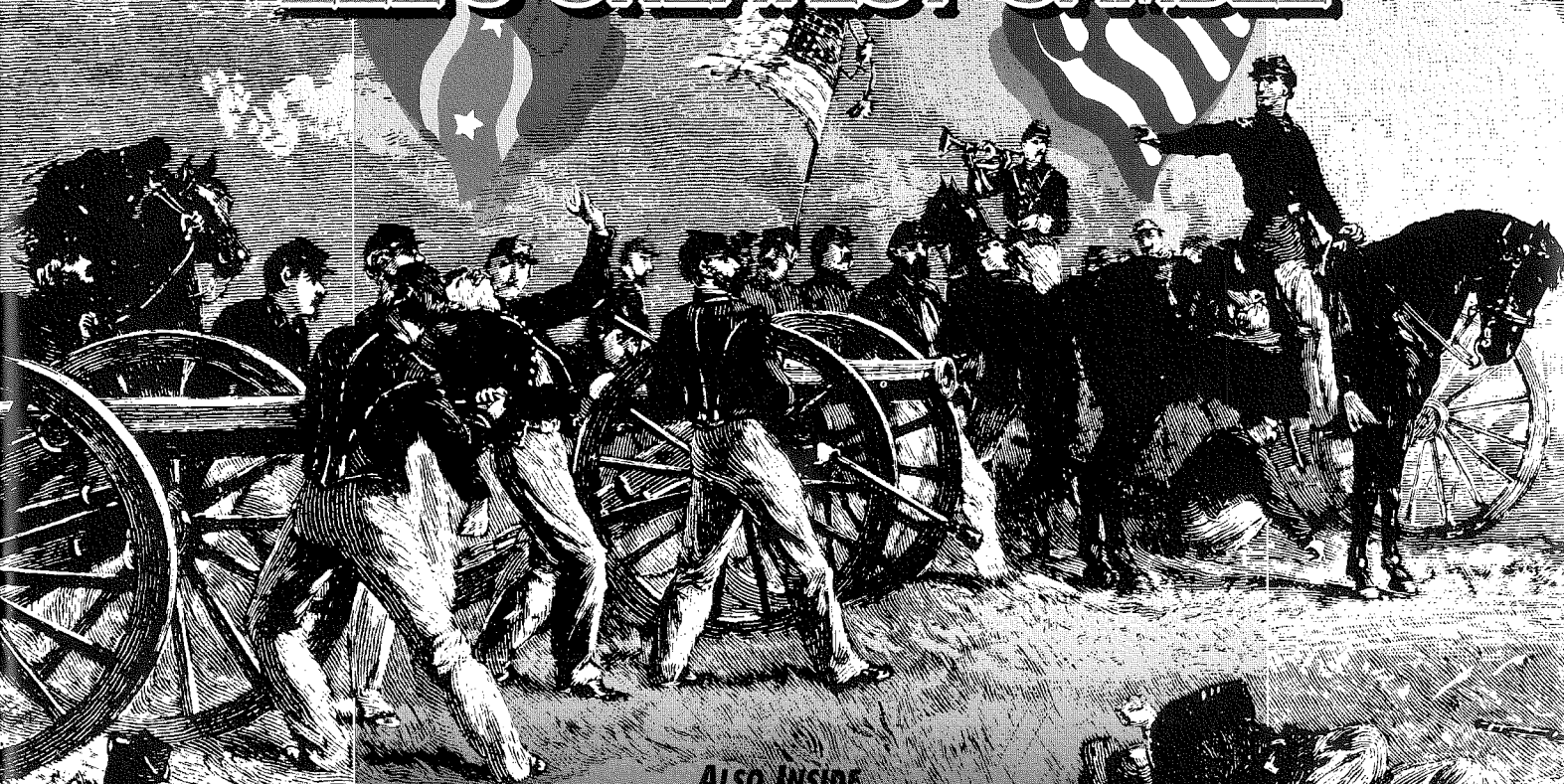


COMMAND

GAME SUPPLEMENT

GETTYSBURG

LEE'S GREATEST GAMBLE



ALSO INSIDE

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

Don't try to memorize these rules, there are too many to do that. The rules are written to create a game system which simulates reality as far as possible by breaking down the action into a series of steps — the turn sequence. After you play the game a few times, the rhythm of the turn sequence will become second nature to you and you won't need to refer to the rules as often.

Read through the rules once before beginning play. The numbering system is there to help you find particular rules. There are 24 major sections (indicated by the number to the left of the decimal); each major section has several subsections (the number to the right of the decimal). The notes dispersed throughout the rules explain the rationale behind rules or give examples of play.

Concentrate on the turn sequence and victory conditions when learning to play. If you don't fully understand a rule, talk it over with your opponent and play according to your best understanding at the time.

On your first play-through of the game, we suggest you use the McPherson's Ridge Scenario (see Rule 23.2) and not use any optional rules (16.0 through 19.0 and 22.0).

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Credits

Designer: Chris Perello
Development: Wayne Lidbeck & Richard Pfost
Playtesters: John MacDonald, Bob Lark, Ty Bomba
Counters: Larry Hoffman
Map: Mark Simonitch
Layout: Beth Queman

1.0 Introduction.

1.1 Gettysburg: Lee's Greatest Gamble is a simulation of the battle which took place between Lee's Army of Northern Virginia and Meade's Army of the Potomac at Gettysburg, Pennsylvania during the first four days of July 1863. Lee had invaded the North primarily to seek a decisive battle which, if won, might have changed the course of the war.

To win the game, the Confederate Player must inflict heavy casualties on the Union army and/or move his own train off the map to the southeast. The Union player must resist the Confederate drive while inflicting heavy casualties on the Confederates.

1.2 Game Scale. Each hex represents 1/5-mile (352 yards or 322 meters) from side to side. Each game turn represents an average of 1-1/2 hours of real time during the day, 4 hours at night.

2.0 Game Components

2.1 Components List. The components are the rules which you are now reading, the map, 190 die-cut counters, and the charts and tables on the map and on the back page of this booklet. You must provide two six-sided die.

[The other 10 counters on the sheet are for a variant to *Hougoumont*, the game from *Command* #11. See page 18 for details.]

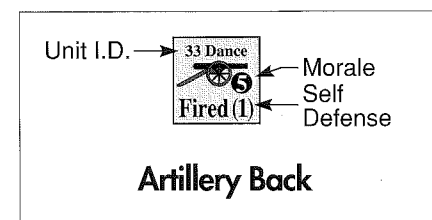
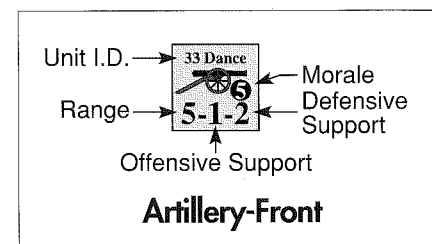
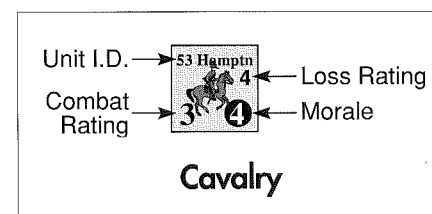
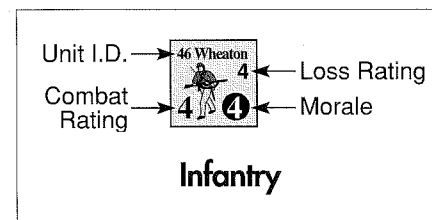
2.2 The Map. The map represents the militarily significant terrain around the town of Gettysburg as it existed in July 1863. The area covered extends well beyond the historical battlefield so players can try strategies not used in the actual battle.

The hexagonal grid is printed on the map to regulate the placement and move-

ment of units. The terrain has been altered to fit within this hex grid, but the relationships between the various types of terrain are such the players will face the same time-space problems faced by their historical counterparts.

2.3 The Counters. Most of the counters represent the combat units which took part in the battle. Other counters are used to mark the status of the combat units. Carefully punch them out after reading the rules. Trimming the dog-ears off the corners with a fingernail clipper will greatly facilitate handling.

2.4 Combat Units. There are three types of combat units: infantry, cavalry and artillery. Infantry and cavalry brigades represent between 600 and 3,000 men each. Artillery units represent between 12 and 20 cannon. All Union units are printed with a pale blue background. All Confederate units are printed with a light tan ("butter-nut") background.



Lee's Greatest Gamble

2.5 Unit ID. Each unit is identified by the name of the commander of that particular unit and by a unit ID number. Most of the Union artillery units also are identified with an "a," "b" or "c" — those units were too large to represent with a single counter. Unit ID is used only for setting up the various scenarios—it has no effect on play.

Many of the commanders' names have been abbreviated on the counters. The following is a complete list of the units in both armies:

Confederate Army of Northern Virginia	
Longstreet's Corps	Anderson's Div.
Hood's Div.	35-Mahone
1-Anderson	36-Perry
2-Benning	37-Posey
3-Law	38-Wilcox
4-Robertson	39-Wright
5-Henry	40-J. Lane
McLaws' Div.	Heth's Div.
6-Barksdale	41-Archer
7-Kershaw	42-Brockenbrough
8-Semmes	43-Davis
9-Wofford	44-Pettigrew
10-Cabell	45-J. Garnett
Pickett's Div.	Pender's Div.
11-Armistead	46-Lane
12-Garnett	47-Perrin
13-Kemper	48-Scales
14-Dearing	49-Thomas
Artillery	50-Poague
15-Alexander	Artillery
16-Eshleman	51-McIntosh
Ewell's Corps	52-Pegram
Early's Div.	Cavalry
17-Gordon	53-Hampton
18-Hays	54-Jenkins
19-Hoke	55-F. Lee
20-Smith	56-W. Lee
21-H. Jones	Union Army of the Potomac
Johnson's Div.	1st Corps
22-Jones	Wadsworth's Div.
23-Nicholls	1-Meredith
24-Steuart	(Iron)
25-Walker	2-Cutler
(Stonewall)	Robinson's Div.
26-Latimer	3-Paul
Rodes' Div.	4-Baxter
27-Daniel	Doubleday's Div.
28-Doles	5-Rowley
29-Iverson	6-Stone
30-O'Neal	7-Wainwright-a
31-Ramseur	8-Wainwright-b
32-Carter	2nd Corps
Artillery	Caldwell's Div.
33-Dance	9-Cross
34-Nelson	10-Kelly
A.P. Hill's Corps	11-Zook
	12-Brooke

Gibbon's Div.	47-Tompkins-a
13-Harrow	48-Tompkins-b
14-Webb	49-Tompkins-c
15-Hall	11th Corps
Hays's Div.	Barlow's Div.
16-Carroll	50-v. Gilsa
17-Smyth	51-Ames
18-Willard	Steinwehr's Div.
19-Hazard-a	52-Coster
20-Hazard-b	53-Smith
3rd Corps	Schurz's Div.
Birney's Div.	54-Schimmelfennig
21-Graham	55-Krzyzanowski
22-Ward	56-Osborn-a
23-deTrobriand	57-Osborn-b
Humphreys' Div.	12th Corps
24-Carr	Williams' Div.
25-Brewster	58-McDougall
26-Burling	59-Ruger
27-Randolph-a	Geary's Div.
28-Randolph-b	60-Candy
5th Corps	61-Kane
Barnes' Div.	62-Greene
29-Tilton	63-Muhlenburg-a
30-Sweitzer	64-Muhlenburg-b
31-Vincent	65-Stannard
Ayres' Div.	(att. to 1st Corps)
32-Day	66-Lockwood
33-Burbank	(att. to 12th Corps)
34-Weed	Artillery Reserve
Crawford's Div.	67-Ransom
(Pa Res)	68-McGilvery
35-McCandless	69-Taft
36-Fisher	70-Huntington
37-Martin-a	71-Fitzhugh
38-Martin-b	Cavalry Corps
6th Corps	Buford's Div.
Wright's Div.	72-Gamble
39-Torbert	73-Devin
40-Bartlett	D. Gregg's Div.
41-Russell	74-McIntosh
Howe's Div.	75-J. Gregg
42-Grant	Kilpatrick's Div.
43-Neill	76-Farnsworth
Newton's Div.	77-Custer
44-Shaler	
45-Eustis	
46-Wheaton	

2.6 Combat Rating. This represents an infantry/cavalry brigade's ability to engage in combat. It is derived from a combination of the unit's training, experience, leadership and the willingness of the men to enter and remain in harm's way.

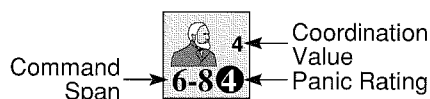
2.7 Morale Rating. This represents a unit's ability to withstand adverse combat results. Note the combat rating is printed white in a black circle on the front side and black in a white circle on the reverse (shaken) side.

2.8 Elimination Rating. This is an indicator of the size of the brigade and its ability to withstand casualties.

2.9 Range represents the distance (measured in intervening hexes) at which artillery units can effectively bombard enemy units (see 14.0).

Design Note. The composition of the Confederate artillery units has been rationalized somewhat to allow for the differences in gun types.

2.10 Support Ratings are used when artillery supports infantry and cavalry brigades. The center number is used to support attacking units; the number on the right is used to support defending units. The parenthesized number on the back of the artillery is used when the artillery is alone in the hex (see 13.0).



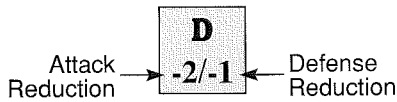
2.11 Army Markers are mnemonic devices used to keep track of each army's command status. It does not represent any one individual, though of course its values are dominated by the commander of each army (Lee and Meade). The command span is used to determine an army's current command control state (see 16.0). The coordination value is used to determine coordination for combat and bombardment (see 11.6 and 14.7).



2.12 Trains represent not only each army's huge wagon train, but also its logistical and moral center of gravity.



2.13 Hidden Movement Counters are used to hide units from enemy eyes, and to move units more quickly. See 18.0 for details.



2.14 Disrupted ("D") Markers are used to mark units which have become disorganized. The -2/-1 indicates the reduction in combat strength when a disrupted unit attacks and defends, respectively. The markers are printed in Union colors on one side and Confederate colors on the other to prevent confusion. The countermix does not represent a limit; players are free to make more markers if needed.



2.15 Questionable Markers are used to mark units which have previously routed. The use of these markers is optional; see 22.3.

2.16 Day and Turn Markers. The Day marker is used to indicate the current day of battle. The Turn marker is used to indicate both the current turn and the active player. See 5.2.

2.17 Charts and Player Aids. The tables used in the game are the Combat Results Table (CRT), the Artillery Bombardment Table and the Terrain Effects Chart (TEC), all of which are located on the back page of this booklet. Each player has three boxes on the map used for keeping track of units in various stages of destruction: Routed Units, Eliminated Units and Destroyed Cadres. Each player also has 8 boxes on the map for use with the hidden movement counters (18.0), and a box to track the current command state of his army (16.0). The map also has Day and Turn tracks.

3.0 Setting Up

3.1 Choosing Sides & Scenarios. First, choose which side each player will control. One player controls the Union forces,

the other the Confederates. Both players will use the disrupted markers (and the Questionable status markers if rule 22.3 is used).

This rules section contains the set up instructions and victory conditions for the full battle game. If you desire a shorter game, use one of the scenarios listed in section 23.0.

3.2 Set Up. Only 4 units, two from each side, begin the game on the map. They are:

- Confederate: 41-Archer and 43-Davis in hex 1234
- Union: 72-Gamble and 73-Devin in any hex not adjacent to hex 1234

All other units in both armies enter as reinforcements, according to the schedule set out below.

3.3 Reinforcement Schedule. The following is a schedule of unit arrival. The alphanumeric code in front of each reinforcement group indicates the time and location of its entry on the map. For example, Confederate unit 35-Mahone arrives on July 1st, Turn 8, at entry hex A (hex 1234). See section 10.0 for details on entering reinforcements.

Confederates

July 1st

- 2A Unit 52 (Pegram)
- 3A Units 42, 44-45, 51 (Brockenbrough, Pettigrew, J. Garnett, McIntosh)
- 5A Units 46-50 (Lane, Perrin, Scales, Thomas, Poague)
- 5B Units 27-32 (Daniel, Doles, Iverson, O'Neal, Ramseur, Carter)
- 6C Units 17-21 (Gordon, Hays, Hoke, Smith, H. Jones)
- 7C Unit 54 (Jenkins)
- 8A Units 35-40 (Mahone, Perry, Posey, Wilcox, Wright, J. Lane)
- 9A Units 22-26, 33-34 (Jones, Nicholls, Steuart, Walker, Latimer, Dance, Nelson)
- 11A Train
- 12A Units 1-2, 4-10, 15-16 (Anderson, Benning, Robertson, Henry, Barksdale, Kershaw, Semmes, Wofford, Cabell, Alexander, Eshleman)

July 2nd

- 5A Unit 3 (Law)
- 6C Units 53, 55-56 (Hampton, F. Lee, W. Lee)
- 8A Units 11-14 (Armistead, Garnett, Kemper, Dearing)

Union

July 1st

- 2H Units 1-2 (Meredith, Cutler)
- 3H Units 3-4, 7-8 (Paul, Baxter, Wainwright-a, Wainwright-b)
- 4G Units 54-56 (Schimmelfennig, Krzyzanowski, Osborn-a)
- 4H Units 50-51 (v. Gilsa, Ames)
- 4I Units 5-6 (Rowley, Stone)
- 5G Units 52-53, 57 (Coster, Smith, Osborn-b)
- 7F Units 58-64 (McDougall, Ruger, Candy, Kane, Greene, Muhlenburg-a, Muhlenburg-b)
- 7H Unit 65 (Stannard)
- 8H Units 21-22, 27 (Graham, Ward, Randolph-a)
- 9H Units 24-25, 28 (Carr, Brewster, Randolph-b)
- 11F Train
- 12G Units 9-20 (Cross, Kelly, Zook, Brooke, Harrow, Webb, Hall, Carroll, Smyth, Willard, Hazard-a, Hazard-b)

July 2nd

- 1F Unit 66 (Lockwood)
- 1G Units 67, 69-71 (Ransom, Taft, Huntington, Fitzhugh)
- 2H Units 23, 26 (de Trobriand, Burling)
- 2E Units 29-34, 37-38 (Tilton, Sweitzer, Vincent, Day, Burbank, Weed, Martin-a, Martin-b)
- 3G Unit 68 (McGilvery)
- 5E Units 35-36 (McCandless, Fisher)
- 7F Units 39-49 (Torbert, Bartlett, Russell, Grant, Neill, Shaler, Eustis, Wheaton, Tompkins-a, Tompkins-b, Tompkins-c)
- 8E Units 74-75 (McIntosh, Gregg)

July 3rd

- 6E Units 76-77 (Farnsworth, Custer)

4.0 How to Win

4.1 Ending the Game. The game ends when it starts raining (see 20.5), or at the end of Turn 10 on July 4, whichever comes first.

Victory is determined by Victory Points (VPs), which are earned according to the schedule set out in section 4.3. At the end of the game, subtract the Union VP total from the Confederate VP total. If the result is 10 or more, the Confederate player wins; if less than 10, the Union player wins.

4.2 Degree of Victory. To win a decisive victory, the kind Lee sought, the Confederate player must have at least 30 VP more than the Union player. The Union player wins a decisive victory if the total is -10 or less. Either of these outcomes

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would likely have had a profound effect on the course of the war (in that it would change from the "historical" result we know).

The historical result was a final score of "0." Meade stopped Lee from achieving his objectives, and inflicted about as much damage as he received, but did not do anything to turn the battle from a Confederate defeat into a Confederate disaster.

4.3 Victory Point Schedule. Both players earn the following victory points:

- 2 VP for each enemy infantry/cavalry brigade in the Destroyed Cadre Box;
- 1 VP for each enemy artillery unit in the Destroyed Cadre Box;
- 3 VP for each enemy infantry/cavalry brigade captured
- 1 VP for each enemy artillery unit captured

- 1 VP for each attack/bombardment made on the enemy train (21.4)

The Confederate player may earn the following victory points (see 8.5):

- 20 VP for exiting his train off the map from entry hex F (4000); or
- 10 VP for exiting his train off the map from entry hex G (4219); or
- 5 VP for exiting his train off the map from entry hex E (2600)

5.0 Sequence of Play

5.1 Turn Structure. The game is divided into Game Turns. Each Game Turn is divided into two Player Turns, each of which is in turn subdivided into several phases. Each action taken by a player must be taken in the appropriate phase. Once a player finishes a phase, he may not go back to perform a forgotten action or re-do a poor one unless his opponent permits it. The active player (the player whose player turn it is) is referred to as the moving player and/or the attacking player.

5.2 Turn Markers. Place the Day marker on the Day Track and the Turn Marker on the Turn Track. Advance the Day marker after Turn 12 of each day. Advance the Turn Marker after each turn, and flip it to indicate the active player.

5.3 Turn Sequence.

Confederate Player Turn

1. Command Control Phase

A. Advance the Turn marker to the next turn, flip it to the Confederate side.

B. Roll to determine the Confederate army's command control status (16.0). If the Confederate army is in panic status and the optional Loss of Unit Control rule

(17.0) is being used, roll to determine how many chances the Union player has to control the Confederate player's units (17.2).

C. Place all non-disrupted Confederate artillery units in ready status (13.1)

D. Flip the Confederate train unit to its non-moved side if it is not adjacent to an enemy unit (21.1)

2. Movement Phase

A. The Confederate player may move as many or as few of his units as he desires (8.0). The movement allowance for all units is 4 MP except HMCs, which may move 6. Reinforcements enter the map at any time during movement (10.0).

- the 3-unit stacking limit applies at all times (9.0)
- a moving infantry brigade may move only one hex if it starts its move adjacent to or within one intervening hex of an enemy infantry brigade. No other moving units is affected; moving infantry is not affected by any other enemy unit (8.6).
- a disrupted unit may recover if it starts its movement not adjacent to an enemy unit and expends 2 MP (7.3).
- attacks must be declared at the end of each unit's movement (8.4)
- undisrupted artillery units which did not move may declare bombardments (14.1)
- remove HMCs at the start if its movement if it will be observed by any enemy unit during the move (18.4)

B. Any shaken infantry brigade which has not moved and is at least two intervening hexes away from any enemy unit will recover to normal status on a die roll of 1 or 2; a shaken cavalry brigade recovers on a roll of 1 through 4; such units automatically recover from disruption (7.4).

C. After all movement is complete, the owning player's routed (7.5) and eliminated (7.7) units may reenter the game, in shaken status (except artillery) adjacent to the moving player's train provided the train has not moved and the unit is not placed adjacent to any enemy unit (10.4). If the optional questionable status rule (22.3) is used, returning units are placed in questionable status.

3. Combat Phase

The declared Confederate attacks/bombardments may be conducted in any order the Confederate player desires, but all attacks against a single unit/hex must be completed before starting the next.

For each attack (11.3):

- determine if multiple attackers will coordinate
- allocate supporting artillery
- calculate the differential, roll two dice, apply the results
- determine whether any unit is eligible for counterattack (optional rule, 19.0)

Union Player Turn

Flip the turn marker to the Union side, then repeat steps 1B through 3, with the Union player as the moving player.

6.0 Terrain

6.1 In General. There are two broad types of terrain on the map: natural and manmade. Natural terrain includes hills, slopes, rough, heavy woods, light woods (includes orchards), streams, ravines and protected hexsides. Manmade terrain includes roads, trails, and town.

Most terrain exists within a hex. A hex may contain a single terrain type or a mixture of terrain types.

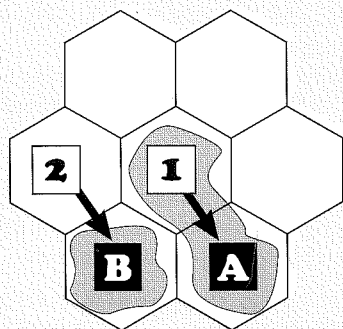
Streams, protected hexsides, slopes and in some cases clear terrain exist along the hexsides between two hexes rather than in the hex. These terrain types only affect movement or combat across the hexside itself. Clear hexsides between some woods hexes are meant to be clear and do have an effect on combat (6.4). For example, the hexside between hexes 2917 and 3017 is clear.

Each terrain type is rated for its effect on movement, combat and artillery bombardment. The effects are summarized on the Terrain Effects Chart (TEC) on the back page of this booklet.

6.2 Terrain Effects on Movement. Units generally expend 1 movement point (MP, 8.2) to enter each hex. Certain types of terrain require more or fewer MPs to enter the hex or cross the hexside. Units must have sufficient MPs remaining to enter a given hex. Units are not guaranteed the ability to move one hex each turn. All terrain movement costs are cumulative. Note that each terrain type may have different MP costs for different unit types.

Design Note. Experienced players will note terrain has relatively little effect on the movement of infantry. The gentle farmland and manicured woods around Gettysburg just didn't present great obstacles to a walking man. Getting horses and artillery caissons around trees and over ditches, streams and fences, etc. was substantially more dif-

Example 6.4



Unit 1 is attacking Unit A; Unit 2 is attacking Unit B. B gets the -1 bonus for heavy woods because 2 is attacking across a clear hexside. A does not get the bonus because 1 is attacking across a wooded hexside.

ficult. Hills are primarily important as artillery and observation platforms. With very few exceptions, they don't amount to much as hills and did not heavily influence combat.

6.3 Movement on Roads and Trails. Units using road movement pay only 1/2 MP per hex entered, regardless of other terrain in the hex. To use road movement, the moving unit must move from one road/trail hex to another road/trail hex, through a hexside traversed by the road/trail. For example, a unit moving from hex 2320 to 2319 could not receive the bonus. Roads negate all terrain movement effects for units using road movement (see 8.3).

6.4 Terrain Effects on Combat. Some terrain types aid a defending unit by shifting the combat differential. See the TEC for the applicable shifts: a "-1" means the differential shifts one column to the left on the CRT; a "-2" means the differential shifts two columns to the left. In the case of hexside terrain, this bonus is only applicable when the attacking unit is attacking across the hexside in question. All combat bonuses are cumulative; there is no limit to the number of bonuses a unit can receive in a single combat.

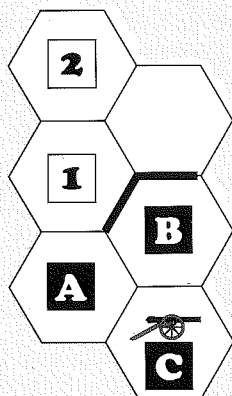
6.5 Slope Hexsides only affect movement and combat when going uphill. The uphill side of the slope is the hex containing the slope symbol. For example, a unit in hex 1709 receives the benefit of the slope if attacked by a unit in hex 1708, but would not receive the benefit against a unit attacking from hex 1610.

6.6 Protected Hexsides represent a sunken road, which sheltered infantry stationed in the road bed. They provide protection from artillery bombardment and give a bonus in regular combat, providing the attack/bombardment comes across the protected hexside *and* into the hex containing the protected hexside symbol. If the attack/bombardment comes across another (non-protected) hexside in the same hex, the defending/target unit does not receive the benefit. **Example:** an artillery unit in 2420 could not bombard an infantry unit in 2121, but could bombard a unit in 2023.

If a bombardment comes across the apex of two hexsides, one protected and the other not, treat it as coming across a protected hexside. **Example:** an artillery unit in 2521 could not bombard an infantry unit in 2423.

6.7 Terrain Effects on Bombardment. Hills, woods (heavy and light) and town hexes may block the artillery's line of sight (14.4) and prevent bombardment. The range of an artillery unit bombarding from a hill hex is increased by 2 (14.5). Artillery may not bombard units in town and heavy woods hexes (14.6) — they may fire into light woods/orchard hexes.

Example 6.6



Unit B is attacking across the protected hexside; unit A is not. Unit 1 will get the -1 bonus only against unit B. Artillery unit C may not bombard unit 1, but may bombard unit 2.

Design Note. Gettysburg aficionados will note the absence of any "Railroad Cut" rule to simulate the July 1st entrapment of part of Davis' brigade by Union troops. There are two reasons for this. First, at this scale, the cuts (there were several) are not significant terrain features — the cut was only about 100 yards long, and only one regiment was actually trapped there. Second, and more importantly, if you (the player) know that it is disadvantageous to enter the cut, you won't do it. Davis thought (correctly) the cut would provide a covered avenue to the Union flank. Dawes, commander of the 6th Wisconsin and the Union commander on the spot, thought (also correctly) the Confederates would be at a disadvantage while actually in the cut. Both commanders demonstrated an ability to examine terrain and use it correctly, the Union commander just had better timing. I prefer to leave such nuances to the randomness of the CRT — if Davis' brigade gets whipped by Cutler and/or Meredith in hex 1724, you may assume he has been "caught" in the cut.

Design Note. The range bonus does not mean guns on hills shoot farther than those at ground level; it means the men shooting those guns can see farther, or rather, they could see better. Even the clear terrain was (is) in reality gently rolling terrain — there are innumerable wrinkles in which troops could hide. A man on a hill is more likely to see into those wrinkles than one down at the same level. The cannons were direct fire weapons, so they could only be fired at what could be seen. Hills were thus most valuable as observation platforms.

7.0 Unit Status

7.1 In General. A unit's status indicates its current ability (willingness) to engage in combat. An infantry/cavalry brigade may be in one of 4 states: Normal, Disrupted, Shaken or Routed. (A fifth status, Ques-

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tionable, is an optional rule, 22.3). A brigade is in normal status unless it is in one of the others. A brigade may be both Disrupted and Shaken. Artillery is never Shaken or Questionable (13.2).

7.2 Morale Check. A unit frequently will be required to make a morale check. To check morale, roll one die. If the die result is less than or equal to the brigade's morale rating, the brigade passes the check. If the result is higher than the morale rating, the unit fails. The effect of passing or failing a morale check varies with the reason for making it. If the brigade is showing its reverse side when making a morale check, use the morale rating printed on the reverse side.

7.3 Disruption represents loss of a unit's cohesion, and is used as a catch-all for the effects of combat, fatigue, running out of ammunition, loss of leaders, and so on. It affects a unit's combat rating but not its morale. A unit may become disrupted (1) as a result of combat or bombardment, or (2) if it disengages or force marches (optional rules, 22.2, 22.4).

A disrupted unit subtracts two from its combat rating when attacking and one from its combat rating when defending. Disruption does not affect movement, morale or coordination (11.6).

A brigade recovers from disruption if it is not adjacent to an enemy unit at the start of its movement phase and expends 2 Movement Points. Recovering from Disruption does not affect the status of a Shaken unit (see below).

7.4 Shaken status represents the reduction in a unit's ability and willingness to engage in combat. When a unit becomes shaken, flip it to its shaken side. Shaken status does not affect movement or coordination.

To recover from Shaken status, the unit may be no closer than two intervening hexes from any enemy unit and may not move. Roll one die. An infantry brigade recovers if the result is a "1" or "2" — flip it back to its normal side. A cavalry brigade recovers on a roll of 1 through 4. On any other result, the unit remains Shaken, but suffers no further detrimental result. Shaken units in Hidden Movement Counters may both move and roll for recovery (see 18.8). A unit attempting to recover from shaken status (whether successful or not) automatically recovers from disruption.

Design Note. The reduction in combat and morale ratings is not uniform. This

represents the relatively greater cohesion of some units relative to others. The elimination ratings are not affected because they are a reflection of unit size, not morale.

7.5 Rout is the shattering of a unit to such an extent it is no longer an effective combat force. A brigade can rout only as a result of combat. If a unit routs and it can trace a path of hexes (of any length and direction) free of enemy units to its train, place it in the Routed Units box. If it could not trace such a path, it is captured — hand it over to the opposing player — and counts for victory points (4.3).

If the army's train has not yet entered the game, trace the path to hex 1234 for the Confederates, 4000 for the Union. If the train has entered play and a routing unit cannot trace a path to it, but can trace a path to the appropriate hex, remove it from play — it does not count for VP purposes (4.3), but may not reenter play.

At the end of each movement phase (after all units which are to be moved have done so), the moving player may return his routed units to the map per rule 10.4.

7.6 Elimination. When a combat result calls for a unit to check for elimination, roll one die for the unit and compare it to the unit's elimination rating. If the die roll is greater than the rating, the unit is eliminated. Remove it from the map and place it in the Eliminated Units Box. If the unit has a "4+" loss rating and the die roll is a 5, roll again; the unit is eliminated only if the second die roll is a 4, 5 or 6. Artillery units have no elimination rating; they are eliminated automatically on any "E" result (13.5, 14.4).

Design Note. A unit's ratings are built around its morale and cohesion — I excluded numerical strength because I did not want to unduly penalize small but good brigades or unduly reward large brigades. Numbers didn't really count at the instant of impact — they become important only in a long fight. Higher elimination ratings represent either more men or the willingness of a given brigade to absorb a higher percentage of casualties.

7.7 Cadres. A unit in the Eliminated Units box may be returned to play by combining it with another eliminated unit of the same type (infantry with infantry, cavalry with cavalry, artillery with artillery). The com-

binations are not affected by differences in any ratings between the units. To combine two units, place one (owning player's choice) in the Destroyed Cadres box; place the other back on the map per rule 10.4.

A given unit may go in and out of the Eliminated Units box any number of times. Once in the Destroyed Cadres box, it stays there for the rest of the game. Destroyed infantry/cavalry Cadres count for victory purposes (see 4.3).

Design Note. Elimination of a brigade incurs no VP for the opposing player because the unit would still have a cadre, the precious core of officers, NCOs and first-class soldiers who make a unit work. Using up a cadre would represent calling on those troops for one last effort, at the risk of losing it. While it might be necessary to avert a crisis, it would injure the army for future battles, hence the VP loss. I give the player the choice of which unit to destroy because he will invariably destroy the weaker. This is acceptable in game terms, since the better unit is more likely to have the cohesive cadre that would lead the way in combat.

8.0 Movement

8.1 In General. A player may move all, some or none of his units in each of his own Movement Phases. Units move one at a time — they may not move as stacks — from hex to adjacent hex, in any direction or combination of directions. The movement of each individual unit must be completed before that of any other may be started. A player may not go back and readjust the movement of some previously moved unit unless his opponent allows it.

A moving unit may be affected by terrain (6.2), nearby enemy units (8.6), and friendly units in a hex (9.0).

8.2 Movement Allowances. Each unit in the game has a Movement Allowance of 4 Movement Points (MPs). This is not printed on the units (except the train). The Hidden Movement Counters have a movement allowance of 6 — this is printed on the counters as a reminder.

MPs may not be accumulated from turn to turn, nor may they be loaned from one unit to another. The MP cost to enter a hex depends on the terrain in that hex or along the hexside to be crossed (see 6.2 and the TEC). If a unit does not have enough MPs to enter a given hex, it may not enter it.

Units which do move are not required to expend all their MPs.

Design Note. Individual units *could* move farther than 4 hexes in the time represented by one turn, but they *wouldn't* have. Commanders simply did not have the information or equipment needed to order rapid movements on the battlefield (it took Meade well over an hour to get units of 12th Corps from Culp's Hill to Cemetery Ridge, about a mile away). The low movement rate and the hidden movement rules (which allow road march) mean only selected units (the army's reserve) would be able to make such moves.

8.3 Road/Trail Movement. Only cavalry brigades and Hidden Movement Counters may use road/trail movement (6.3). They pay 1/2 MP per road/trail hex entered, regardless of terrain in the hex and regardless of the presence of any other friendly units. Road/trail movement may not be used adjacent to any enemy unit.

Artillery units may use roads/trails to negate other terrain costs in a hex (13.3).

Trains may move only on roads and trails (21.2).

8.4 Attack Declaration. All attacks and bombardments must be declared during the movement phase. Make the declaration for each unit at the end of that unit's movement (or instead of movement if it does not move).

Players Note. As a memory aid, push declared attackers onto the hexside across which they will attack.

Design Note. This rule is intended to be used with the loss of command control rules. Without such a rule, a player could wait until all movement is finished, then calculate the most favorable attacks. Using this rule, some portion of a planned attack may not come off due to loss of command control, leaving the remaining units in a less favorable position, or making the whole attack unnecessary because a follow-on attack won't be made.

8.5 Moving Off the Map. Any unit may be moved off the map. To do so, it must expend 1 MP while on a map edge hex.

Once a unit exits the map, or is forced to retreat (12.3) off the map, it is out of play — it may not reenter the game, but does not yield VPs (4.3) for destruction or capture.

The Confederate player may earn VPs for exiting his train (see 4.3).

8.6 Movement Near Enemy Units.

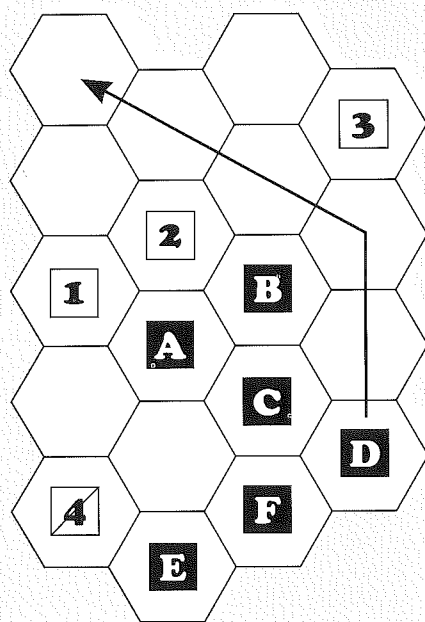
1) Moving units may never enter a hex containing an enemy unit of any kind.

2) An Infantry brigade starting its movement adjacent to or within one intervening hex of an enemy infantry brigade may move only 1 hex. This restriction does not apply to infantry brigades starting movement more than one intervening hex away from an enemy infantry brigade or starting adjacent to or within one hex of enemy artillery or train units.

3) Artillery units suffer no movement restrictions if starting next to enemy units: they always may use their full movement allowance.

4) Make a morale check for a cavalry brigade each time it moves into a hex adjacent to an enemy infantry: do not make the morale check if the infantry moves next to the cavalry, or if the cavalry moves adjacent while advancing after combat (12.7), or if the cavalry is charging (see 15.5). If the cavalry fails the check, it is shaken (if already shaken, there is no further effect). Enemy units do not restrict cavalry movement in any other way.

Example 8.6



Units A, B and C each may move only 1 hex during movement, because each begins its move adjacent to or within 1 intervening hex of an enemy infantry unit. Unit D may move its full movement allowance (in any direction, the path shown is just one example). Unit F may move its full allowance because unit 4 is cavalry. Unit E may also move its full allowance, but is subject to delay (15.3).

Design Note. Civil War infantrymen were not *Stosstruppen*, but they did understand the importance of exploiting gaps in the enemy line. The restrictions presented here reflect the inability of a unit already engaged to make rapid moves in the face of the enemy. I did not use zones of control because they allow a defender to use a strongpoint-and-gap defense. This does not accurately reflect the obsession Civil War armies had for maintaining a solid line (preferably infantry) in the face of a strong enemy attack, an obsession players soon share. Allowing the occasional infiltration attack was the lesser of two evils.

9.0 Stacking

9.1 In General. Up to three friendly units may stack in a single hex. This limit applies at all times: during each unit's movement, each combat and each retreat/advance after combat. Players may examine enemy stacks at any time — the top unit does not "protect" those underneath from enemy eyes. A Hidden Movement Counter counts

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as a single unit for stacking, regardless of the number of units hidden in it.

9.2 Stacking Effects on Movement. A moving unit must pay 1 additional MP for *each* unit already in a hex. If the moving unit has insufficient MPs to enter the hex because of this cost, it may not enter the hex. There is no limit to the number of units which may pass through a hex in a given Movement Phase, but a moving player may not voluntarily overstack a hex.

Units using road movement (6.3, 8.3) do not pay the 1 MP per unit penalty.

9.3 Stacking Effect on Retreats. Retreating units may move through friendly stacks, with no effect on the retreating unit or the stack. If the retreating unit would cause a hex to be overstacked, the retreating unit routs immediately (7.5).

Design Note for experienced players.

Unlike many wargames, a unit is never destroyed as a result of overstacking, but may be captured if it cannot trace a path to its train; see 7.5.

9.4 Stacking Order. The top infantry/cavalry brigade in a stack will always be the first to fight; any other brigade is considered a "supporting brigade" (see 11.7 and 12.6). A player is free to change the stacking order within a hex during his movement phase — this does not use any movement points — and may be able to change stacking order during the combat phase (11.7). The relative position of artillery in a stack is not important (13.0).

Design Note. Think of the top unit as being in front of, rather than next to, the bottom unit. Artillery units most likely would be deployed as individual batteries, not as a solid unit.

9.5 Effect on Combat. Only one infantry/cavalry brigade (the top one) may attack out of or defend a single hex. Up to three artillery units may engage in combat (bombardment or support) from a single hex in a single turn (13.0, 14.0).

9.6 Trains. Trains do not count as a unit for stacking purposes. Friendly units may ignore trains for all purposes.

10.0 Reinforcements

10.1 In General. Reinforcements are units which move onto the map after the game has started. The schedule in 3.3 indicates when and where each unit enters the map. All reinforcements enter on one of the road/

trail hexes bearing a large letter designation (for example, hex 4000 is labeled "F"). Reinforcements enter at any time during the owning player's movement phase. They move normally and may engage in combat on the turn of entry.

10.2 Entry of Reinforcements. Reinforcements enter as a column of units marching along the road. The first unit expends 1 MP to enter the entry hex, the second unit 2 MP, the third unit 3 MP and so on (even for units using road movement).

Reinforcements may enter in a hidden movement counter (HMC, 18.0); the HMC counts as a single unit, regardless of the number of units in it.

10.3 Delay of Reinforcements. If the entry hex for reinforcements is blocked by enemy units, the reinforcements may be delayed until such time as the enemy units are removed. Reinforcements may be voluntarily delayed by the owning player.

10.4 Reentry from the Routed/Eliminated Units Boxes. At the end of each player's movement phase, he may bring his routed (7.5) and eliminated (7.7) units back on the map if the following conditions are met: 1) his train unit is on the map and did not move, 2) the train is not adjacent to any enemy unit, and 3) the train was not attacked in the previous enemy combat phase. Place returning units next to the train. The units may not voluntarily overstack, and they may not be placed adjacent to any enemy unit.

Place reentering infantry/cavalry brigades in shaken status (and Questionable status if 22.3 is used). Place reentering artillery units with their "Fired" sides showing.

If the train has not entered the game, or has entered and left again, units may not reenter the game. Within those limits, there is no limit to the number of units which may be returned to the map in a single turn.

11.0 Combat

11.1 In General. Combat between infantry and cavalry brigades may only occur between adjacent opposing brigades. The moving player is referred to as the attacker and the non-moving player as the defender regardless of the overall situation. Combat is always voluntary, except that any unit which declared an attack at the end of its movement must attack (8.4). The attacker may declare and make as many or as few attacks as he wishes. The attacker may conduct his attacks in any order he chooses,

but each must be completely resolved before the next is begun.

Artillery may support infantry/cavalry brigades (13.0) and may attack by bombarding enemy units (14.0).

11.2 Individual Combats. Combat is always one attacking brigade versus one defending brigade. Each attacking brigade may attack only once per combat phase, but each defending brigade may be attacked any number of times. If more than one brigade attacks a single defending brigade, the attacker may roll to see if those brigades coordinate their attacks (11.6).

All attacks against a single defending unit must be declared before the first attack on that defender is resolved. Once dedicated to a given attack, a brigade may not take part in another, even if the defender is removed from the hex by an earlier attack. All attacks against a single defender must be resolved before any attack against another defender is begun.

Design Note. It is entirely possible a brigade (or more than one) may be "wasted" if a defender is destroyed or retreated early in a multi-brigade attack. The unused units *may* be used for later counterattacks (see 19.0). This illustrates the relatively inflexible nature of the command and control systems of the times; once a unit had its orders, it took time to change them.

11.3 Combat Procedure. For each combat, follow these steps:

1) If more than one brigade is attacking a single hex, roll to see if the attackers coordinate (11.6). Do this once only per defending brigade.

2) If the optional Questionable Status rule (22.3) is being used, make a morale check for any questionable units, attacker first.

3) Determine if the attacker and/or defender will receive artillery support (13.4).

4) Calculate the Combat Differential (11.4) to determine the proper column on the Combat Results Table (CRT).

5) Roll two dice. Cross-index the die roll with the differential column to determine the combat result.

6) Apply the results (12.0).

7) Conduct advance after combat (12.7), if any. If the optional Counterattack rule (19.0) is being used, determine if any unit is eligible to make a counterattack on the just-advanced brigade.

11.4 Calculating the Combat Differential.

Subtract the defender's combat rating from the attacker's combat rating. Modify that result for any of the following which apply:

- +1 or more for coordination, if any (11.6)
- 1 or more for any terrain effects (6.4, 11.5)
- +1 if the attacker has artillery in support (13.4)
- 2/-3 if the defender has artillery in support (13.4)
- +1 if the defender is disrupted (7.3)
- 2 if the attacker is disrupted (7.3)

11.5 Terrain Effects on Combat Differential.

Reduce the differential by 1 if the defending unit is in a town hex, is behind a slope, creek, ravine or protected hexside, or is in heavy woods and is being attacked across a clear hexside. Reduce the differential by 2 if the defending unit is in a rough hex. Terrain effects are cumulative — reduce the differential for *each* terrain type that applies to a given combat. See 6.4-6.6 and the TEC.

11.6 Coordination. The ability of brigades to coordinate is determined by the army coordination level, which is located on the army marker (see 2.11). Roll one die for any attack in which more than one brigade is attacking a single defending unit. The attacking brigades need not be adjacent to one another, just attacking the same defending unit. If the die roll is less than or equal to the Coordination Value, the attacks will be coordinated. Add 1 to the differential for the first attack, 2 to the second attack, 3 to the third attack and so on.

11.7 Supporting Brigades. An infantry/cavalry brigade stacked with a brigade being attacked is considered a supporting brigade. A supporting brigade becomes the defender of a hex under attack if the original defender is eliminated or routed (but see 12.6). If the original defender is the object of multiple attacks and the attacks are *not* coordinated, the supporting unit may, at the defender's discretion, trade places with the original defender between any of the attacks.

12.0 Combat Results

12.1 In General. All combat results with an "A" apply to the attacker; all results with a "D" apply to the defender. A defending brigade which is the target of more than one attack must apply all combat results from one attack before the next is resolved. Supporting brigades may be affected by a result (12.6).

12.2 Explanation of Combat Results.

E (with any other result, attacker or defender): roll one die for the affected unit before applying any other result. If the die roll is greater than the unit's elimination rating, it is eliminated (7.6); any other result has no effect.

A: the attacking brigade is disrupted, place a "D" marker on it. If already disrupted, there is no further effect.

AR: the attacking brigade is disrupted (if already disrupted, there is no further effect). Make a rout check for the unit by rolling one die: if the result is greater than the unit's morale rating, the unit routs (7.5). If the unit does not rout, it becomes shaken (if already shaken, there is no additional effect).

D: the defending brigade is disrupted (if already disrupted, no further effect).

D#: the defending brigade is disrupted (if already disrupted, there is no further effect). If the number is greater than the affected unit's morale rating, it must retreat (12.3-12.4) and becomes shaken; if the unit is already shaken, make a rout check for the unit by rolling one die: if the result is greater than the unit's morale rating, the unit routs (12.5). If the unit does not rout, it remains shaken.

DR: the defending brigade is disrupted (if already disrupted, there is no further effect). Make a rout check for the unit by rolling one die: if the result is greater than the unit's morale rating, the unit routs (7.5). If the unit does not rout, it is shaken (if already shaken, there is no further effect) and must retreat.

Design Note. The CRT is asymmetrical because of the different impact combat has on attackers and defenders. Attacking units suffered primarily physical damage (losses & disruption), but were not as likely to rout because they had the option, unlike the defenders, of calling off the attack at any time.

12.3 Units Required to Retreat. A defending unit which is shaken as a result of combat must retreat. If the unit was already shaken (and does not rout), it remains shaken and must retreat. Attacking units never retreat.

Design Note. Attacking units were frequently pinned and occasionally decimated by defensive fire, but they rarely gave ground until the defenders launched some kind of counterattack. There is a difference on troop and unit

morale between failing to take an objective and being driven from one. It is an excellent illustration of the inherent morale (as opposed to physical) superiority of the attack.

12.4 Conducting Retreats. A unit required to retreat after combat must retreat one hex, in any direction. The unit may retreat into a hex adjacent to an enemy infantry brigade, but it may not end its retreat there — it may stop next to an enemy artillery unit or train. A unit which retreats next to an enemy infantry brigade must make a morale check: if it fails the check, it routs (12.5); if it passes the check, it retreats another hex. There is no maximum retreat length — make a morale check and retreat another hex until the units reaches a hex not adjacent to an enemy infantry unit.

If a retreating unit causes a hex to be overstacked, it automatically routs.

12.5 Rout. If a unit routs and it can trace a path of hexes (of any length and direction) free of enemy units to its train, place it in the Routed Units box. If it could not trace such a path, it is captured — hand it over to the opposing player.

If the army's train has not yet entered the game, trace the path to hex 1234 for the Confederates, 4000 for the Union. If the train has entered play and a routing unit cannot trace a path to it, but can trace a path to the appropriate hex, remove it from play — it does not count for VP purposes (4.3), but may not reenter play. See 7.5.

12.6 Effects of Retreat and Rout on Supporting Brigades. If an infantry/cavalry brigade is routed or forced to retreat (not after elimination), any other infantry/cavalry brigades in the hex are disrupted (if already disrupted, there is no further effect). Make a morale check for each brigade. Any brigade failing the check is shaken (routed if already shaken) and must retreat (12.4). This does not apply to artillery units in the hex, but see 13.4. A supporting brigade not required to retreat remains in the hex and defends against any subsequent attacks on the hex. It may counterattack the unit which just attacked (19.0).

12.7 Advance After Combat. If the defender's hex is empty after combat, the attacking unit may advance into the hex. If any other attacking brigade(s) had declared an attack into the hex and has not yet resolved the attack (its attack is "wasted"), it may also advance into the hex — stacking limits apply.

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13.0 Artillery

13.1 In General. Artillery units are primarily support weapons for infantry and cavalry, but may also conduct bombardments (14.0).

At the start of each player turn, the moving player flips all his non-disrupted artillery units to their ready sides. Each artillery unit may perform only one of the following functions in the following two player turns (one friendly, one enemy): it can

- 1) move, or
- 2) bombard, or
- 3) provide support to an infantry/cavalry brigade, offensively or defensively, during a single combat.

Once an artillery unit has performed any one function, flip it over to its "Fired" side — it can do nothing else until the start of its next player turn. The parenthesized number on the "fired" side is used only when the artillery defends a hex by itself (see 13.5).

An artillery unit which starts its player turn disrupted can only move and/or recover from disruption — recovery costs 2 MP (7.3).

13.2 Artillery Status. Artillery units are affected by and recover from disruption and rout in the same way as infantry/cavalry brigades. Artillery never becomes shaken (or questionable).

Artillery is eliminated automatically on any "E" result; do not make an elimination check. An eliminated artillery unit may be combined with any other eliminated artillery unit per rule 7.7, regardless of differences in range and support ratings.

Design Note. Artillerymen, like most technical specialists, defined themselves by their association with the machines of their trade (as opposed to infantrymen and cavalymen, who defined themselves as members of an organization). As long as the guns survive, artillerymen will stick with them. Artillery units are therefore much less susceptible to the loss of cohesion (shaken/rout) which plagues infantry/cavalry.

13.3 Artillery Movement. Artillery moves in the same way as infantry and cavalry, with the following exception. For the purpose of artillery movement only, roads and trails negate all terrain effects: artillery pays 1 MP per hex and 0 MP per hexside crossed. This is *not* road movement — just the negation of the additional movement

costs. See 18.8 regarding artillery moving in a Hidden Movement Counter.

13.4 Artillery Support. Artillery units may provide support to attacking and defending infantry/cavalry brigades. Each artillery unit's support lasts for a single combat. After the artillery has provided support, flip it to its "fired" side. Terrain and Line of Sight rules (14.4) do not affect supporting artillery.

Offensive support may be given to any infantry/cavalry brigade stacked with the artillery unit. Add the artillery's offensive support rating to the combat differential. An attacking brigade may be supported by only one artillery unit. The artillery is not affected by the combat result.

Defensive support may be given to any infantry/cavalry brigade stacked with or adjacent to the artillery unit. Subtract the artillery's defensive support rating from the combat differential. A defending brigade can be supported by more than one artillery unit in a given turn, but only one per combat. The artillery retreats (and is disrupted) if it is stacked with an infantry/cavalry brigade which is forced to retreat and (the artillery) would be left alone in the

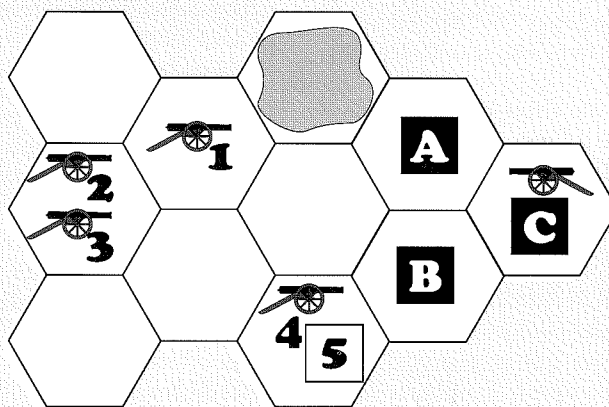
hex if it remained; otherwise artillery is not affected by the combat result.

13.5 Artillery Defending Alone. Artillery alone in a hex may be attacked by an enemy infantry or cavalry unit. There may be more than one artillery unit in the hex — "alone" for this purpose means no infantry or cavalry stacked with the artillery. Only one artillery unit may defend the hex. The combat is resolved normally (11.0) using the artillery's defensive support rating for its combat rating (if the unit has already fired, use the parenthesized number on the artillery's reverse side).

On any DE result it is eliminated. On any other D result, the artillery is disrupted — ignore any # or R result — and may be captured. Roll one die. On a roll of 1-2, the artillery is captured. On a result of 3-6 the artillery must retreat (12.4). If there is more than one artillery unit in the hex, the non-fighting units must also retreat (but are not subject to elimination). Make a separate capture die roll for each.

Artillery does not contribute to the defense of the hex if stacked with infantry or cavalry, except by support. Artillery may not attack alone (except by bombardment).

Examples 13.0 & 14.0



Artillery units 2-4 each may bombard any of the defending units. Unit 1 may bombard units B and C, but its LOS to unit A is blocked by the woods (the LOS follows the hexside, but is blocked because one of the hexes is blocked).

Unit 4 could provide offensive support to unit 5 if it attacks unit B. Units 2 and 3 may attempt to coordinate their fire. Unit C may provide defensive support to unit B if that unit is attacked by unit 5.

14.0 Bombardment

14.1 In General. An unfired, undisrupted artillery unit may bombard any enemy-occupied hex (the target hex) during its combat phase, providing a Line of Sight to the target hex exists (14.4) and the target is within range (14.5). Make this determination before the bombardment is declared.

All artillery bombardments must be declared during the preceding movement phase (8.4). Once a target is declared for a given artillery unit, it may not be switched to another target. Each artillery unit fires alone unless it is coordinating with other artillery units (14.7).

14.2 Multi-unit Bombardment. Any number of artillery units, in the same or different hexes, may fire at a single target. Up to three artillery units may bombard out of a single hex. Artillery units firing from the same hex may fire at the same or different target hexes. If two or three artillery units in a single hex fire at the same target, they may coordinate their fire (14.7). If there are two or three units in the target hex, the bombarding player may choose any one of the units as the target — he need not fire at the top unit. A single bombardment can affect only one target unit.

14.3 Bombardment Procedure.

- 1) Locate the column on the Bombardment Table corresponding to the number of artillery units firing. The "1" column will be used unless two or three units are coordinating.
- 2) Roll one die. Cross-index the die roll result with the column.
- 3) Apply the result of the bombardment. Bombardments *never* cause a retreat.

14.4 Bombardment Results.

- A: The bombarding artillery unit(s) is disrupted.
- : No Effect.
- D: The target unit is disrupted; if already disrupted, no further effect.
- DR: The target unit is disrupted and must make a morale check; if it fails, it routs (12.5); if it passes, it is shaken — if already shaken, there is no further effect. The unit does not retreat.
- DER: The target unit is disrupted and must make an elimination check (target artillery is automatically eliminated). If it survives, it must make a morale check; if it fails the check, it routs (12.5); if it passes, it is shaken — if already shaken, there is no further effect. The unit does not retreat.

14.4 Line of Sight. A line of sight (LOS) is a straight line from the center of the bombarding artillery's hex to the center of the target unit's hex. If any hex or hexside along the LOS is blocked, the artillery cannot make the bombardment. If the LOS follows a hexside and either hex adjacent to that hexside is blocked, the LOS is blocked.

Artillery is either on a hill or at ground level (every hex with no hill in it). Any artillery firing from a hill hex to a hill hex is blocked only by woods (heavy or light) at hill level (any combination of woods and hill in a hex). Artillery firing from hill to ground, from ground to hill or from ground to ground is blocked by any hill, woods (heavy or light) or town hex.

Terrain Blocking Line of Sight		
Target Unit is on:	Firing unit is on:	
	Hill	Ground
	Hill	Woods at hill level Woods, hill, town
Ground	Woods, hill, town	Woods, hill, town

Design Note. The LOS rules are written primarily for simplicity, but are deliberately slanted against the firing artillery unit. This is done because artillery shouldn't be a death ray in this game — it wasn't that effective. I stayed away from several different elevations because there just isn't that much elevation on the battlefield. Even the tallest usable hill — Cemetery Hill — does not provide sufficient elevation for artillerists on it to see targets behind woods, other hills, etc.

14.5 Range. This is the number of intervening hexes the brigade may fire across — do not count the hex the artillery is in and do not count the target hex. Add two to the range of an artillery unit bombarding from a hill (of any size), even if the target is also on a hill.

Bombardments may be made against adjacent units, and artillery may bombard normally even though other enemy units are adjacent. Bombardment *does* count as an attack for purposes of generating enemy counterattacks (19.0).

Design Note. Range has no impact on the effectiveness of the bombardment because the effect of bombardment is mostly moral — any loss of accuracy would be offset by the increased feeling

of helplessness of the target (the farther away the artillery, the less likely the target can do anything about it).

14.6 Terrain Effects on Bombardment.

Artillery may not bombard into a heavy woods or town hex, even if the target hex is adjacent to the bombarding artillery unit. Artillery may not bombard a unit if the LOS crosses a protected hex **and** the target unit is in the same hex as the protected hexside; that is, the protected hexside does not block LOS to units in other hexes. (Artillery would be able to give offensive and defensive support into such terrain — see 13.4.) Terrain never modifies the bombardment result or the column used.

Design Note. Nearly every Civil War battle has an example of troops in woods thinking themselves safe from artillery fire, then being cut down by shells and, worse, by flying splinters and falling branches. In no case could I determine the bombardment to be deliberate (artillerists would not fire into woods because they could not see their targets), but was usually a case of overshooting some other target. On July 3rd, Pickett's men took "heavy" casualties — a few hundred at most — from Union artillery firing at the Confederate gun line. These casualties were just not significant in game terms.

14.7 Coordination in Bombardment. Two or three artillery units stacked together may attempt to coordinate in a bombardment. Roll one die for the stack. If the die roll is less than or equal to the Army Coordination Value (2.11, 11.6), the coordination is successful; use the "2" or "3" column on the Bombardment Table. Make one roll for the entire bombardment — do not roll once for each artillery unit.

If the coordination is unsuccessful, each of the artillery units must fire at the target unit separately — they may not be fired at any other target during that player turn.

Artillery in different hexes firing on the same target may *not* coordinate — they must each fire separately. It is possible for one coordinating stack and other artillery units to fire on the same target, or for two or more coordinating stacks to fire on the same target.

Design Note. Although rarely achieved, massed artillery could destroy enemy formations. Generally, artillery did cause some casualties (probably more

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than is generally believed), but its primary effect was psychological. The exploding shells had a physical (concussive) effect on individuals, the noise made it much harder to hear shouted orders, and the smoke from exploding shells exacerbated a soldier's sense of physical isolation. The troops also became frustrated from being unable to retaliate against the guns (which is why infantry commanders tried hard to keep supporting guns close).

15.0 Cavalry

15.1 Accelerated Cavalry Movement. An undisrupted cavalry unit may double its movement rate on any turn in which it starts and remains at least two intervening hexes away from *all* enemy units. The cavalry is automatically disrupted at the end of its move. When using accelerated movement, cavalry may also use road movement (6.3 & 8.3), but may not force march (22.4).

Design Note. There is no differentiation made between mounted and dismounted cavalry. I presume the individual cavalry units would mount and dismount as circumstances dictated, and that the orders to do so would be given by the unit commanders, not by the army commander the player represents.

15.2 Cavalry and Enemy Infantry. Make a morale check for a cavalry brigade each time it moves into a hex adjacent to an enemy infantry: do not make the morale check if the infantry moves next to the cavalry, or if the cavalry moves adjacent while advancing after combat (12.7), or if the cavalry is charging (see 15.5). If the cavalry fails the check, it is shaken (if already shaken, there is no further effect). See 8.6(4).

15.3 Delay. Any time an infantry brigade (only) attempts to leave a hex adjacent to a cavalry brigade (only — if also adjacent to infantry, rule 8.6(2) takes precedence), roll one die. On a roll of 4, 5 or 6, the infantry brigade must pay an extra MP to leave the hex. If the infantry has already expended 3 MP during its move, it may not move into the next hex unless it force marches (22.4).

This penalty applies each time the infantry leaves a hex adjacent to a cavalry unit, whether the hex to be entered is adjacent to the same or another cavalry unit.

15.4 Retreat Before Combat. At the instant of combat, cavalry may attempt to retreat from an enemy infantry (only) attack. Roll one die: the cavalry may retreat on a roll of "1" through "4." Normal retreat rules apply. The infantry may advance, and is subject to counterattack. This retreat may be made even if an enemy cavalry unit has declared an attack against the defending cavalry in the same combat phase — the retreat is made at the instant the infantry attacks.

15.5 Cavalry Charges. Unshaken, undisrupted cavalry units may charge an enemy infantry unit in clear terrain. The enemy unit may not be stacked with cavalry or artillery, but there may be more than one infantry unit in the hex. The charging cavalry unit may not expend more than 2 MP. Resolve the charge like any other combat.

Treat any result with a "D" in it as a "DR" result, but also make an elimination check if the CRT calls for it.

If the charging cavalry is not eliminated or routed in the combat, it is automatically disrupted and shaken (even if it won).

Beginner's Note. Rules 16.0 through 19.0, and section 22.0, are optional rules. They add some complexity to the game. We recommend you not use any of them until you are comfortable with the game system.

16.0 Command Control

16.1 In General. An army's command control status reflects the ability of the organization to carry out the player's (commander's) wishes at any given time. There are four command control states: Attack, Restricted, Passive, and Panic. The latter three states place certain restrictions on the army's ability to move and attack.

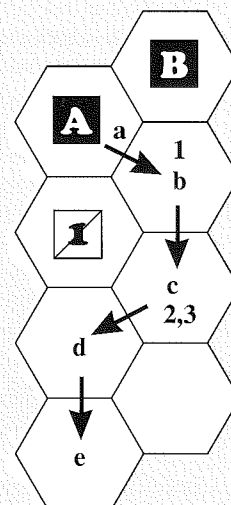
Design Note. The leader counters do not represent just Lee and Meade. Instead, they are a general representation of the overall command structure of each army. The Initiative and Command Ratings are heavily stressed toward the commander's abilities and characteristics; the Coordination Rating is more the overall professionalism of the subordinate officers on each side.

16.2 Determining the Command Control State. At the beginning of each player turn,

the moving player rolls two dice and compares the result to the command control span on his leader counter. If the result is greater than the higher number of the span, the army is in the Attack state; place the army marker in the command control box with the front side showing. If the result is within the span (inclusive), the army is in the Restricted state; flip the counter onto its reverse side (if already on the reverse side, leave it there). If the die roll is less than the lower number of the span, the army is in Passive state; place the marker, reverse side showing, in the portion of the command control box marked "Passive." If the die roll is less than the panic number on the counter, the army is in Panic state; place the marker, reverse side up, in the portion of the command control box marked "Panic."

16.3 Attack State. All units in the army may move and attack normally.

Example 15.3



Unit A plans to move on the path a-b-c-d-e. On leaving a, it must check for delay. A "3" is rolled; no effect. On leaving b, a "6" is rolled; A must pay an extra MP. On leaving c, a "5" is rolled; A can move to hex d only if it force marches.

(Note unit 1 does not make a morale check per 15.2 because it is not moving next to enemy infantry; the enemy infantry is moving next to it.)

Design Note. Gettysburg consisted of about 10-12 hours of fighting "crammed" into three days. The small chance of reaching the Attack state reflects the physiological problems facing each army at this time — it was hot, muggy, and both armies had finished grueling marches — as well as the caution of the Army of the Potomac's command structure, and the seeming inability of Lee and his corps commanders to get their act together.

16.4 Restricted State. No unit of the affected army may move adjacent to an enemy infantry brigade (only - units may always move adjacent to and attack enemy cavalry and artillery) unless

1) another friendly unit starts the turn adjacent to the same enemy unit and declares an attack against it, or

2) the unit moves into a hex next to a friendly unit which is in turn next to an enemy unit (not necessarily the same enemy unit).

Those units already adjacent to enemy units may attack normally, but are still bound by these movement restrictions (thus a unit starting adjacent to an enemy unit could not move into another hex adjacent to the same unit unless one of the two above conditions is met). Artillery bombardment is not affected by these restrictions.

Design Note. I assume commanders on the line would still be willing (and within authority) to support or reinforce an extant attack, but would not be able to start a new offensive.

16.5 Passive State. No unit of the affected army may move adjacent to an enemy infantry brigade (only - units may always move adjacent to and attack enemy cavalry and artillery), regardless of the presence of other friendly units. No Hidden Movement Counters (18.0) may be created, moved or voluntarily removed from the map.

Those units already adjacent to enemy units may attack normally, but are still bound by these movement restrictions (thus a unit starting adjacent to an enemy unit could not move into another hex adjacent to the same unit). Artillery bombardment is not affected by these restrictions.

16.6 Panic State. An army in the Panic state suffers all the disadvantages of the Passive state, plus no attacking or bombarding

units may use coordination (11.6, 14.7). The army is also subject to the loss of unit control (17.0 — use of this rule is highly recommended).

Design Note. The term "panic" does not mean the troops are panicking off the field. It refers to the state of mind of the army commander (and/or his subordinates), who are very uncertain about enemy location and intentions and are having doubts about their own plans and capabilities.

17.0 Loss of Unit Control

17.1 In General. At the beginning of the moving player's turn, when the moving army is in a Panic state, the non-moving player rolls one die. The result is the number of chances he has to gain control of the moving player's units.

Design Note. All the games I've played which have command control rules usually have some method of preventing a player from doing something, but I've never seen a mechanism which accounts for the colossal errors or wrongheaded initiative by subordinate leaders which really killed armies - for example, (arguably) Sickles moving his corps at Gettysburg, Wood pulling out of the line at Chickamauga, or A.P. Hill's attack at Bristow Station. This leads to the situation in which the players knowing not so much what will go wrong, as knowing the limits of what can go wrong. This makes players less cautious, especially toward maintaining reserves, than their historical counterparts.

I very much wanted a situation in which the owning player does not have absolute control of his own army: by giving the opponent the power to move the units, the move is pretty much guaranteed to be about as stupid as possible for the owning player. I got the idea from the mind control rules in *Creature That Ate Sheboygan* and our playtesting of *Lion of Ethiopia*, where we considered a Mussolini counter which the Ethiopian player could control.

17.2 Unit Control Procedure. Each chance gives the defending player the option of trying to take control of one unit. Each chance may be played only once; if the attempt fails, the chance is lost. Chances may not be accumulated from turn to turn. Only once chance may be played on a

single enemy unit in a single turn.

17.3 Gaining Control. To gain control of a unit, wait until the owning player is about to move it. Stop him. Roll 1 die. On a roll of 1, 2 or 3, the defending player gains control of the unit. On a roll of 4, neither player controls the unit — it remains in place, may not attack (or bombard), and may not recover from Disruption. If the roll is a 5 or 6, the owning player controls the unit and may use it normally.

If the defending player still has chances remaining after the moving player finishes moving all the units he wants, the defending player may attempt to gain control of any unit which did not move, using the same procedure, but only gains control on a roll of 1 or 2. On a roll of 3-6, the owning player may use it normally.

17.4 Effects. The defending player may make the controlled unit do any legal move, to include movement (in any direction), attacking, and so on. He may not force it to do anything not allowed in the rules, may not voluntarily overstack a hex, may not make it attack another enemy unit, and (for artillery) may not make it bombard an empty hex. If he has the controlled unit declare an attack, the owning (attacking) player may attempt to coordinate the attack with other unit(s). The controlling player *may* move a controlled unit adjacent to one of his own infantry brigades even though the owning player would not have been able to do so had he controlled the unit.

17.5 Hidden Movement Counters may be moved even though the owning player could not move them himself during that turn. However, they may be removed only if they move within observation range of an enemy unit.

Player's Note. Remember, the moving player would not have been able to move the HMC himself, so the non-moving player can only gain control on a roll of 1 or 2.

18.0 Hidden Movement

18.1 In General. Both sides may use hidden movement counters (HMCs) to obscure their units and intentions. Each HMC has a silhouette on its front side and an arabic number on the back. The number corresponds to a box on the hidden unit display. Each side has only 8 HMCs — this is a design limit; players may not create additional HMCs.

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Design Note for Solitaire Players. It's hard to do solitaire hidden movement, but I have found the following a workable solution. Place 4-6 units in an HMC, then place that HMC on the map with a dummy HMC — you should not know which is which. Move both units as though they contain units. It's not the same, but it will add an element of surprise to the game.

18.2 Creating an HMC. To create an HMC, place it in a hex which cannot be observed by any enemy unit. A hex can be observed if the enemy unit is either adjacent to the hex, or has a Line of Sight (14.4) of 5 or fewer (7 or fewer from a hill) intervening hexes to the hex. Any and all friendly units (except the train) in the same hex or adjacent to it may be removed from the map and placed in the corresponding box on the hidden unit display. No unit placed in an HMC may have moved in that movement phase. The marker may not move on the turn of placement. More than one HMC may be created in a single hex during the same turn, subject to stacking limits. HMCs are created during the owning player's movement phase.

18.3 HMC Movement & Stacking. The HMC moves in the same way as all other units in the game, with two exceptions: they have a movement allowance of 6 MPs, and they may use road/trail movement (see 6.3 and 8.3). HMCs may stack freely with other units and with other HMCs. Each HMC counts as a single unit for stacking purposes.

Design Note. Limiting road movement to HMCs was a convenient way to force players to create real reserves. Without the HMCs, units would not be able to move far and fast enough to counter a far-removed enemy threat. The time needed to create an HMC represents the planning and coordination needed to collect and prepare orders for a reserve.

18.4 Removing an HMC. An HMC may be removed voluntarily during the owning player's movement phase: remove the HMC before it is moved and deploy the units per rule 18.5. The units may move normally.

An HMC must be removed (involuntarily) the instant it can be observed by any enemy unit (even the train). An enemy unit can observe the HMC if it meets the re-

quirements of 14.4/18.2. Observation can take place during either player's movement phase, or during advance/retreat after combat.

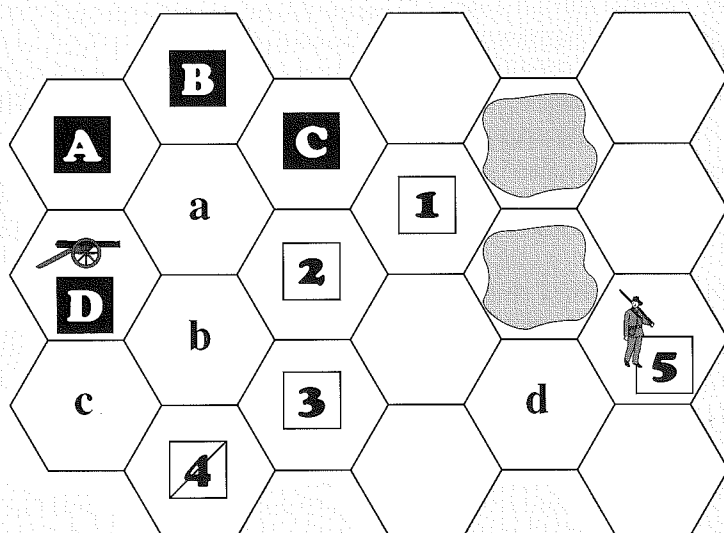
If an HMC will be moved (during its movement phase) into a hex which can be observed by an enemy unit, remove the HMC before it starts moving. Deploy the contained units per 18.5 — they may move normally.

Whenever an HMC is removed, show the arabic number on its reverse side to the opposing player so he can verify the units contained in the HMC. The removed HMC may be reused, but not in the same player turn in which it was removed — if removed during an opposing player turn, it may be reused in the following friendly player turn.

18.5 Deploying Units from an HMC. When the HMC is removed, its passenger units must be placed on the hex which contained the HMC or on any adjacent hex (within stacking limits). In those instances where the HMC is removed because an enemy unit is adjacent to it, the hidden units may not deploy into the enemy-occupied hexes, but may deploy adjacent to enemy units.

18.6 Dummies. An HMC may be placed on the map without any units in it. These

Examples 16.4 & 17.0



(16.4) The Union army is in Restricted mode. A and B could move into hex a because Unit C is adjacent to unit 2. Neither could move into hex b because no friendly unit is adjacent to unit 3. Either could move into hex c because unit 4 is cavalry. Unit D could bombard any of units 1-4.

(17.0) During the following Confederate player turn, the Confederates are in panic mode. The Union player gains control of unit 5, an HMC. He moves it to hex d, where it can be observed and must be replaced by the units it represents.

dummy markers act in all ways like a normal Hidden Movement Counter. Dummy markers may be created only at the same time and in the same hex as an HMC with units. More than one dummy may be created on a hex with a single unit-carrying HMC.

Design Note. Hint, hint.

18.7 HMCs and Reinforcements. Reinforcements may enter in HMCs. Dummies may be entered in the same hex and on the same turn as an HMC with units. Any number of HMCs (with or without units) may enter the map on a single turn.

18.8 HMC Anomalies. Shaken units in HMCs always may roll for recovery (assume they are far enough from any fighting to get control of themselves, even if they are marching). Artillery units in HMCs may move into rough hexes, and cross slope, ravine and creek hexsides at no additional cost (assume the batteries take a long cut and meet up with the HMC at another point). Artillery may *not* be deployed in rough hexes when coming out of an HMC. Artillery always deploys on its ready side, regardless of any movement by the HMC.

19.0 Counterattacks

19.1 Counterattacks in General. Whenever an attacking unit advances as a result of combat (12.7), or attacks and does not advance, or an artillery unit conducts a bombardment, there is a potential for an adjacent enemy unit to counterattack. The counterattack must be announced immediately after the initiating combat has been resolved. A unit may not be counterattacked if it declared an attack but did not resolve it (because the defending unit was routed/retreated/eliminated by a previous attack).

A counterattack is just like any other combat, except it is inserted by the opposing player into the sequence of combats. Unfired artillery which has declared no bombardment may support the advanced brigade — for this single combat, the attacker becomes the defender and vice versa. Resolve the counterattack before moving on to the attacker's (moving player's) next declared combat.

Design Note. One of the most noticeable aspects of Civil War battles was the frequency of see-saw fights over a single field (like the famous wheatfield at Gettysburg). With 90 minutes per

game turn, the normal combat sequence is just not fast enough to show these fights.

The counterattack rules may be a bit complicated at first, but players will get the hang of them quickly. Players are warned the use of this rule will greatly speed the dismemberment of their armies.

19.2 Eligible Units. Any defending unit which has not had an infantry/cavalry attack declared against it during the preceding movement phase, and which has not already been engaged in regular (not bombardment) combat during the current combat phase, and which is adjacent to the just-advanced unit, may launch a counterattack against that unit.

19.3 Counter-counterattacks. If the counterattacking defending unit succeeds in pushing the previously advanced attacking unit out of the hex, the counterattacking unit may advance. If the attacking player has another unit adjacent to the hex, and the unit has not already participated in combat in that combat phase and has not declared an attack on another hex, he may launch a counterattack against the counterattacker. There is no limit to how many counterattacks may be made in/around a single hex in a single combat phase. Coordination does not apply in any way to counterattacks.

20.0 Night & Rain

20.1 In General. Turns 11 and 12 of each day are night turns. All rules remain in effect except as changed in this section.

20.2 Night Effects on Movement. Any unit moving at night is automatically disrupted.

20.3 Night Effects on Combat. No coordination is possible. Treat all "D" results as "DR;" treat all "A" results as "AR." Ignore all "E" results.

20.4 Night Effects on Artillery. Artillery cannot bombard or provide support. It may defend itself (13.5).

20.5 Rain. Starting on Turn 3 of July 4, the Confederate player rolls one die at the start of each game turn to determine if it rains. It starts raining on a roll of 1-3. If rains starts, the game is over (see 4.1).

21.0 Trains

21.1 In General. The train units represent the logistical center of gravity of each army. They are important for recovering routed and eliminated units and for victory purposes. At the beginning of each player

turn, the moving player may flip his train to its unmoved side as long as it is not adjacent to any enemy unit.

21.2 Trains and Movement. Trains may only move along roads and trails. They pay 1/2 MP per road hex and 1 MP per trail hex. Trains may not voluntarily move into a hex where an HMC could be observed (18.2). If the train moves, flip it to its moved side — routed and eliminated units may not reenter the game in a turn in which the train moves.

21.3 Trains and Stacking. Trains do not count for stacking, and have no effect on the movement or stacking of other friendly units. Enemy units may not enter a hex with the train.

21.4 Trains and Combat. A train may be attacked by any enemy unit except the train. Artillery attacks by bombarding the train, infantry and cavalry by declaring their attacks normally. There is no combat resolution: the train never retreats, is not destroyed and cannot be captured. Each enemy attack on the train scores one VP for the attacker.

21.5 Trains and Reentry. Units reentering the map from either the Routed Units box or the Eliminated Units box may be placed adjacent to the owning player's Train at the end of the owning player's movement phase. See 10.4. Units may not reenter the game if the train has moved or is adjacent to any enemy unit. Once a train leaves the map, for any reason, the owning player may not return any units to the map.

22.0 Other Optional Rules

22.1 Alternate Reinforcement Entry. As an alternative to 10.3, if the entry hex for reinforcements is blocked by enemy units, the reinforcements may enter the map on the following game turn at the closest available entry hex. For example, Union unit 66 is scheduled to arrive at entry hex F (4000) on Turn 1, July 2. If that hex is blocked, the unit may enter on turn 2 at hex E (2600); if that is also blocked, it may enter at hex G (4219).

22.2 Disengagement. An infantry brigade which starts its movement adjacent to or within one hex of an enemy infantry brigade may move more than one hex during its movement providing it does not move into another hex adjacent to an enemy infantry brigade. The moving brigade may move its full movement allowance. At the end of its move, it is dis-

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rupted and shaken; if already shaken, it rolls for rout.

22.3 Questionable Status. Whenever an infantry/cavalry brigade returns to the map from the Routed Units box (only — not when returning from the Eliminated Units box), place a Questionable marker on it. At the instant the brigade engages in combat, offensively or defensively, make a morale check for it. If it passes the check, remove the marker. The brigade may operate normally.

If the brigade fails the check, it is shaken and must retreat (if it is attacking, it does not retreat, but does not complete the attack); if already shaken, it routs.

Recovering from shaken status does not affect Questionable status; the only way to recover from Questionable status is by engaging in combat.

22.4 Forced March. Any undisrupted unit may force march during its movement. Force marching units may move 1 or 2 extra MPs. At the end of the march the unit is disrupted. Hidden Movement Counters and cavalry using accelerated movement may not force march. Infantry brigades which start their movement adjacent to or within one hex of any enemy infantry brigade may not use forced march to move more than one hex.

22.5 Demoralization. At the beginning of each player turn, count all the active player's infantry brigades (only) which are out of play (see 7.5 and 8.5) and/or in the Destroyed Cadre, Routed Units and Eliminated Units boxes. On any turn in which there are 15 or more brigades in those piles, subtract 2 from that player's command control roll.

23.0 Scenarios

23.1 In General. Each of the following scenarios simulates part of the whole battle. The scenario instructions list the special rules and victory conditions. Otherwise, all game rules are used in each scenario. During the course of a scenario, each side receives the units which would normally enter the game on that turn during the full battle game (3.3). If a unit is not listed in the set up instructions and does not enter the game as a reinforcement, it is not used in the scenario.

The set up instructions list the set up hex for each unit in the scenario in this format: Unit #—Hex. In hexes with more than one unit, the stacking order is at the discretion of the owning player. Unless otherwise specified, assume all units start each scenario in normal status. An "s" after

a unit ID means the unit is shaken (and Questionable if 22.3 is used). An "h" after the set up hex means the player has the option of deploying the unit(s) in one or more Hidden Movement Counters (plus 1 dummy per HMC) in that hex, or deploying the unit itself in that hex or any adjacent hex.

23.2 McPherson's Ridge. At about 1:30 on July 1, the Union 1st and 11th Corps had established a line north and west of Gettysburg. Their mission was to delay the Confederates while the rest of the Army of the Potomac marched to join them. Occupation of the hills is used to determine victory because Cemetery Hill was the most prominent feature near the town, and both sides were drawn there.

Start: July 1, Turn 6

End: July 1, Turn 10

Set Up:

Confederate: 17-1017, 18-1116, 19-1115, 20-1015, 21-1216, 27-1125, 28-1221, 30s-1222, 31-1123, 32-1323, 41s-2128, 42-1828, 44-1928, 45-2029, 46-1830, 47-1729, 48-1630, 49-1529, 50 through 52-1628

Union: 1-1925, 2-1723, 3-1523, 4-1624, 5-2025, 6-1825, 7-2025, 8-1824, 50-1419, 51-1519, 52-2319, 53-2420, 54-1621, 55-1520, 56-2420, 57-1620, 72-2226, 73-1817

Victory: Do not use the VP schedule given in 4.3. The Confederate player wins if he has at least two infantry brigades on any Cemetery Hill hex(es) at the end of Turn 10. Any other result is a Union victory. Cemetery Hill is the mass of 13 hill hexes centered on hex 2621.

Special Rules: If the command control rules are used, the Confederate army is in the attack state on Turn 6.

23.3 The First Day. This scenario is similar to McPherson's Ridge, but both players have more time and more options to achieve the victory conditions.

Start: July 1, Turn 1

End: July 1, Turn 10

Set Up: Use the set up give in 3.2.

Victory: Same as in 23.2.

Special Rules: none.

23.4 The Second Day. This day saw the most serious fighting of the battle. The Confederate victory conditions are predicated on destruction of the Union army's ability to fight. The Union army had no real plan yet as it was still assembling.

Start: July 2, Turn 1

End: July 2, Turn 10

Set Up:

Confederate: 1 through 10+15&16-1628h, 17-1918, 18-2119, 19-2118, 20-1412,

21-1918, 22-2114, 23-1913, 24-2013, 25-2012, 26-2014, 27-2024, 28-2120, 30-1922, 31-2121, 32-2123, 33&34-1721, 35-2524, 36-2825, 37-2625, 38-2926, 39-2725, 40-2825, 41 through 45-1926h (41s, 43s), 46-2323, 47-2324, 48-2425, 49&50-2424, 51-2323, 52-2524, 54-1207, Train-1628

Union: 1-2621, 4-2721, 6-2720, 7-2519, 8-2517, 9 through 20-3119h, 21-3320, 22-3520, 24-3120, 25-3220, 27-3119, 28-3420, 50s&51s-2419, 52-2520, 53-2420, 54s&55s-2319, 56&57-2420, 58-2517, 59-2617, 60-2716, 61-2616, 62-2516, 63&64-2617, 65-2821, 72-3225, 73-3425, Train-3212

Victory: Use the VP schedule in 4.3. Subtract the Union VP total from the Confederate VP total. The Confederate player wins if the result is 20 or more and the Union player has at least 10 units in the Eliminated Units, Routed Units and Destroyed Boxes combined.

Special Rules: The Union player may not move his train unless it can be observed (18.2) by a Confederate unit.

23.5 Little Round Top. This scenario concerns the actual Confederate assault during the last few hours of daylight on July 2. The assault was aimed at breaking the Union line and destroying the Union troops concentrated around Cemetery Hill.

Start: July 2, Turn 7

End: July 2, Turn 10

Set Up:

Confederate: same as 23.4 except: 1-3626, 2-3826, 3-3925, 4-3726, 5-3626, 6-3227, 7&8-3427, 9-3327, 10+15&16-3526

Union: same as 23.4 except: 4-2519, 6-2619, 7-2519, 9&10-3020, 11&12-2920, 13-2820, 14-2721, 15-2821, 16-2620, 17-2621, 18-2720, 19-2621, 20-2721, 21-3225, 22-3522, 23-3424, 24-2923, 25-3024, 26-3322, 27-3024, 28-3322, 29-3119, 30-3118, 31-3120, 32-3116, 33-3117, 34-3016, 35-3015, 36-3015, 37-3016, 38-3015, 65-2719, 66-2517, 67-3218, 68-3225, 69-3218, 70-2520, 71-3218, 72&73-off map

Victory: Do not use the VP schedule given in 4.3. The Confederate Player wins if, at the end of Turn 10, 1) he has at least two infantry brigades on the Taneytown Road anywhere between hexes 2720 and 3219, inclusive, at the end of Turn 10; or 2) he has at least one infantry brigade on the Baltimore Pike anywhere between hexes 2518 and 3016, inclusive; or 3) at least 12 Union infantry brigades have been eliminated or routed.

Special Rules: The Confederate army is in the attack state for Turn 7. The Confederate player may move only units 1-10, 15 and 16 on Turn 7. The Union player may move only units 29-38 on Turn 7.

24.0 Designer's Notes

"Another Gettysburg game?," I hear you cry. I have always wanted a playable, brigade-level game on this battle, but most brigade-level (and below) games were just too complex to be any fun, while the simple games tended to use divisions or (gag!) demi-divisions.

I started this design with a couple of key concepts in mind, and though the game has changed quite a bit in the course of its development, those basic ideas have remained intact.

First, I did not want to simply recreate the historical battle. By extending the map, especially to the east, the players are given more flexibility in achieving their goals. Those goals, the victory conditions, were structured to mirror the historical situation — I specifically did not want Cemetery Hill to be the be-all and end-all of the battle: it's just a hill, and not much of one at that. The Confederate must destroy a large part of the Union army and/or march on Baltimore to win. The Union player must not just stop Lee, but must wreck his army.

Second, I do not like games in which players have perfect control of their own armies — Lee and Meade would probably fall down laughing if anyone suggested they had it. I prefer to think the player has "Quantum Leaped" into the shoes of Meade or Lee. He must try to force his army to do his bidding, but all his subordinates will think he is the original, and will do what they think he wants done based on past experience, not just current orders. Even in the midst of a war for national survival, an individual will pursue that course of action best calculated to improve his position in the hierarchy — true self-sacrificing patriots are a rare breed.

The command control and especially the loss of unit control rules (one of my favorites) handle this in a comfortably abstract way. Leader counters can do the same thing, but that takes a lot of counters, can only address cross-attaching of units with difficulty, and, paradoxically, gives players *too much* control: they can ensure their units are in command, and can take measures to protect themselves from poor leaders, who are known ahead of time. The use of leader counters is an excellent example of more detail making for less simulation: it's a mistake to equate volume of data with accuracy of simulation. The abstractions here put the player in the position of his historical counterpart in that he does not know where the screwups will

happen.

The third major concept was the combat system. Using brigade-on-brigade combat enabled me to concentrate on the morale of units instead of numbers. The one-on-one approach also modeled Civil War combat better than a system which allows ganging up on defenders. The coordination rule takes the place of multi-unit attacks — all attacks are sequential, but if they follow one another closely enough the defender will be worn down.

Unit size was reduced to reflecting a brigade's ability to withstand casualties, which I think is accurate — larger brigades did not necessarily fight better, but they certainly lasted longer than small ones.

One-on-one combat also allowed me to avoid "rifle-counting," the lowest form of game-playing: how many times in history has a general refused an extra unit because "it won't do me any good, I've already got 3:1 odds." Instead, the combat system is intuitive: more is better, and better units are better. Again, this emphasizes the player's role as army commander rather than a low-level troop leader.

The lack of automatic victories on the CRT supports the rest of the combat system. A given unit can stand for several turns or collapse with the first attack. This gives the game the right "feel" — all the brigades at this battle were battle-worthy (even *11th Corps*): the qualitative differences were not so extreme that any one unit was invincible or pure cannon fodder.

The last major concept is hidden movement. No subtle analysis here: I just don't see how to design a battle game without including some method of creating uncertainty regarding the enemy's strength and dispositions. ♣

VARIANTS

Sappers Forward!

A Hougomont Variant

by designer Ralph Braun

21.0 Sappers

21.1 In General. A battalion of Sappers (combat engineers) was attached to the French II Corps at Waterloo. Specifically, it was the *1st Battalion* of the *1st Engineer Regiment*, consisting of five companies. Historically, they were not committed to the fight at Hougomont, but they certainly could have been.

The Sapper units are an addition to the regular French reinforcements released after that side's 30th step loss. The Sappers cost the French one victory point if they're brought into play.

21.2 Stacking. Sappers can stack with any French units. They are exempt from Rule 5.2 prohibiting stacking between units of different formations.

21.3 Breaching. Sappers have the ability to breach walls and gates; all walls and gates are eligible to be breached. Each Sapper unit can attempt to breach only one wall hexside or gate per game. To attempt to make a breach, a Sapper unit must expend half its movement allowance next to the targeted hexside in order to place their explosives. More than one Sapper unit can attempt to breach the same hexside as part of the same move.

Such Sapper units must be accompanied by at least one infantry unit (which must survive all combat). If the accompanying infantry unit(s) are eliminated before the Sapper has a chance to reach its target, then that Sapper must retreat to the nearest woods hex.

A sapper unit may be reduced by fire combat, but may never be completely eliminated by it.

21.4 Breaching Procedure. A die roll less than or equal to the morale value of the Sapper unit will result in a breach. A successful die roll results in the targeted hexside becoming like an "Open Gate." The Sapper unit is removed immediately after attempting to breach a hexside (no matter what the die roll).

Any units adjacent to the hexside where the explosives were placed must pass a morale check or immediately retreat. Additional explosions have no further effects on a breached hexside (beyond the morale check for adjacent units).

21.5 Sealing a Breach. Infantry units of both sides can attempt to "seal" a breached hexside. To do so, an infantry unit must spend its entire movement allowance adjacent to the breach, performing no other function. If the unit passes a morale check at the end of its move, then that breach is sealed, and is treated as a "Closed Gate." (A breach can never be "Barred.")

21.6 Combat in Breaches. Use normal gate combat effects, except the only way to close (seal) a breach is by the above method. A successful melee attack can re-breach a sealed hexside. ♣

Stalingrad Pocket

The Wehrmacht's Greatest Disaster

The German Wehrmacht stands at the pinnacle of its last season of blitzkrieg. After battling for the capture of Stalingrad through most of the Autumn, the German army holds the bulk of the city. Holding the extended flanks of the German advance are Axis allied troops of dubious quality. Opposing those flanks are the shock troops of the 1942 Soviet winter counteroffensive. The latter are poised to initiate the encircling movement which will generate the Stalingrad Pocket and later the greatest single disaster to befall the German army during World War II.

Stalingrad Pocket is a game of the Soviet Counteroffensive and the German attempts to hold its pincers apart. It is the first "Standard Combat Series" game and covers the fighting in November and December 1942. Soviet play requires the optimum use of a ponderous and fragile weapon—the Red Army of '42. German play requires sabre-like use of mobile forces, the concentration and maintenance of reserves, and lightning hit and run attacks designed to derail the Soviet military machine.

This new series will take its place along side the other series in The Gamers' line of products. It is designed to off-set the more complex treatments of our other series. Experienced players will feel comfortable with the system as soon as they read the rules. The SCS was designed to be simple, not simplistic.

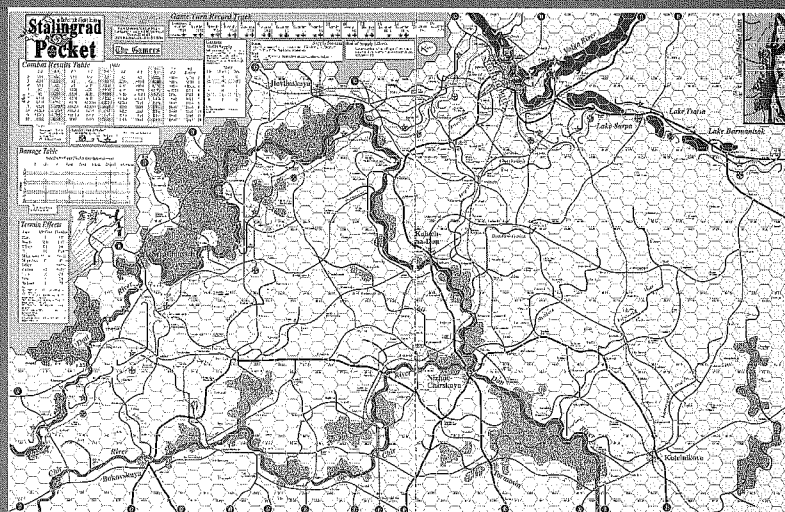
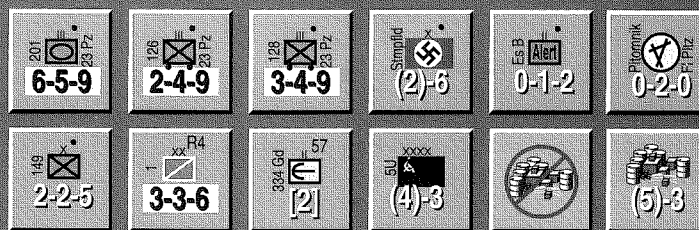
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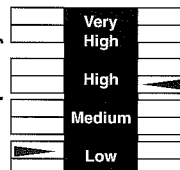
Game Data

Playing Time: 3-15 Hours
Players: 2 or more best
Unit Scale:
German Regiments,
Soviet Divisions
Turn Length: 2 Days
Hex Scale: 10 Kilometers

Contents

- One Full-Color, 22x34" Map
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- Game Rules
- Three Major Scenarios
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Napoleon on the Danube

THE BATTLE of DEUTSCH-WAGRAM
JULY 5-6, 1809



The battle of Wagram, Napoleon's final victory over the Austrians in the summer of 1809, is now a great new brigade level game from New England Simulations. Using a classic Napoleonic game system, Napoleon on the Danube employs some unique additions which add more realism without sacrificing playability. New features include: individual unit morale, brigade disruption and rally, command/control and step reduction! Special rules force each player to choose options early which will affect them later in the game, while variable Austrian reinforcements may change the course of the battle without warning. Three scenarios put you in the action at different stages of the battle, including one that begins with the early French river assault from Lobau Island. The game comes complete with rules, charts and tables, a colorful 22 x 33 map and 400, four color, back printed counters (zip-lock bag edition).

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NEW ENGLAND SIMULATIONS

Coming from Rhino in June Campaign to Stalingrad

SOUTHERN RUSSIA, 1942: Over the vast steppes of the Ukraine, along the Don River, and near the banks of the mighty Volga one of the greatest campaigns of World War II was waged. It was a titanic struggle involving hundreds of divisions on each side. It was the turning point of World War II. The German armies went from a tremendously successful blitzkrieg summer to the ruinous defeat of a disastrous winter.

The Rhino Game Company is pleased to announce their second game release, *Campaign to Stalingrad*, covering the critical campaign in southern Russia from June to December 1942.

The scale of the game is 16 km to a hex. Each turn represents three days,

and most units are divisions (also included are Soviet Tank, Cavalry and Mechanized Corps, along with a number of independent brigades).

This is a big game of moderate complexity. The game incorporates a standard move/fight system without any complicated multiple sequences. The map and order of battle were meticulously researched. They are the most accurate yet seen in a game on this scale. The combat system uses step reduction (each division has 3 to 6 steps) and handles situations from rapid advances to prolonged city fighting.

Two scenarios are included—the German Fall Blau offensive (June 28) and the Soviet Uranus offensive (Nov 19)—along with a campaign game

that runs from June to December.

The game is packaged in an attractive box and includes: 1½ full color maps (total area 33"x34"), 800 ½" die-cut units, four full color 8x10 Player Aids, six 8x10 black-and-white Set-up and Reinforcement cards, and a 24 page rule booklet.

Campaign to Stalingrad will be available after June 28, 1992 for \$35. Those who order before that date, can receive their copy at the reduced rate of \$30. Postage is paid within the U.S. Overseas orders please add 20% for Air Mail. Canadian orders please add 10%. All foreign orders must be in Postal or International Money Order (U.S. Funds).



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COMMANDER'S CALL

by Ty Bomba

The "Newsstand" Edition

If you've gotten used to seeing *Command* magazine appear on the racks of your neighborhood newsstand you'll now have to get used to it *not* appearing there. And, no, that *doesn't* mean we're scrapping the idea of selling *Command* without the game. Far from it: the gameless-magazine approach is definitely the most lucrative venture XTR has yet entered upon. What we are giving up on, though, is the creaking and obsolescent distribution system which currently governs the way periodicals get onto those store racks.

Without trying to bore you with the oligarcho-capitalist details, what off-the-rack magazine sales currently amount to is a *three-tiered* distribution system. In it, we, the magazine publisher, turn the non-subscriber portion of our print run over to a "national distributor," who in turn distributes those copies to a group of "regional distributors," who (finally!) turn it over to retailers to put on the racks.

That's three layers of people who make their living drawing profit from the same product. And they do so while not adding anything to its value. They just move it around ("distribute" it) from warehouse to warehouse to warehouse, adding to your (the publisher's and the consumers') costs at every move.

As near as we've been able to find out, this system has been around since the 1920s, and, indeed, worked well enough for decades. That is, it worked as long as average business profits ran at around 4%, and the magazine market was almost exclusively dominated by publications aimed at the broadest possible mass of reading citizens. Well, businesses today prosper or fail on fractions of a point, and the magazine-reading public is made up of specialized "niches."

It's computerization that's made it possible for small publishers to profitably serve those niches. And its computerization that *should* work to allow a streamlining of the distribution process. Everyone involved in the business — except the distributors, that is — seems to understand this. Of

course, the distributors don't really have any motivation to modernize and streamline, since the current system is one set up and governed by themselves, for themselves.

What all this means is we've discovered that by staying within the present distribution system we can expect only a slow growth rate for XTR (despite the fact that the gross amount of cash flowing through here is now many times what it used to be). At the same time, though, we've continued our practise of "sampling," wherein we rent mailing lists from likely sources and send free "sample" copies to those on it. From that we've discovered (or rather — rediscovered — remember, that's how we launched the hobby edition of this magazine) we can stimulate a much larger growth rate — and all for just the same money we'd otherwise have eternally tied up in the distribution system. (It's all simple and obvious, really, once you understand the idea that distributors make their money "distributing," and not by selling.)

So, we've decided to use this proven "direct marketing" technique to keep the magazine growing and successful. And while you won't be seeing *Command* on the racks (at least not until the demands of the market force the distribution system to move itself from the 1920s into the 1990s), you can be assured thousands of copies each month will be going into the hands of military history enthusiasts like yourselves — people who will join our readership and keep the numbers strong.

(And just in case all that left you confused — the hobby edition — that is, the magazine-with-game we've all come to love so much — *will* continue to appear on hobby store shelves. The hobby distribution system, though it certainly has its own eccentricities, is one that works smoothly compared to the mass market system.)

The Magazine Game Schedule

O.K., without further ado or horsing around, here's my planned magazine game schedule out through issue no. 26. (There will be some surprises in it, but just keep

reading; all will be explained below.)

Issue No.	Date	Game Title
18	Sep/Oct '92	Tet '68
19	Nov/Dec '92	Port Arthur
20	Jan/Feb '93	Sword o' God
21	Mar/Apr '93	Blood & Iron (Sadowa)
22	May/Jun '93	Cortes
23	Jul/Aug '93	Antietam Solitaire
24	Sep/Oct '93	Shogun Triumphant
25	Nov/Dec '93	Czechoslovakia '38
26	Jan/Feb '94	When Eagles Fight

The ones up there that are probably somewhat of a surprise to you are numbers 24 and 25. So, here's the dope on them.

Shogun Triumphant

This is a Richard Berg design on the decisive 17th-Century Japanese Battle of Sekigahara. I had originally negotiated with him for it back when we were founding XTR. For a time, though, Richard became somewhat confused as to just where he wanted this project published. (You may have noticed it was feed backed in S&T during Jim Dunnigan's brief return there.) But that's all been straightened out, and the game is now mine and Chris' to develop. And develop it we will. It's our intention to discipline this design's present "chartsomeness," and polish it into the *most-played* Richard Berg title in years. The counters, of course, will be 5/8" and done in the style of *I am Spartacus*. The map is full, large-hex.

Czechoslovakia '38

When I first began editing S&T, back in '88, there had already been a Czech '38 game (somewhere) in the (labyrinthine) works of 3W for several years. Not knowing that, I ran another blurb (by a designer whose name I cannot now remember), and it, too, passed. Nothing, as far as I know, ever came of those two projects, either while I was there, or since I left. Still, a good Czech '38 game has been something needed (and often enough called for) in this hobby for years (decades!).

Enter Dr. Peter Gryner. He was a Prague teenager in the late 1930s, led a life of study and adventure since then, and has been a hobbyist for many years. He visited our offices late last year, bringing with him his design prototype. His Czechoslovakian O.B. and fortress data were gleaned during several trips to that nation's military archives, and thus represent information not available in English anywhere else. (He's working with a game system somewhat similar to *Krim's*.)

Now, admittedly, by putting those two titles on the schedule, I've somewhat circumvented the normal *Command* feedback process. I think it's justified, however, in that they have been voted on, at various times and in various mainstream hobby publications, and passed. I'm confident I'll have the support of the vast majority of you in this, but just in case, let's check. Please vote in the two "Plebiscite" questions in this issue's feedback.

Another note about the list. That is, I've broken a rule I laid down for myself early last year, when I said I'd no longer schedule any game until it actually had been turned in to our offices for development. The game for issues 20 is still *not* in the office at the time of this writing (though it may well be by the time you're reading this), but it's being worked on by people I feel I can depend on to bring it in on schedule. (And if something does occur again, like the earlier *Blood & Iron* snafu, I'll solve it the same way, by simply pulling every title behind the missing game one slot forward.)

And a final note on the list — you've probably noticed I exchanged the positions of *Port Arthur* and *Blood & Iron* (from what they had been on a shorter list I printed here a while back). I did that simply because I've got two main variants (with a total of 72 new 5/8" counters) that I want to get out (and experience has shown the sooner variants appear after their parent game, the better they're accepted), and *PA's* unit-count allows me to do it, whereas *B&I's* wouldn't.

Beyond the above list, other magazine games still at the design stage are (in no particular order): *AEF*, *Manchurian Storm*, *Like Lions They Fought*, *Rommel & Guderian*, *Retreat, Hell!*, *When Tigers Fight*, and *La Haye Sainte*.

Issue 19's Variants

The first is a 32-unit *Storm in the West* variant, titled *Plan 1919*. It assumes the Kaiser's Empire managed to militarily and politically survive 1918, thus setting the stage for J.F.C. Fuller's planned proto-mechanized climax on the Western Front. The counter mix gives us more Americans

(way more Americans, including the *1st Marine Division*), an Alpenkorps, more German infantry, some Austro-Hungarians, German tanks, some Allied mechanized infantry, and maybe some upgraded British corps. There will also be a short "What-If" analysis article in the magazine itself, by 1918's (and 1919's) designer, Ted Raicer.

The second is a 32-unit *I am Spartacus* variant, titled *Pyrhic Victory*. It covers (you guessed it) the campaigns of the Greek mercenary general Pyrrhus against the Romans, c. 270 B.C. Additions include: phalanxes, elephants, new cities, more fleets and leaders, etc. This is also being done by the parent game's designer, Mike Markowitz, and will likewise feature an accompanying article in the main magazine.

We've also got some optional units for the ziplocks, *Poland '39* and *Berlin '45*. Oh, heah, there's also the issue-game itself — *Port Arthur: A Short, Victorious War*.

So (Need I say it?) — Forward. The greatest victories lie yet ahead. Never doubt that.

Ziplocks

We've only belatedly discovered (Duh!) the considerable savings in printing costs that accrue to us when we twin- (or even gang-) print two or more ziplocks together. The good news is (for those of you who like East Front WWII, anyway), this discovery has motivated me to pull all my notes together and finish my (long ago promised) *Poland '39* design, so we have something to twin-print with *Berlin '45*. The bad news is (also just for those of you who like East Front WWII), this means a further hold up on the appearance of *B'45*, while I get *P'39* knocked into line to print with it. We're now looking for a ziplock twin-release of *B'45* and *P'39* around (American) Labor Day.

Poland '39

Poland '39: The Nightmare Begins, was originally voted on and passed as a magazine game. Ever changing circumstances (see the discussion above and in last issue's "Commander's Call" column) have led us to move this over to the ziplock line.

As it's evolved, *P'39* uses 192 5/8" (NATO-style symbology) counters, and one full, large-hex map (at a *Europa-ish* 16 miles per hex and 3 days per turn) to simulate the campaign that began WWII in Europe.

The system is a derivation of (you've guessed it — again) *MB/TaB/PGG*, etc., wherein every unit (mostly divisions/brigades) exerts a locking ZOC, but German mech gets to move through them (and

make MA's).

German border guards and almost all the Poles are one-step units; German infantry, light divisions, and the Sovs are two-steppers, and the panzers/mech are three-or-more-steppers (on two or three counters).

The historical scenario, of course, suffers from what the playtesters have all initially perceived as its imbalance. That is, just like our *Desert Storm* game (see the discussion in the "Feedback Results" section), a well-played historical scenario of *P'39* always ends up *looking* like a total triumph for the attacking side. This *appearance* is often enough to make new players conclude the defending side's situation is hopeless and quickly pack the game away, without really checking out victory conditions.

In such "Desperate Defense" kind of games, though, appearance is indeed deceiving. And the design solution for it goes way back to SPI's *Cobra* game. That is, on the one hand, you make the attacker's victory conditions so severe (in terms of matching or outdoing his historic counterpart's accomplishments), that even just one good screw-up on his part is enough to cause his "defeat" in the game. And, on the other hand, you use a system that is easily adaptable to solitaire play. (And, on the third hand, you include some non-historical scenarios that have greater play balance *appearance*.)

We've used all of those solutions in *P'39* (just as we did in *DS*), and things are working out well. The system is, of course, well known and easily played alone. To win the historical scenario, the German's got to prevent the Pole from exiting more than 12 divisions (via Lithuania, Hungary, Romania), completely annihilate the remaining Polish units, and do so while not losing more than 15 casualty points. The German can lose the historical scenario at literally any moment.

For appearance-balanced "What-Ifs," we've got the (ever-popular) free set-up scenario, the Sovs-throw-in-with-the-Poles scenario, the Sovs-and-the-Baltics-throw-in-with-the-Poles scenario, and the Bizarro World's What-if-the-Germans-hadn't-invented-the-Blitzkrieg scenario.

One final thing on this — I've taken an unusual approach with the Soviets (and Baltics), by *not* representing them with divisions/brigades. Remember, this was the pre-Winter War Red Army. It was cumbersome and inefficient (the "Red Juggernaut" of 1930s propaganda). Early in playtesting, we found that to represent the Reds as rifle divisions and tank brigades gave them a flexibility and staying power that couldn't be justified historically for this period.

Accordingly, the Sovs are represented by "Groups" and Corps, which actually makes for some pretty neat units. For example, Belorussian Front's "Cavalry Mechanized Group" is a chunky 18-10-6/9-5-6, and the Ukrainian Front's 8th Rifle Corps is a 12-14-4/6-7-4 (as compared to a regular German infantry division at 5-7-6/3-4-6, and a Polish infantry division of 4-5-5). The two Baltic armies are each one unit.

Fire & Movement Reviews

Many of you have written in or called to ask if we've noticed the fairly dumb reviews of some of our games that've begun appearing in *Fire & Movement*. Our answer: Yes, we have. What can we say? You get what you pay for.

Many have also asked if we've noticed Decision Games now seem to be trying to position themselves in the market as the publishers of serious "simulations," while painting us as purveyors of "puffed up folio" games. Our answer: Hah, hah, hee, hee, hilk, hilk, hyuk, hyuk, chuckle, grin—right.

The bottom line on the relationship between our two companies is this. Back in a seminar he gave at Origins '90, Jim Dunnigan made the bald statement that the hobby market wasn't big enough to support two magazines-with-a-game over the longer haul. I agreed with him then, and still do now. Do I seem worried?

BSA Lost

Due to a recently arisen dissatisfaction on the part of the designer with his contract for *Britain Stands Alone* — a dissatisfaction he has expressed in such a way that I cannot understand it, and therefore cannot work toward any solution — it looks like we've lost this one from the ziplock production pipeline.

Sorry about that. Anyone out there want to start a new *Sea Lion* project, as a magazine game? Send in your proposal blurbs for voting. Let's keep it to one full, large-hex map, at division/brigade level, with 192 5/8" counters, using some variant of the MB/TaB/PGG system. And let's keep the map area to that used in the old SPI title (roughly the southern third of Great Britain), include a 1940 "historical" scenario, along with some alternative history what-ifs (1942? And/or maybe a 1944 U.S. invasion of an already German-occupied island?).

Games/Variant Index

The games and variant index found on page 27 of this booklet comes to us through the labors of subscriber Perry Craig. We'll update it annually in the future. (Any one

out there who's got a computer care to take all the game feedback results to date and organize them into a table somewhat like the one that used to appear in the old S&T? If so, get in touch.)

Progress in Works

Perfidious Albion: Napoleon Invades Britain

by developer Roger Sandell

We've just recently had our first proper playtest match of *PA* using the full rules.

The initial French invasion landed at Weymouth. The port was gained, but Gen. Picton's defenders retreated in good order, blocking the road north to Bath and Bristol. Marshal Davout then decided on bold tactics and, leaving Ney behind to pin down Picton and consolidate French control of that part of the coast, forced-marched out of supply to Bath, where he then managed to defeat the Sepoy and West Indian troops holding that city.

Wellington, however, had been marching along the Great West Road, and newly arrived reinforcements from the north made it to Bristol. Still cut off from supply, Davout decided not to risk battle, but instead feinted toward Oxford. Then he marched south again via Salisbury, where he linked up with Jackson, who had just landed with his American light infantry near Southampton. Together they captured that city, while Wellington rushed south to interpose his forces between it and London.

Meanwhile, Ney had finally managed to rout Picton and then advanced to take Bristol. Together with an uprising in Wales, this forced the British to move their reinforcements from Ireland (a loyalist volunteer division and the King's German Legion) to Oxford to protect the western route to London.

Having come this far, some in the French command felt a premature advance on London might be dangerous. Their navy was beginning to take serious losses, and Ney's line of communications to Weymouth was long and vulnerable. But after much debate, they decided on a high-risk strategy. Taking advantage of calm weather confining the Royal Navy to harbor, Napoleon landed near Hastings with the Imperial Guard Corps, and instead of waiting there to capture another port where supplies could be unloaded, he marched straight toward London.

There he fought a close-odds battle, committing the Guard to a massed column attack. If unsuccessful, this would have left him unsupplied and isolated after taking heavy losses. In this case, though, fortune indeed favored the bold, and Napoleon

entered London, capturing the British government (which had not had time to evacuate), thus winning an overwhelming victory.

In spite of that overwhelming French victory, my impression is the French do not have it all their own way. If Wellington had caught up with Davout during his Bath-Southampton march, the results would have been disastrous for the invaders. The French were also lucky in that they captured a port on turn one, and then got a run of stormy weather (which impedes British naval search, but would have created problems for the French if they hadn't already had a port). And the partisan Special Event was never rolled. So — more playtesting.

Feedback Results From Issue no. 15

There were two winners in the new game proposals: *Operation Sword o' God* - 6.36, and *When Tigers Fight* - 6.24. The also-rans were: *Army of Northern Virginia* - 5.22; *Bloodbath at Borodino* - 6.06; *Alexander at Tyre* - 6.10; *Operation Rheinübung* - 5.12; *Pursuit of the Göben* - 4.78; *The Dragon Roars* - 5.78; *Nebuchadnezzar* - 5.84.

In advising Jack Greene on products for his planned new game company, you told him 4.82 for *Iron Bottom Sound II*, and 5.20 for *Iron Bottom Sound II+*. (Yoiks!)

Your "Second Thoughts" on issue no. 13's *Desert Storm* game broke out as follows (original survey/second survey): Overall-7.13/7.12 (!), Map- 7.43/7.18, Counters-7.38/7.38 (!!), Rules-7.39/7.14.

You estimated the game's complexity at 5.29. You've played an average of 3.59 solitaire, and 1.77 two-player, scenarios. It took you about 3.29 hours for each solitaire run-through, and 4.35 hours for the two-player matches. A humongous 88% said *DS* was a good choice for a magazine game.

As to the play balance of the two-player scenarios, though, only 3% think there is an even chance for both sides to win. That left a meager 5%, each, claiming the Iraqis are heavily or slightly favored. A big 38% maintain the Coalition side is slightly favored, while an even bigger 44% say that's the heavily favored side.

(About that, let me first offer, in the general sense, the discussion of this kind of game in the "Poland '39" section above. More specifically, my observation leads me to feel the most often made mistake of new Iraqi players in the two-player scenarios ((and at an average of 1.77 two-player matches completed, there aren't many experienced Iraqi commanders out there)) is defensive passivity. That is, the seemingly rational ploy of hunkering down

in your defensive works will not do it. Victory, if it is to come to the Iraqi in a well-played game, will only come by killing some — preferably American — infidels.

That's where the VPs are, and to get them, you've got to watch carefully all your opponent's moves. Any time he thoughtlessly leaves a unit or stack "sticking out," you've got to go out there and nail it. So what if you're sortieing forces are then later wiped out in his counterattack? Your entire army is as good as dead anyway ((Paradise awaits)), so what's to lose? During development, we largely based the idea of an "Iraqi victory" on the notion of their eliminating enough Coalition troops to create a weird kind of propaganda victory in the eyes of the ever-more-fundamentalist-minded Muslim masses around the world. Given the game's odds chart, you can't do that by sitting tight.)

And last in this section, you rated no. 15's Hobby Edition this way: *I am Spartacus* overall - 6.82, Map - 6.24, Counters - 7.88, Rules - 6.96. Fourteen percent said they missed the *Alexandros*-style battle board; 30% said its absence made them enjoy *I am Spartacus* more; while 46% claimed it didn't matter to them either way, and 10% answered "Say what?"

The Feedback Loop

Please use the enclosed postage-paid card to vote on the following new game proposals and survey questions. Vote by placing one whole number (only!) in the corresponding space on the postcard. If it's an opinion question, "0" means, "Don't publish this game under any circumstances!" From there, each higher number indicates a slightly more favorable opinion, until you get to "9," which means, "This game is top notch;" or "Please publish this new game as soon as possible!" To be counted in the voting, your card must reach us by 1 September.

Plebiscites

1. I agree with the decision to add *Shogun Triumphant* to the magazine game schedule. (1=yes, 2=no)
2. I agree with the decision to add *Czechoslovakia '38* to the magazine game schedule. (1=yes, 2=no)

New Game Proposals

3. **Victory in Normandy.** "Why fly when you can drive?" replied Jim, when I mentioned the British 1st Airborne Division was available to jump. Then he pushed a stack of U.S. armored divisions past the German flank and 80 miles closer to Paris, and watched to see what his opponent, Jim, would do. I was the neutral observer in this first playtest, and John and Jim were playing the game as if it were "Operation

Crusader," in North Africa, and not Operation Overlord in northwestern France. Each time one of them made an aggressive move, the other would react with a counterthrust. Paris fell to the Americans on D+51, nearly a month before the historical date. But German Jim could smile in defeat, because he'd played with Hitlerian fury. In fact, his 2nd S.S. Panzer Division had actually captured Omaha beach for a while on D+15, during a gale (the smoke from burning supplies could be smelled in London).

I was pleased with the playtest. Not only did the two playtesters ask for an immediate rematch, the game held their complete attention throughout. There was no waiting and yawning as the other guy moved. In the game you may move only a fraction of your forces each turn, so you must decide what needs to be done *right now*. For example, should you attack today or bring up reinforcements?

The best moves are those that threaten your opponent, such as knocking a hole in his main line of resistance. This forces him to react to your move; or if he plays like John and Jim, he may try to ignore your threat and make a counter threat instead.

The German player may move up to three stacks per turn, or attack with one stack and move one other. The Allied player gets two moves or one attack per turn until Cherbourg falls, after which he gets an extra move per turn. Once he crosses the "breakout line" printed on the map (usually in late July or early August), he gets the dreaded "Patton Move," which allows him to "butt-kick" an additional stack of U.S. units each turn.

ViN covers the period 7 June (D+1) to 25 August 1944 (the fall of Paris), using daily turns. The half-sheet, large hex map has 33 columns and 21 rows, scaled at 9.5 miles (15km) per hex. It shows the area from Brest to Paris, and from Cherbourg to the Loire River. Ground units (about 55 per side) represent divisions and corps artillery. Allied air power is abstracted into their artillery strengths and the lower movement ratings of the German units. Up to three divisions and one artillery unit may stack in a hex. Typical Allied armored divisions rate a 4-4 (combat-movement), and their infantry a 4-3. German divisions range from 7-3 S.S. panzers, down to 2-1 static infantry. Divisions (but not arty) are two-sided for step reduction.

Combat uses ten-sided dice (or chit pulls) without a CRT. Attacking artillery fires first, defenders fire next, then surviving attackers fire. Thus both players roll dice in every battle. A player may reduce his casualties by retreating or calling off the attack. Terrain, armor presence, and supply also affect combat. Replacements help, but there is usually a pile of destroyed German units by game's end, and many reduced Allied.

Basic rules require only four pages. Advanced rules add carpet bombing, hedgerow cutters, the great gale, naval gunfire, airborne drops, the Paris uprising, and the "Field Marshal Model Move." The game can be played in one sitting. Great fun, low complexity, historically accurate, challenging, excellent replay value, for the magazine, by Ben "Victory at Midway" Knight.

[Ed's Afterward: Well, he's pleasantly surprised you before, hasn't he? Don't forget, my own *TaB* map was only 18x18 hexes. If you give ViN the thumbs-up, I'll print it along with Jim Werbaneth's half-map *Cauldron* game I've had lying around the office for about a year now. That'll bring that issue's unit-count up to a respectable 192, and make it a "twinpack."]

4. The Bleedin', Battlin', Bloody Bastards o' Bastogne. For eight days the veteran 101st Airborne Division fought surrounded against potentially overwhelming German forces for the key road junction of Bastogne. That the Americans were ultimately successful is well known, but the battle could easily have gone the other way and resulted in a disaster of greater magnitude than the one just suffered by the 106th Infantry Division in the Schnee Eifel a few days earlier.

To date, this fight has not been adequately covered by a wargame. Several games designed at battalion level have failed to highlight the peculiar nature of this critical battle. *BBBBoB* is an infantry company and tank platoon level game that accurately reflects the nature of combat during the latter part of the campaigns in the west. The focus is primarily on the relationship between tanks and infantry. Specific armored vehicle characteristics are included. Artillery, airpower and logistics also exert powerful, but abstracted, influences on combat. To win, players must effectively utilize the strengths and weaknesses of each component for the achievement of specific objectives.

To reflect the ebb and flow of the battle, an operational interphase has been added to allow players, especially the German, to redeploy their units for the next big push. The German's primary problem is to contain the sizeable American force defending Bastogne, while also trying to eliminate it, using limited reinforcements, supplies, artillery and airpower. Link up between the 4th Armored Division, driving up from the south, and the defenders around Bastogne must be prevented at all costs. And all this must be accomplished with a single (reinforced) Volksgrenadier Division. The American player must defend Bastogne tenaciously — failure means total destruction. Yet that side lacks the troops necessary to man more than a porous perimeter while still retaining workable reserves. With the enemy threatening every quarter, no possible threat can be discounted. Worse, the normally potent US artillery suffers here from a severe ammo shortage.

BBBBoB is 192 (5/8") counter, full, large-hex map game of intermediate complexity (6-7). Special rules provide for American aerial resupply, German off-map movement, limited visibility, weather, inspired junior leadership, tactical advantage, intensive attacks, and much more. For the magazine, by John "Berlin '45" Desch.

5. Britannica: The Roman Conquest of Britain. In A.D. 43, four Roman legions supported by 20,000 auxiliaries crossed the Channel and set about the conquest of Britain. In spite of superior Roman tactics and the disunity of the British tribes, the next nine years saw such ferocious engagements as the two day Battle of the

Medway, the Roman assault on the great hill-fort of Maiden Castle, and the guerilla campaign of the British chief Caractacus.

This game would use the *I am Spartacus* system, with special rules for such features of this campaign as British chariots and Roman elephants. Political rules would depict factors including the submission of British chiefs, the influence of the Druids, and friction between different tribes. Since the Romans had little idea of what they would find in Britain, counters representing hill-forts, tribal capitals, and sacred sites would be deployed inverted and mixed with blanks by the British player, forcing the invaders to use scouts or native guides to explore before committing his main forces. Additional counters would add scenarios for Boadica's uprising and Julius Caesar's earlier expedition. Low-moderate complexity, with 256 5/8" counters, for the magazine, by Roger Sandell.

6. Alfred the Great. In the whole history of Britain, only one figure has earned the title of "The Great." This was King Alfred of Wessex, who between 870 and 878 defended his southern English kingdom against the Vikings in a series of campaigns that shaped the entire later history of Britain.

This game would use the *I am Spartacus* system to depict these campaigns. Special rules would show the different military systems of the English and Vikings. The Vikings may strike anywhere on the coast and move quickly inland on commandeered horses, but after a battle they will be slowed down by the loot they fought for. Wessex's defense system of burghs (fortified towns) is backed up by a small mobile army whose losses must be made up by local levies reluctant to march far from their homes or to fight during the harvest time. Other rules would cover such factors as omens and the Danegeld (money paid by English rulers to persuade the Vikings to go home).

Complexity level 5, with 128-192 5/8" counters, for the magazine, by Roger Sandell.

7. William the Conqueror. Victory at Hastings in 1066 did not complete William's Norman conquest of England. In the ensuing few years, he fought against several Saxon rebellions — most notably in the terrible "Harrowing of the North" in 1069-70. That was probably the most atrocious campaign ever fought in Britain, conducted in mid-winter and producing devastation from which the north of England took decades to recover.

In addition, he defeated the last Viking raids on England, invaded Scotland to force the submission of its king, and faced revolt from his own Norman barons. All of this was accomplished at the same time as the great castles of England were begun and the foundations of centralized rule laid in England.

This game would depict the reign of William using a solitaire variant of the *I am Spartacus* system. The map would cover England, southern Scotland, and Normandy. The active player, representing William, would deal with revolts and incursions generated by a random events table. The player would have to make not only military, but

political, decisions. Should revolts be met with conciliation or repression? Should potentially rebellious barons be dealt with immediately or bought off with offices of state?

A complexity level of 6, and 128-192 counters, for the magazine, by Roger Sandell.

8. Quatre Bras: Stalemate at the Crossroads. On the afternoon of 16 June 1815, units of the French II Corps, under the command of Marshal Ney, encountered the Dutch-Belgian forces of Prince William's Allied I Corps, south of the Belgian village of Quatre Bras. Those Dutch-Belgian forces held on there long enough for the arrival of the Duke of Wellington with German Allied and British reinforcements to halt the French advance. The reinforcements promised by the Emperor were diverted to the fighting at Ligny, and Marshal Ney, try as he might, could not occupy the important intersection of the Brussels-Charleroi and Nivelles-Namur Roads. When Napoleon arrived on the scene the following afternoon, he accused Ney of "losing France," because of the inconclusive engagement at Quatre Bras and his inability to provide support for the fighting at Ligny.

The historical scenario will be only a small part of *SatC*. A number of additional units, mostly French, could have participated in the battle. The inclusion of additional French and Allied units, combined with variable unit arrival times, will allow for dozens of alternative scenarios. Additional French units would include: The I Corps — what if they hadn't spend the day touring the Belgian countryside? The 7th Infantry Division — part of the II Corps attached to the III Corps at Ligny — what if it had been returned to Ney as the Emperor promised? What if Napoleon had made Ney's left wing the main avenue of advance that day? Could the French have pushed the Allies north along the Brussels-Charleroi Road? Additional units from the Allied I, II and Reserve Corps could have appeared at Quatre Bras. What if Wellington had been more aggressive, could he have driven down the Nivelles-Namur Road to support Blücher at Ligny? The arrival of additional units, or the non-arrival of historical units, will adjust the victory conditions of the scenario to keep the game balanced regardless of the forces involved.

SatC will be a grand-tactical game of Napoleonic combat. Combat units will be regiments. Each turn will represent 30 minutes of real time, and each hex on the map will equal 250 meters. Units will be rated for combat strength, proficiency, and movement, with back printing for step reduction. Leader counters for Division, Corps, and field commanders will be included. Rather than using the standard alternating move-combat turn sequence, players will alternate activating leaders. All units and leaders in the activated leader's command radius will be eligible to move and fight. Additionally, individual units may be activated, but the system will reward the player who maintains the chain of command, allowing him to activate the largest number of units at one time. Complexity will be about 6, and will the game will be designed for the magazine, with one full map and 200 counters, by Mark Searle.

9. Ligny: Napoleon's Final Victory. On 16 June 1815, three great armies clashed in the Belgian countryside. The French Army of the North, commanded by the Emperor Napoleon; the Prussian Army of the Lower Rhine, commanded by Field Marshal Blücher von Wahlstadt, and the Anglo-Allied Army of the Low Countries, commanded by Field Marshal Arthur Wellesley, Duke of Wellington. It was the intention of Napoleon to position the French army between the Prussian and Anglo-Allied armies, thereby splitting them and defeating them in detail. In the center, the French IV Corps was involved in a desperate struggle for the village of Ligny. On the Prussian right, pressure applied by the French III Corps and Girard's 7th Division forced Blücher to commit more and more of his reserves to maintain his flank. Finally, after an entire afternoon of intense fighting, Napoleon committed the Guard. The assault of the Guard was too much for the Prussians. Field Marshal Blücher was knocked unconscious leading Prussian cavalry in an attempt to buy time to allow the rest of his army to withdraw in good order. Blücher's charge gave his Chief of Staff, Gen. Gneisenau, enough time to save the Prussian army to fight again another day.

As with Quatre Bras, the historical scenario will be only one of many. A number of additional Prussian and French units could have participated in the battle, or could have arrived earlier or later. The inclusion of additional French and Prussian units, combined with variable unit arrival times, will allow for dozens of alternative scenarios. Additional French units would include: The I Corps again — what if they hadn't spent the day touring the Belgian countryside? The 7th Infantry Division — part of the II Corps attached to the III Corps — what if it had been returned to Ney as the Emperor promised? What if the French VI Corps arrived earlier in the day? What if the Prussian IV Corps arrived in time to fight on the 16th? The arrival of additional units, or the non-arrival of historical units, will adjust the victory conditions of the scenario to keep the game balanced regardless of the forces involved.

LNFV will use the same system as *SatC*. Complexity will be approximately 6, and the game will be designed for the magazine, with one full map and 200 counters. In addition, a scenario will be included to link the two games, which will allow players to recreate the entire battle of 16 June. By Mark Searle.

10. La Rothière: A Winter Storm. One week before the seventh anniversary of Eylau, a battle which had seen the French and Russian/Prussian armies fighting in the German countryside during a bitter winter storm, the French army was again fighting a desperate battle in blizzard conditions. This time, however, the French were fighting for their very existence and defending the soil of France. On 1 February 1814, following an inconclusive defeat of the Allied army at Brienne, over 40,000 French troops, a mixture of long service veterans and untried conscripts, were deployed in a line centered on the village of La Rothière. Field Marshal Blücher was in direct command of 53,000 Prussian and Austrian soldiers. In addition, Wrede's Corps, com-

prising 25,000 Bavarians, was threatening the French left, and Blücher had also been promised the support of the 33,000-strong Russian reserve, commanded by Barclay de Tolly. Blücher's intention was to use the 111,000 man Allied army to engage the French in a decisive battle and destroy them. The blizzard was a two-edged sword for the Allies. It concealed their movements as they prepared their attack, but as the day wore on it also caused two Allied formations to attack each other. The tide of battle shifted many times throughout the afternoon and into darkness. The French and Allied armies fought each other and the raging blizzard, while trading possession of La Rotheire many times. The thin French line bent; however, it did not break. Well after dark, the fighting ended with the Allies in control of La Rotheire. Overnight, the French were able to withdraw in good order from the field under cover of darkness, while the Allies would claim a great victory over the French on their own soil.

Unlike Quatre Bras and Ligny, few additional forces are available to create alternative scenarios. However, start times, reinforcement arrival times and locations, will be randomized so each game of *LRAWS* will be different. In addition, the game will include random events based on the adverse environmental conditions in which the battle was fought. These events are sure to sidetrack even the best laid plans of the most careful players.

LRAWS will use the same game system as *SATC*, with additional rules to cover weather, ground condition, command confusion, fighting after dark, and other items unique to the Battle of La Rotheire. Complexity will be about 6. Designed for the magazine by Mark Searle, with one full map and 200 counters.

11. Battles for Texas: The Alamo and San Jacinto. In the decade before 1830, thousands of Americans migrated to Texas, then a province of Mexico. Those Americans were welcomed at first, but as their numbers grew and their demands for self-determination increased, further immigration was forbidden. By 1835, Gen. Antonio Santa Ana and 6,000 troops were moving north to suppress the rebellious Texans who were now demanding independence. In February, Santa Ana attacked the San Antonio mission garrison called the Alamo. The Texans and their allies fought hard, but were overwhelmed by Mexican numbers. Their defense, however, gave precious time to Gen. Sam Houston, the commander of the Texas army. After the Alamo and the battle at Goliad, Santa Ana, with his forces divided, pursued Houston to San Jacinto. There, Houston suddenly turned and attacked, though outnumbered two to one. The Texans defeated the Mexican army, and won independence for Texas and laid the ground work for the Mexican-American War.

BFT will actually be two separate games using the same system. The full hex mapsheet will be divided into two parts; 100 back printed units will be used for each battle. The game uses a grand-tactical, low complexity system. Units will include: leaders, cavalry, infantry, artillery, and supply. The map for the Alamo will cover

the building and the immediately surrounding area. The map for San Jacinto will cover the battlefield near the river of the same name and Buffalo Bayou.

The sequence of play will be fire, melee, movement. Leadership and morale will be crucial. The system will stress playability. Leaders will include Santa Ana, Sam Houston, Col. Travis, Jim Bowie, and Davy Crockett. For the magazine, by Adrian McGrath and Chris Smith.

12. Merrimac: Naval Warfare in the American Civil War. Between the end of the Napoleonic era and the American Civil War, there were dramatic changes in naval technology. This included: the use of steam as a means of ship propulsion, the development of shells and rifled gun barrels, and early mines and torpedos. These new ideas were all put to the test and further refined during the Civil War.

Due to the geography of the conflict, naval battles not only involved fighting at sea, but also on the rivers. There were numerous and varied engagements, often between odd combinations of vessels types, shore batteries, mines, and barriers.

This game counters each represent one vessel. The map is in geomorphic sections, and includes terrain overlays to provide alternative coastlines and river banks, thus allowing battles at open sea, along a coast, or in a river.

Each turn has the usual: Movement Phase (in which ships move in order of initiative, determined by crew skill), and Firing Phase (in which all ships with loaded guns can fire).

Vessels have factors for defense, maximum speed, ramming ability, and gun factors which reflect the effect of their pieces of artillery at up to 20 hexes of range. Each type of ordinance has been accurately accommodated in the figures.

Vessels have four stages of damage, each, for hull and gunnery. For each stage, speed and gunnery factors are reduced proportionately. There will be no prerecorded moves or book-keeping.

The countermix will consist of 200 1/2" counters, with the majority representing the various wooden and ironclad vessels. The remainder are forts, static obstacles, and damage markers.

Designed for the magazine, with low to intermediate complexity (4-6), by Geoff Curran.

13. Platinum Fox is a simulation of Finland's fight against the USSR during World War II. The game will be of moderate complexity, and feature about 200 counters. The map will show all of Finland and parts of Russia, including Murmansk and Leningrad. Units will be regiments/divisions/corps. The game system will be move-and-fight affair, similar to *Blitzkrieg '41*, and other similar games.

Game features will include: weather, airpower, Finnish ferocity, city fighting, divisional integrity, fortifications, retreats and withdrawals, step losses, ski units, and mountain troops.

There will be three main scenarios: the historical attack aimed at Murmansk and other objectives in Russia, the German withdrawal, and a campaign game linking those two sce-

narios together. Several variants are possible, including a hypothetical situation wherein the Germans try to take Leningrad with Finnish assistance.

PF is another situation that has never been adequately gamed before. Given the weather and terrain, it provides a different Russian Front experience. Designed for the magazine, by James Meldrum.

14. Bay of Pigs is a proposal for a simulation of the CIA-sponsored invasion of Cuba by Cuban exiles, 7-15 April 1961, using the *Operation Solace* game system. This game would use a map approximately the same size as *Inchon's*, and come with 100-200 counters. Complexity would be simple to moderate (4-5). This operation was based on the assumption the exiles would seize and hold an area of Cuba for at least three days. At the end of that time, they would declare the area to be "Free Cuba," and call for outside (US) recognition and help to topple the Castro regime.

Features would include a relatively large number of Communist forces against a smaller number of exiles. Step reduction for the exiles (only) would provide them with more depth, just as it happened historically. Other rules would cover parachute and amphibious landings, air support and combat, combined arms, uprisings, and possible US intervention.

Several scenarios would be included, including a short historical and a longer US intervention scenario. Variants allowing for popular uprisings and the elimination of Castro's air force would also be included. For the magazine, by James Meldrum.

15. Cuba '62 is a proposal for a hypothetical magazine game using the *Operation Solace* system to simulate a US invasion of Cuba during the October 1962 Missile Crisis. This game would use a full hex map of all of Cuba, and some of its surrounding ocean area. It would be of low to intermediate complexity (4-5), and use 200-400 counters. Units would be regiments/brigades/divisions. The objective of the invasion would be to eliminate the nuclear delivery systems and topple the Castro government.

There would be rules for the US naval blockade, and air combat would be dealt with abstractly. Other rules and features would cover both amphibious and airborne landings, step reduction, nuclear weapons, militia, uprisings, Soviet troops, combined arms, and the US base at Guantanamo.

Several scenarios would be included. The core scenario would be the "historical" invasion plan, showing the most likely situation if Kennedy had decided to attack. Other scenarios would be based on the use of nukes and varying levels of Soviet involvement.

For the magazine, by James Meldrum.

16. Napoleon's Master Stroke: The Battle of Austerlitz. It is early morning, 2 December 1805. The Grand Armée sits shivering in the fields and hills of Austria. They have been led there to do battle with the enemies of France. In the cold morning, while the men were waiting, a great commotion could be heard throughout the French army. Its cause: Napoleon was riding to each of the camp sites of his units to boost

morale. As he came to each bivouac, his men were heard to cheer; "C'est l'Anniversaire!" and "Vive l'Empereur!" As he passed, the soldiers spontaneously reacted to their leader's visit by holding a torch light procession. As he waved in admiration of his men, he saw that they were ready to fight.

He knew, above all else, that not only would the coming battle shape the fate of Europe and France, it would also shape the fate of Napoleon! And, while he was concerned about that outcome, he did not worry, for he knew his enemies. This battle would be his master stroke.

MS will be a brigade level simulation of the Battle of Austerlitz. The 150-200 counters will represent the prominent leaders and units of the battle. Unit types will include: light, regular, and grenadier infantry; light, dragoon, and heavy cavalry; light, medium, and heavy horse artillery, with Guard units represented accordingly. The map will be full sized, showing some areas not shown in previous games on the battle. Each hex will represent between 300 and 350 meters.

The game system has already been designed and fully playtested by Vance von Borries. Aspects of the game include: unit and leader morale and recovery, hidden French reserve starting locations, the early morning fog, and variable unit reaction times. A simple but subtle cavalry charge rule, along with a concentric attack rule, will simulate brigade tactics without cumbersome formation rules.

Much happened in this battle, yet players will have an understandable game that gets them playing quickly. Rules, charts and tables will occupy about eight pages. The game system is by Vance von Borries, with this particular game developed by Gene "Kadesh" Dickens. For the magazine.

Second Thoughts

Please re-evaluate the game from issue no. 15.

17. *I am Spartacus* overall.

18. Map

19. Counters

20. Rules clarity and completeness

21. Estimate the game's complexity, using the 1 (simple) to 9 (hyper-complex) scale.

22. About how many times have you played *IaS* to completion? (0-never, 1-once, 2, 3, etc., 9-more than nine times)

23. About how long does it take to play a game of *IaS* to completion? (0-haven't finished one yet; 1-less than one hour; 2-less than two hours, etc.)

24. Which side is favored to win more often when both are played by equally matched opponents?

1. The Rebels are heavily favored to win.

2. The Rebels are slightly favored to win.

3. The two sides are pretty evenly matched.

4. The Romans are slightly favored to win.

5. The Romans are heavily favored to win.

25. Was *IaS* a good choice for a magazine game (yes/no)?

This Issue's Game

Please rate the game in this issue, *Gettysburg*, along with the other features of the hobby edition

26. *Gettysburg* overall

27. Map

28. Counters

29. Rules clarity and completeness

30. Commander's Call

31. Hougoumont variant

32. XTR Index

33. D-Elim



Command/XTR Games Index

Game Title Abbreviations: Alex = Alexandros; Alex (Succ) = Alexandros (The Successors); Alex (Xeno) = Alexandros (Xenophon); BG = Black Gold; B'41 = Blitzkrieg '41; DS = Desert Storm; Gbrg = Gettysburg; HH = Hamburger Hill; Houg = Hougoumont; In = Inchon; Kd = Kadesh; LoE = Lion of Ethiopia; LoE (ToE) = Lion of Ethiopia (Tiger of Ethiopia); MB = Mississippi Banzai; NNN = NATO, Nukes & Nazis; OS = Operation Solace; RSM = Red Sky Morning; SitW = 1918: Storm in the West; SoV = Sunrise of Victory; Spar = I am Spartacus!; SS = Samurai Sunset; SS (TotW) = Samurai Sunset (Triumph of the Will); TB = The Tigers are Burning; TLB = The Legend Begins; TTW = Tomorrow the World; VaM = Victory at Midway; Wah = Wahoo!

Items Abbreviations: G = Original Game (rules, map & counters); E* = Errata; V = Variant Rules; C = New or Replacement Counters; S = Strategy Article.

*Errata sometimes refers only to the explanation for the use or substitution of new or replacement counters.

Game	Issue	Items	LoE (ToE)	6	V, C
Alex	10	G, S	LoE (ToE)	9	S
Alex	11	E, C	MB	7	E, C
Alex	12	E, C	MB	8	E
Alex (Succ)	14	V, C	MB	9	V, C
Alex (Succ)	15	E	NNN	7	E
Alex (Xeno)	14	V, C	NNN	8	E, V, C
Alex (Xeno)	15	E	NNN	9	V, C
BG	9	V, E, C	NNN	10	V, C
B'41	1	G, S	OS	5	G, S
B'41	2	E	OS	7	E
B'41	4	V, C	OS	8	V, C
Chaco	12	G, S	RSM	11	E
DS	13	G, S	RSM	12	E, C
DS	14	E, C, V	RSM	13	E, C
DS	15	E, C	RSM	14	V, C
DS	16	C, V	RSM	15	V
Gbrg	17	G, S	SitW	16	G, S
HH	5	G, S	SoV	2	G, S
Houg	11	G, S	SoV	3	E
Houg	12	V, C	SoV	4	V, C
Houg	14	E, C	SoV	6	S
In	9	G, S	Spar	15	G, S
Jut	8	G, S	SS	3	G, S
Jut	10	E, C	SS	4	V, C, E
Jut	11	V	SS (TotW)	5	E, V, C
Kd	7	G, S	TB	4	E, C
Kd	8	E	TLB	10	E, C
Krim	6	G, S	TTW	4	E, C
Krim	8	E, C	TTW	8	V, C
Krim	9	V, C	TTW	9	V, C
LoE	4	G, S	TTW	10	E, C
LoE	5	E	VaM	14	G, S
LoE	8	E, C	Wah	13	E
LoE	9	S	Wah	14	E, C

D-ELIM

Strategies for Gettysburg:

Lee's Greatest Gamble

by Wayne Lidbeck & Richard Pfost

First off, we should say this is unlike any Gettysburg game you've played before. The lack of any terrain-driven victory conditions give both players much more freedom of action, though you'll find the reinforcement schedule does direct the action to a certain extent.

We strongly recommend playing the McPherson's Ridge scenario first. The low unit density and short game length makes it ideal for learning the combat system. That system will take some getting used to, especially the combat results. Go over section 12.2 carefully — once you understand that, the rest will fall into place.

We also recommend you not use the optional rules (16.0 and 22.0). They do add a lot to the game, but until you have the basic movement-combat system down they'll just confuse you.

We find the smaller the force, the easier it is to destroy the brigades (even with the same overall odds). Larger forces just seem to be able to take more punishment — one reason for this is the larger the force, the more likely it will have brigades in reserve. No line will hold forever, but if you have reserves for counterattacks and to relieve forward units you have a better chance. Head-on attacks can work and are dangerous, so you must guard against them.

Things can and will go wrong. Keep at least 3 brigades in reserve (in an HMC if possible) in a central location.

One last point on tactics, which we learned the hard way: don't use your artillery to hold a line. Keep it well-protected (preferably stacked with) infantry.

Confederate Player

The burden of attack is on you, but you have the stronger army. Your best tactic is to just drive straight forward and get into the fight (this is especially important if you're using the combat control rules, as you can never be sure when you will get into an attack state). You cannot just move around the Union army — at some point you will have to engage a large portion of it just to tie it down.

You have a lot of options for your battle strategy, but sooner or later you must make a move toward entry hex F (hex 4000). You get a lot of VPs for exiting your train there, and this will force the Union player to block you, giving you a chance to kill some Yankees.

Union Player

You will be tempted to form up a solid line somewhere and let the Confederates come after you, but you can't afford to do that for two reasons. First, if the Confederate thinks he can move his troops around without risk, he will threaten you at more points than you can cover. Second, you have to inflict some losses to win the game, and that means attacking. Keep your army reasonably well concentrated, but don't hesitate to attack isolated Confederate forces.

You also should not shy away from a general engagement. You have more units than he: if you tie enough of them up, he will have a hard time launching an effective flanking movement.

Sooner or later, you will be forced back to the east. Let it happen — remember, there's nothing special about Cemetery Hill (though it does control the main roads, making it difficult for the Confederate to advance his train). The Rock Creek line and the ridges and ravines east of there are also good defensive positions.

Hidden Movement

One of the most successful methods of using the hidden movement counters (HMC) is using three HMC's in a single gambit. Collect the force (at least 6, preferably 10 brigades) you want to use, then create three HMCs on a single hex. One is the main force (5+ brigades), one the screen (1-3 brigades), and the third is a dummy. Send the screen and either one of the other two on a flank march, while the third remains in position on the main battle front — keep the dummy in position if you want to launch a real flank attack, keep the main force in place if you want to threaten a flank to weaken the main line. Use the screen to protect the identity of the flanking unit, forcing your opponent to guard

against two possible (and preferably divergent) attacks.

Unit Control

This is a nasty bit of business, but we strongly recommend you use it. Nothing will thrill you more than destroying your opponent's combinations by the adroit mismanagement of one of his units. You have two basic strategies here: 1) wait until your opponent has nearly finished his move, then grab one or more units to mess up his plans; or, 2) grab units right off the bat to see if you can "pull" his plan in the direction you want him to go. Your choice of strategy depends on the situation and on the susceptibility of your opponent to subliminal suggestion.

The one warning on this point is, don't outsmart yourself. If you move an enemy unit off the line, it will weaken the line, but you create a reserve for your opponent. Another easy trap to fall in is forcing an enemy unit to attack one of yours: it's fun forcing a disrupted attacker to charge your best unit stacked with artillery, but remember even the worst attack can succeed. ✱

ERRATA

1918: Storm in the West

9.6 (clarification). U.S. divisions count the same for stacking as British/French corps. The stacking limit for a single hex is three units. The 9 U.S. divisions which may be stacked with British or French units is a limit for the entire map, not a single hex.

The reference in this section to 9.6 should read 9.1.

I am Spartacus

6.3 (clarification). A province may revolt even if there are insufficient (or no) slave units available for placement — the slave player minimizes his benefit from the revolt, but denies use of the province to the Roman player.

9.8 (clarification). Pacified provinces do count for Roman replacements.

12.2 (correction). Escaping slave units *may* use Forced March to escape (see 12.11).

12.3 (correction). There are two sections 12.3. Consider Movement to/from Cities as 12.3A and Forced Marching 12.3B.

12.4 (clarification). Road marching must be done *through* fertile provinces; it may begin and end in any province.

13.26 (clarification). If an army is forced to retreat after a battle and there is a friendly city in the same province, the owning player may place the retreating units in the city. ✱

Bloody Roads South

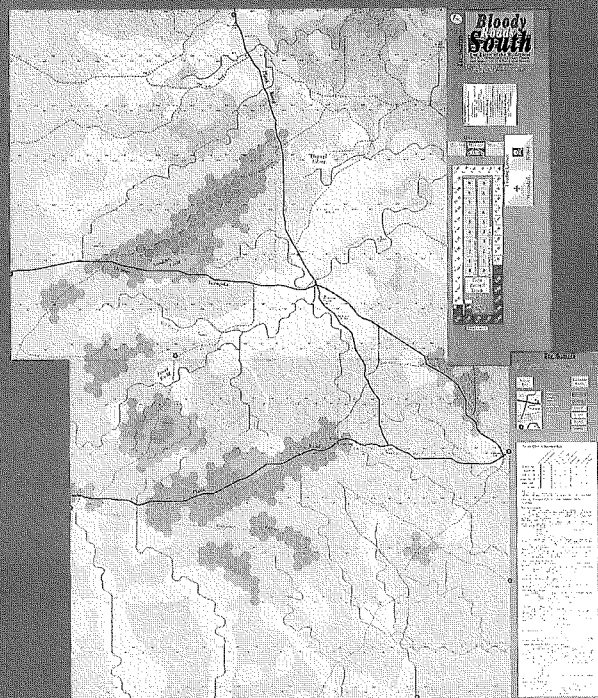
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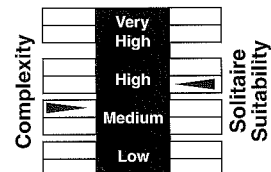


Game Data

Playing Time: 4-30 Hours
Players: 2 or more best
Unit Scale: Infantry Brigades
Turn Length: 30 Min
Hex Scale: 200 yds

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- Game Rules
- Seven Major Scenarios
- Two Dice



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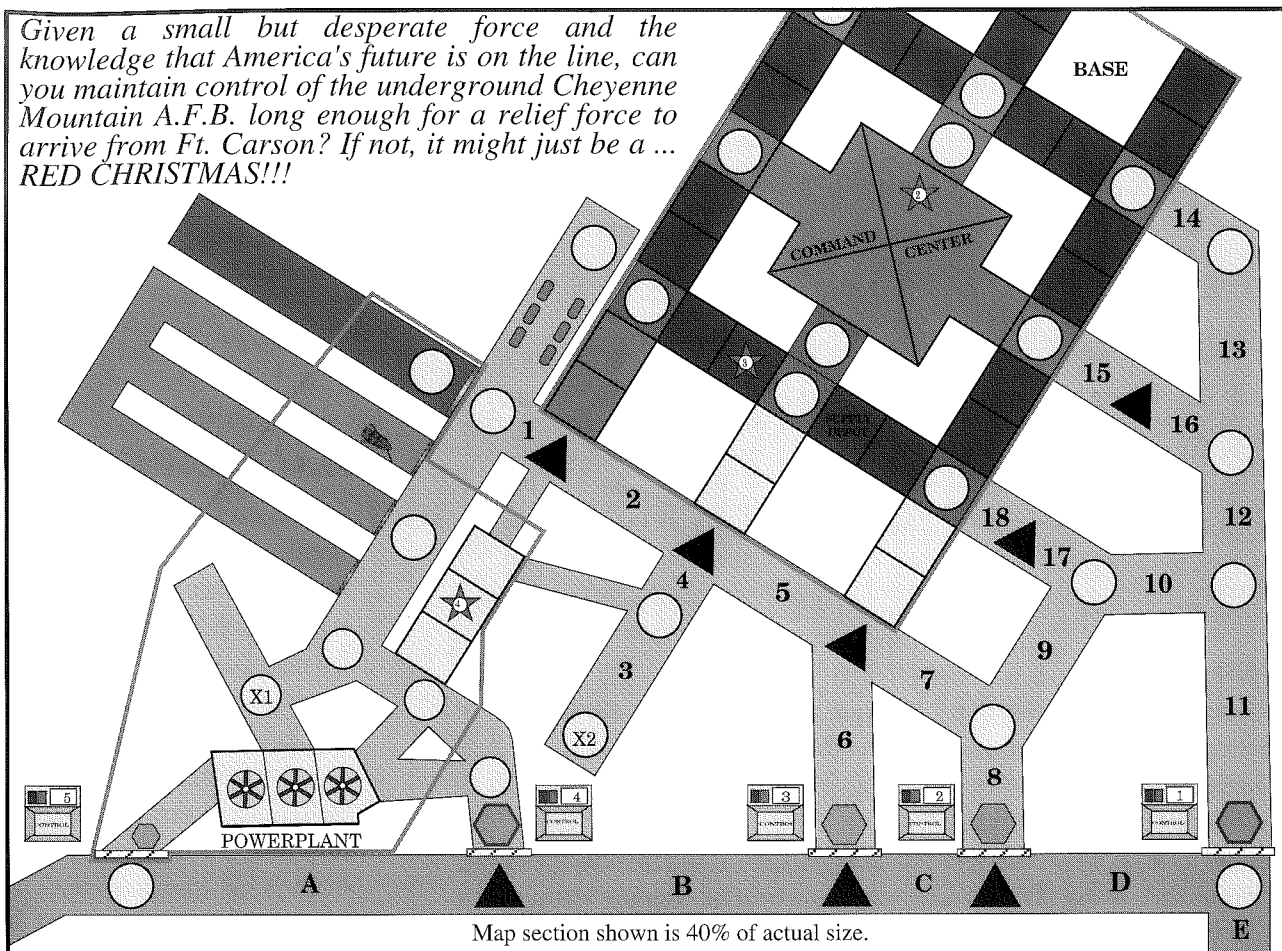
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Combat Results Table (CRT)									
die roll	-4	-3	-2	-1	0	1	2	3	4
2	AE	A	D3	AER	D4	A	AE	D4	AER
3	A	A	A	AER	D5	AE	A	AER	A
4	A	AER	AER	AER	AE	A	AER	A	A
5	AER	A	AER	AE	A	AER	A	A	D5
6	AER	AER	AE	A	AER	A	D4	D4	D4
7	AE	AE	A	D4	A	D4	DR	DER	DER
8	D3	D3	D4	DER	D4	DR	DER	D5	DR
9	D3	D4	DER	A	DER	DER	D5	DR	DER
10	D4	DER	D3	DR	DR	DER	DER	DER	DR
11	DER	D3	DR	D3	DER	D5	A	DR	D5
12	A	DR	D4	D5	DR	D5	D4	DR	D4

CRT Notes:

E = In addition to any other result, make an elimination check. Make the elimination check before applying any other result.

A/D = Attacker/Defender disrupted in addition to any other result. If already disrupted, treat as no effect.

R = In addition to any other result, make a rout check; if the unit does not rout, it is shaken. If the shaken unit was a defender, it must retreat. Attackers do not retreat.

(defender only) = In addition to any other result, if the # is greater than the unit's morale rating, it must retreat and is shaken (if already shaken, roll for rout).

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

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

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

P=Prohibited

Bombardment Table

	1	2	3
1	A	A	A
2	-	D	D
3	-	D	DR
4	-	D	DR
5	D	DR	DER
6	D	DR	DER

Bombardment & Line of Sight Notes

1. Combat results have the same effect as those on the CRT, except no unit is ever forced to retreat by bombardment. The A result means the firing artillery unit(s) is/are disrupted.
2. Add 2 to the range of any artillery unit firing from a hill (regardless of target hex).
3. For artillery firing to or from a ground level hex, LOS is blocked by intervening hill, heavy woods, light woods, and town hexes. See table at 14.4. See 6.6 regarding protected hexsides.
4. For artillery firing from a hill hex to a hill hex, LOS is blocked only by an intervening woods hex at hill level.
5. Bombardment into heavy woods and town hexes is prohibited.

Players are encouraged to photocopy this page.
































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1 Meredith 4+ 5 6	2 Cutler 4+ 4 4	3 Paul 4 5 4	4 Baxter 4 5 4	5 Rowley 4 4 4	6 Stone 3 5 5	7 Wain-a 5-1-2 5 4	8 Wain-b 3-1-3 5 4	9 Cross 3 4 4	10 Kelly 3 5 4
11 Zook 3 4 4	12 Brooke 3 4 4	13 Harrow 3 4 4	14 Webb 4 3 3	15 Hall 3 4 4	16 Carroll 4 4 5	17 Smyth 4 4 4	18 Willard 4 4 3	19 Haz-a 5-1-2 5 4	20 Haz-b 3-1-3 5 4

21 Graham  4 4 	22 Ward  4 4 	23 de Trob.  4 4 	24 Carr  4 4 	25 Brewster  4 4 	26 Burling  4 4 	27 Rand.-a  5 5-1-2	28 Rand.-b  5 3-1-3	29 Tilton  3 4 	30 Schweit.  3 4 
31 Vincent  4 4 	32 Day  4 4 	33 Burbank  4 4 	34 Weed  4 4 	35 McCand.  4 3 	36 Fisher  4 3 	37 Mart.-a  5 5-1-2	38 Mart.-b  5 3-1-3	39 Torbert  4 4 	40 Bartlett  4 4 

Army of the Potomac

41 Russell 4 4	42 Grant 4 5	43 Neill 4 5					44 Shaler 4 4	45 Eustis 4 4	46 Wheaton 4 4
47 Tomp.-a 5-1-2	48 Tomp.-b 5-1-2	49 Tomp.-c 3-1-3					50 v.Gilsa 4 3	51 Ames 3 3	52 Coster 4 3





















53 Smith  4 4  3	54 Schimm.  4 4  3	55 Krzyz.  4 4  3	56 Osborn-a  5 5-1-2	57 Osborn-b  5 3-1-3	58 McDoug.  4 4  4	59 Ruger  4 4  5	60 Candy  4 4  4	61 Kane  4 4  3	62 Greene  5 5  4
63 Mühlen-a  5 5-1-2	64 Mühlen-b  5 3-1-3	65 Stann.  5 4  3	66 Lock.  4 4  3	67 Ransom  5 3-1-3	68 McGilvey  5 5-1-2	69 Taft  5 5-1-2	70 Hunting.  5 5-1-2	71 Fitzhugh  5 5-1-2	72 Gamble  3 3  4

 20 5 4	 20 5 4	 20 5 4	 20 5 4	 20 5 4	73 Devin 3 3 4	74 McIntosh 3 3 4	75 Gregg 4 3 4	 4 7-9 4	DAY
 Breach	 Breach	 Breach	 Breach	 Breach	76 Friswrth 4 3 3	77 Custer 4+ 4 3	 4	CSA TURN	D -2/-1





















Hougoumont

Supplement to Issue 17

1 Anderson  4+ 5 4	2 Benning  4 5 4	3 Law  4+ 5 4	4 Robtson  4 6 5	5 Henry  6 3-1-3	6 Barksdale  4 6 4	7 Kershaw  4 5 4	8 Semmes  4 5 4	9 Wofford  4+ 5 4	10 Cabell  6 5-1-2
11 Armistd  4 5 4	12 Garnett  4 5 4	13 Kemper  4 5 4	14 Dearing  6 3-1-3	15 Alexand.  6 5-1-2	16 Eshleman  6 3-1-3	17 Gordon  4 6 5	18 Hays  4+ 6 4	19 Hoke  4 5 4	20 Smith  3 5 4

21 H. Jones  3-1-3	22 Jones  5-1-4	23 Nicholls  5-1-4	 6	 6	 6	 6	24 Stuart  4-1-4+	25 Walker  5-1-4	26 Latimer  5-1-2
27 Daniel  5-1-3+	28 Doles  5-1-4	29 Iverson  4-1-3	 6	 6	 6	 6	30 O'Neal  4-1-4	31 Ramseur  5-1-4	32 Carter  5-1-2

Army of Northern Virginia

33 Dance  5-1-2	34 Nelson  3-1-3	35 Mahone  5-4	36 Perry  5-4	37 Posey  5-4	38 Wilcox  5-4	39 Wright  5-4	40 J.Lane  3-1-3	41 Archer  5-4	42 Broken.  5-4
43 Davis  5-3	44 Pettigr.  5-3	45 J.Garnett  3-1-3	46 Lane  5-4	47 Perrin  5-4	48 Scales  5-4	49 Thomas  5-4	50 Poague  2-1-2	51 McIntosh  5-1-2	52 Pegram  5-1-2

[illegible][illegible]

GETTYSBURG

BACK

10 Cabell Fired(1)	9 Wofford 4+	8 Semmes 4	7 Kershaw 4	6 Barksdale 4	5 Henry Fired(2)	4 Robtson 4	3 Law 4+	2 Benning 4	1 Anderson 4+
20 Smith 4	19 Hoke 4	18 Hays 4+	17 Gordon 4	16 Eshleman Fired(2)	15 Alexand. Fired(1)	14 Dearing Fired(2)	13 Kemper 4	12 Garnett 4	11 Armist 4

26 Latimer Fired(1)	25 Walker 4	24 Steuart 4+	4	3	2	1	23 Nicholls 4	22 Jones 4	21 H.Jones Fired(2)
32 Carter Fired(1)	31 Ramsaur 4	30 O'Neal 4	8	7	6	5	29 Iverson 4	28 Dotes 4	27 Daniel 4+

42 Brocken. 4	41 Archer 4	40 J.Lane Fired(2)	39 Wright 4	38 Wilcox 4	37 Posey 4+	36 Perry 3	35 Mahone 4+	34 Nelson Fired(2)	33 Dance Fired(1)
52 Pegram Fired(1)	51 McIntosh Fired(1)	50 Poague Fired(1)	49 Thomas 4	48 Scales 4	47 Perrin 4	46 Lane 4	45 J.Garnett Fired(2)	44 Pettigr. 4+	43 Davis 4

D -2/-1	D -2/-1	D -2/-1	D -2/-1	D -2/-1	D -2/-1	D -2/-1	34 Jenkins 8-9 4	53 Hamptn 2 2
D -2/-1	D -2/-1	D -2/-1	D -2/-1	D -2/-1	D -2/-1	D -2/-1	Moved	55 K. Lee 2 2

D -2/-1	D -2/-1	D -2/-1	D -2/-1	D -2/-1	D -2/-1	D -2/-1	D -2/-1	D -2/-1	D -2/-1
?	?	?	?	?	?	?	?	?	?

10 Kelly 3 3	9 Cross 3 3	8 Wain.-b Fired(2)	7 Wain.-a Fired(1)	6 Stone 3 4	5 Rowley 3 3	4 Baxter 3 3	3 Paul 3 3	2 Cutler 3 3	1 Meredith 4 4
20 Haz.-b Fired(2)	19 Haz.-a Fired(1)	18 Willard 3 2	17 Smyth 3 3	16 Carroll 3 4	15 Hall 3 3	14 Webb 3 2	13 Harrow 3 3	12 Brooke 3 3	11 Zook 3 3

30 Schweit. 3 3	29 Tilton 3 3	28 Rand.-b Fired(2)	27 Rand.-a Fired(1)	26 Burling 3 2	25 Brewster 3 2	24 Carr 3 2	23 de Trob. 3 2	22 Ward 3 3	21 Graham 3 2
40 Bartlett 3 3	39 Torbert 3 3	38 Mart.-b Fired(2)	37 Mart.-a Fired(1)	36 Fisher 3 3	35 McCand. 3 3	34 Weed 3 3	33 Burbank 3 4	32 Day 3 4	31 Vincent 3 3

46 Wheaton 3 3	45 Eustis 3 3	44 Shaler 3 3	4	3	2	1	43 Neill 3 3	42 Grant 3 3	41 Russell 3 3
52 Coster 2 2	51 Ames 2 2	50 v.Gilsa 2 2	8	7	6	5	49 Tomp.-c Fired(2)	48 Tomp.-b Fired(1)	47 Tomp.-a Fired(1)

62 Greene 3 3	61 Kane 3 3	60 Candy 3 3	59 Ruger 3 3	58 McDoug. 3 3	57 Osborn-b Fired(2)	56 Osborn-a Fired(1)	55 Krzyz. 2 2	54 Schimm. 2 2	53 Smith 2 2
72 Gamble 2 3	71 Fitzhugh Fired(1)	70 Hunting. Fired(1)	69 Taft Fired(1)	68 McGilvey Fired(1)	67 Ransom Fired(2)	66 Lock. 3 2	65 Stann. 3 2	64 Muhlen-b Fired(2)	63 Muhlen-a Fired(1)

D -2/-1	USA TURN	75 Gregg 2 3	74 McIntosh 2 3	73 Devin 2 3	20 3 2	20 3 2	20 3 2	20 3 2	20 3 2
Moved	77 Custer 2 2	76 Friswrth 2 2	Sealed	Sealed	Sealed	Sealed	Sealed	Sealed	Sealed

TURN TRACK

1	2	3	4	5	6	7	8	9	10	11	12
											Night
											Night

DAY

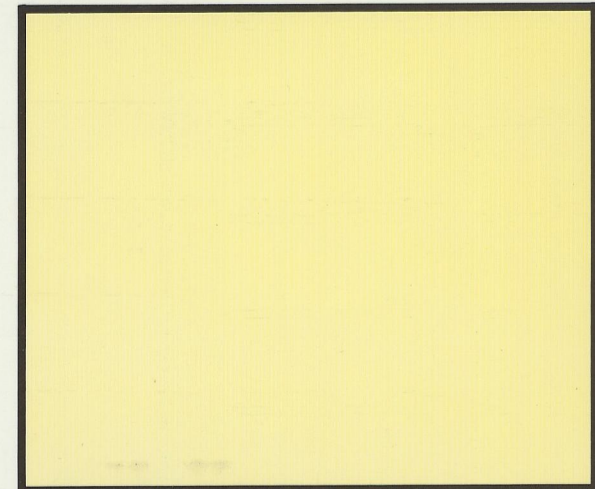
July 1	July 2	July 3	July 4
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GETTYSBURG

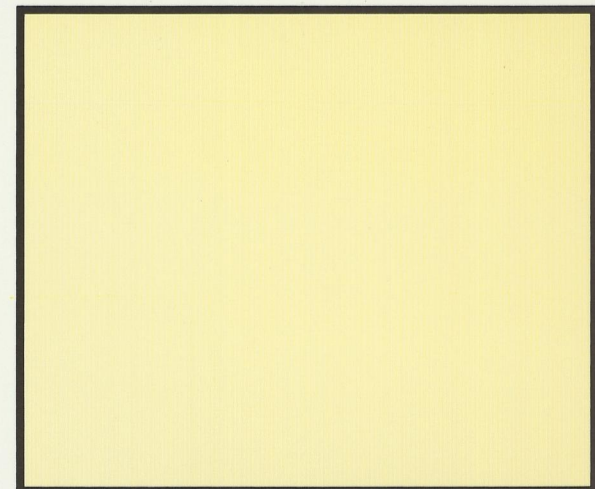
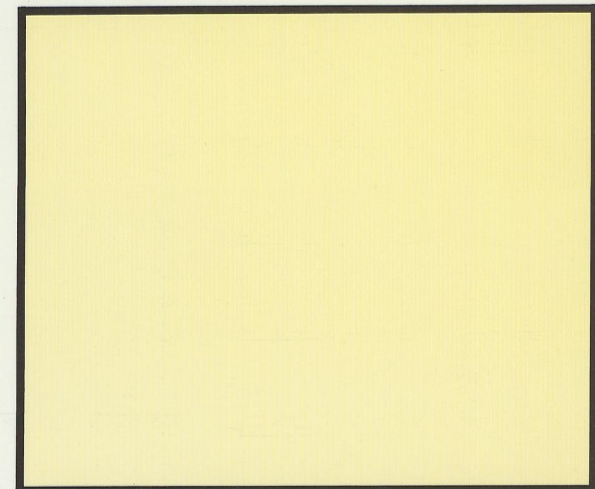
Lee's Greatest Gamble

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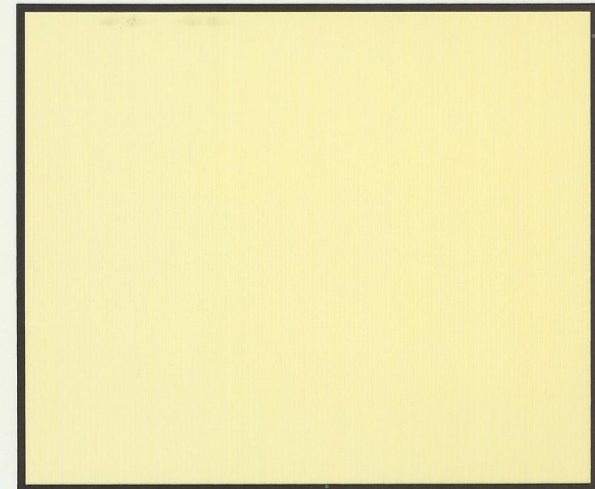
Routed Units



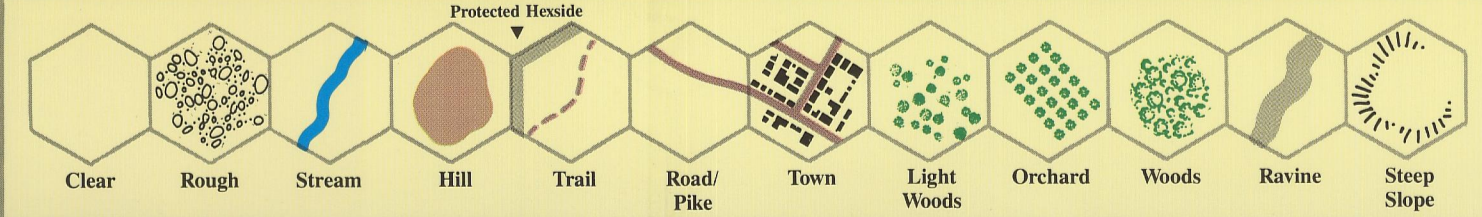
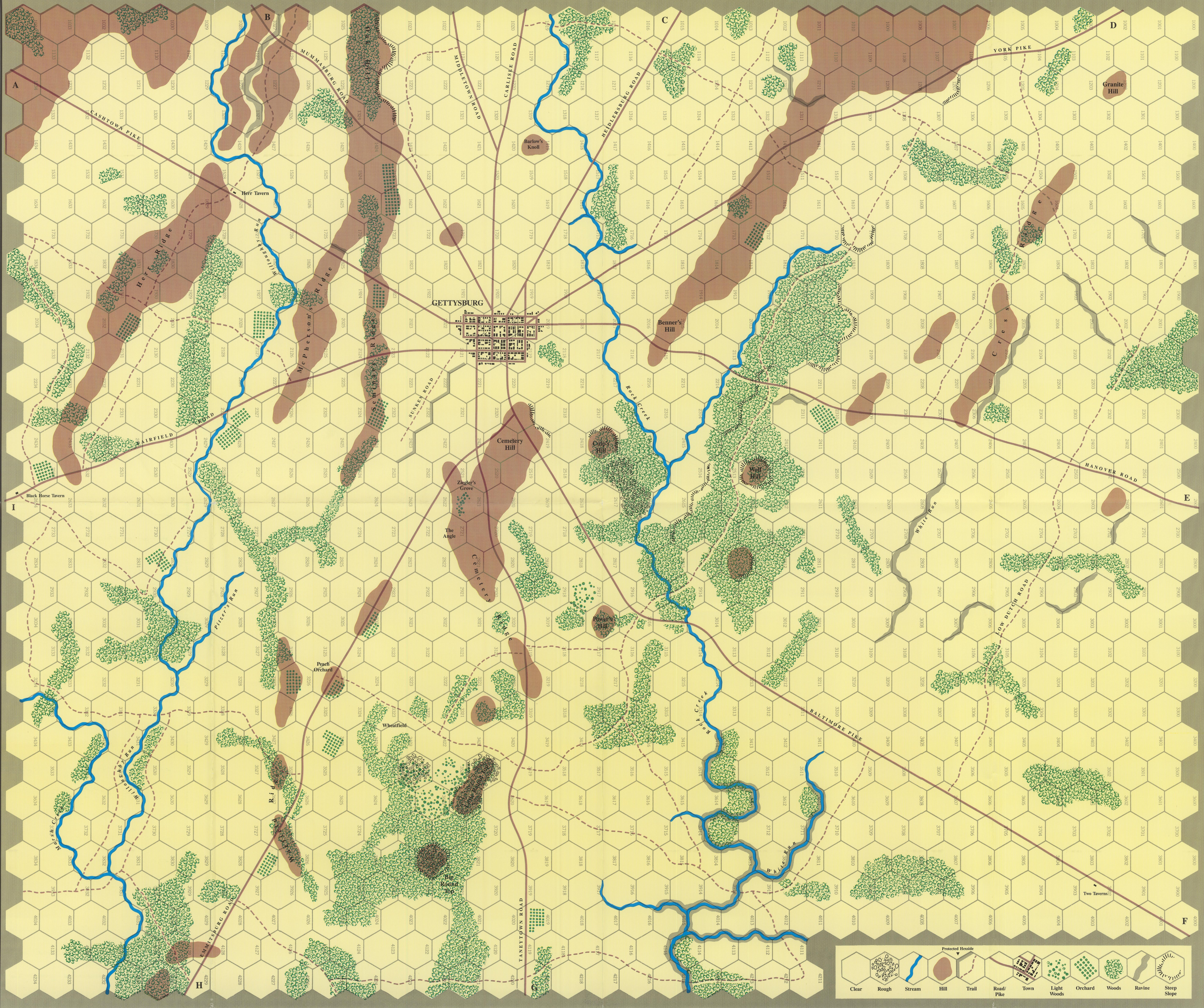
Eliminated Units



Routed Units



Eliminated Units



8	7
6	5
4	3
2	1

Hidden Movement

PANIC		Normal
Passive		

Army Command Status

Destroyed Cadres

UNION	
Destroyed Cadres	

Army Command Status

Normal	Passive
	PANIC

Hidden Movement

1	2
3	4
5	6
7	8

3-0-1

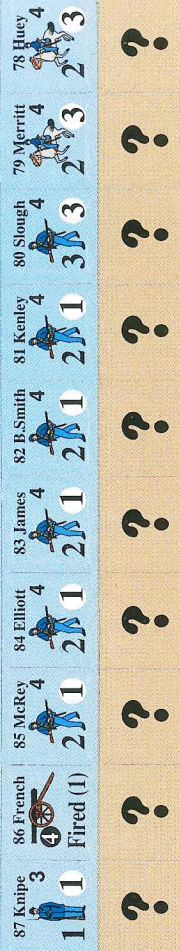
78 Huey 4 3	79 Merritt 4 3	80 Slough 4 3	81 Kenley 4 3	82 B. Smith 4 3	83 James 4 3	84 Elliott 4 3	85 McRey 4 3	86 French 4 3-1-2	87 Knife 3 2
?	?	?	?	?	?	?	?	?	?






Supplement to Issue #21

GETTYSBURG

57 Corse 3 5	58 M. Jenk 4 5	59 Colquitt 4 5	60 Cling 4 4	61 Cooke 4 5	62 Martin 4 4	63 Ransom 4 5	64 DH Hill 3-1-3 6	65 G. Jones 4 3	66 B. Robert 4 2
D	D	D	D	D	D	D	D	D	D
-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1	-2/-1

TET



66 E. Robert		2	4	
65 G. Jones		2	4	
64 D.H. Hill		2	4	
	Fired (2)			
63 Ransom		4	3	
62 Martin		3	2	
		4	4	
61 Cooke		3	2	
		4	4	
60 Cling		3	2	
		4	4	
59 Colquitt		4	3	
		4	4	
58 M. Jenk		4	3	
		4	4	
57 Corse		4	3	
		3	3	