would do almost anything to advance themselves.

Occasionally, there will come a time when another player character will tarnish your honor and you will challenge him to a duel. Duels are handled in a unique but simple manner in this game. The first thing that players do is determine who has the advantage. After this is determined, the player with the advantage writes six routines and his opponent writes 12 routines. Each routine being a specific action that each character will do during the course of the duel. After six routines are fought, the player with the advantage writes 12 additional routines. Then after six more routines are fought the other player writes down 12 additional routines and this sequence is carried on until the duel is completed.

En Garde is not a set of rules that will appeal to everyone. Players must constantly keep track of what is going on in the game with index cards or with paper. This set of rules is for mature individuals who want to recreate the life styles and habits of a 17th century gentlemen.

Available from Game Designers Workshop, 203 North Street,
Normal, ILL 61761; \$ 4.00.

Coral Sea

Coral Sea is a challenging simulation which recreates the battle that saw the decline of the Battleship as "Queen of the Sea" and the inevitable rise of the Aircraft Carrier in its place. The game system used employs semi-hidden Movement of Player counters; it is this which realistically demonstrates the problems that occur in Naval Warfare, the location of the enemy. The Sequence of Play has Players alternating activity during a Game Turn, therefore, the Player who has the first initiative during a turn is usually the Player who calls the shots for that turn.

Coral Sea is a Tactical Level simulation with each hex on the map equal to 40 miles, each Aircraft counter equal to six airplanes and each ship counter equal to one ship. The mapsheet that is used portrays the area around the Coral Sea where this conflict took place. Also, the ships counters given to you in the Order of Battle are the ones which took part in the Battle.

The Rules for Coral Sea are well written and there is a special sheet included that has all of the charts and tables needed to play the game so you don't have to keep referring to the rules. The graphics of this simulation are consistent with the normal high standard put out by Game Designers Workshop. The combination of the Game System, Sequence of Play and the Scale used makes this an excellent Naval simulation that creates some interesting varieties of Strategy and Tactics.

This game is available from Game Designers Workshop, 203 North St., Normal, Ill. \$7.75