



MONTROSE SCENARIOS

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ARTICLES SUBMITTED FOR PUBLICATION: Contributors are requested to submit their material as typewritten copy whenever possible. Manuscripts should be double-line spaced with approximately one inch side margins and typed on A4 (11¼"x8½") size paper. Please remember to include your full name and address with your submission. Manuscripts cannot normally be returned once they have been submitted. Maps and illustrative material should be supplied on separate sheets and clearly drawn, though they are likely to be re-prepared for reproduction if published. Please ensure that the relevant name and manufacturer of games discussed in your articles are included either within the article itself or separately at the beginning or end of your article. It is also helpful to us if long articles (1200+ words) are written in such a way as to include natural breaks which will enable material to be spread over successive issues if necessary.

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Editorial

Many people have asked us to give more specific details about what kind of articles we want for Phoenix and how they should be submitted. In the early days we were only too grateful for any contributions and how they were submitted did not really matter just so long as they kept coming in — and we've had some great material that way — but now we need to be more specific, if we can.

Phoenix is intended to be an open forum for UK board wargamers and as such welcomes articles on any subject so long as it is, in some way, relevant to boardgaming. We experimented in issue 6 with a 'fringe' article and it is too early to say as yet whether this type of material, not directly linked to any specific game but possibly of use to potential game designers, has a place in Phoenix. One particular area that is seemingly lacking is with regard to the new-comers to our hobby. It is easy (!) for a publication like Phoenix to become immersed in the detail of advanced game-play, or the hyper-complex rule modification to allow a degree more realism. After all, it is usually the elite players — the dedicated few — who bother to modify their games, or who are prepared to research new scenarios and submit articles for publication. But from some of the letters we have received this would seem to be ignoring the new-comer and his requirements.

What we need are some articles from you that will help to pass on some of the skills and knowledge of the more advanced players to the beginners. Articles which discuss basic strategy or tactics in particular games (or even games in general), articles on how to modify games for solo play — as it appears that many new-comers play solo, perhaps in the hope that they will pick up a few of the skills by trial and error before attempting to take on an opponent. For those who do let me say that personally I think that one of the best ways to learn a lesson is to be beaten by a master.

We've also been accused in the past, though not so much recently, of being too SPI oriented as regard contents. I can only say that as Editor one of the greatest problems I have is to find sufficient non-SPI based articles from the 'article bank'. This is bound to be a problem as the vast majority of Phoenix readers are S&T subscribers who get the magazine automatically, also the majority of games played seem, still, to be SPI products. But more and more games are being released every month from other companies so let's have some reviews, modifications, game studies, etc on some of these.

Also we've been accused of not publishing enough fantasy and SF type articles, but in all honesty we have printed proportionally the material we have been sent. That is to say that if 10% of the articles that have so far been published in Phoenix are fantasy-based it is because approximately 10% of the material in the 'article bank' is fantasy-based. If you, as readers of Phoenix, want more articles of a certain type on particular subjects then you have to submit them. We do not have the facility of writing to order.

As to how we would like your material submitted we will, from this issue, be adding a paragraph to our banner head copy which will state the 'ideal' requirement. Please don't be put off submitting material just because you don't, for example, have a type-writer. We would rather have your contribution handwritten than not at all. If you are writing a long article it is helpful to us if you can build in some natural breaks so that, if necessary, the article can be split and run in successive issues (like the 'Montrose' articles in issues 6 & 7). The general feeling seems to be a preference for a greater number of shorter articles per issue rather than the reverse.

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Montrose

The Scottish Campaign of
James Graham the Marquess of
Montrose by Geoff Geddes

This is the second part of the article, commenced in issue 6, that is aimed at simulating the entire campaign using SPI's "Musket & Pike" game. Part II outlines the scenarios for the various battles involved in the campaign.

To play the scenarios you will need the SPI game **Musket & Pike** and any one of the SPI **Prestag** series e.g. Yeoman, Legion, Viking and Spartan. You will need a Prestag in order to utilise the series standard rules and leader counters. Because so much of Montrose's success in Scotland was due to better leadership offsetting greater numbers, leadership and panic rules are needed to balance the scenarios. Remember that the compass rose on the Musket & Pike game map is printed upside-down as stated in the errata sheet.

Musket & Pike rules additions

1. Prestags Series Standard Rules 10.00 to 10.33

and 13.00 to 13.22 are in use for all scenarios.

Leader counters are named and their level number given in each scenario.

2. Royalist mounted units are exempt from leadership restrictions in all scenarios.

3. Special rules and map feature changes are given in each scenario.

4. Campaign Game

A campaign game can be played by playing each scenario in sequence. Campaign points are awarded to players for winning or drawing each scenario in the series. At the end of the seven games the points are totalled and the player with the highest number wins.

4.1 Leaders

In the campaign game leader units may exit the board at any time during the owning players movement phase. This rule applies to all scenarios. Once having left the board (fled) leader units may not return during the course of a scenario. If called for in a subsequent scenario leaders who have survived are returned at their full strength. Leaders who are eliminated in a scenario may not return in a subsequent scenario.

4.2 Montrose

In the campaign game if the Montrose unit is lost by the Royalist player the campaign automatically goes to the Covenanter player.

The Scenarios

Note: In each case the Royalist Army is represented by the Blue Unit Counters, and the Covenanters by the Green Unit Counters.

No.1 TIPPERMUIR — September 1st 1644

Complexity 4
Balance Equal

First Player Royalists

Leaders Montrose - level 1; Macdonald - level 2; Kilpont - level 3 (must start stacked with MP's); Rollo - level 3.

Units 8xEP, 5xPP, 6xMP, 4xPM, 4xMM.

Stacking 2

Panic level 68

Deploy Between hills 9 & 10.

Second Player Covenanters

Leaders Lord Elcho - level 3; Murray - level 3; Drummond - level 3 (must stack with HC or LC); Scot - level 3 (must stack with MP's).

Units 6xPP, 15xMP, 4xPM, 14xMM, 2xHC, 9xLC.

Stacking 2

Panic level 40

Deploy Within five hexes of town 6 but east of the river. No units may start the game in town 6.

Map features 7 & 8 do not exist in this game.

Game length 12 turns.

Victory conditions Control town 6 by turn twelve. Any other result a draw.

Campaign points Royalist Victory - 5. Covenanter Victory - 5. Draw - 2 each.

TIPPERMUIR

Insufficient information
available for map preparation.

No.2 ABERDEEN — 13th September, 1644

This scenario is given in Musket & Pike, add the following Leaders and Panic Levels.

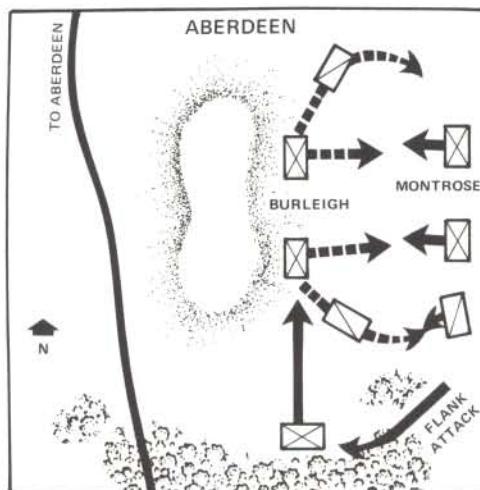
Royalist Montrose - level 1; MacDonald - level 2.

Panic level 44

Covenanters Burleigh - level 2; Lord Lewis Gordon - level 3; Lord Frazer - level 3.

Panic level 26

Campaign points Royalist Victory 4. Covenanter Victory 6. Draw 2 each.



No.3 INVERLOCHY — 2nd February, 1645

Complexity 3
Balance Favours Royalist.

First Player Royalist

Leaders Montrose - level 1; MacDonald - level 2.

Units 6xEP, 6xPM, 1xLC.

Stacking 2

Panic level 46

Deploy On hill 9.

Second Player Covenanter

Leaders Argyle - level 4; Campbell of Auchinbrech - level 2.

Units 6xPP, 8xMP, 8xMM, 2xLC.

Stacking 2

Panic level 30

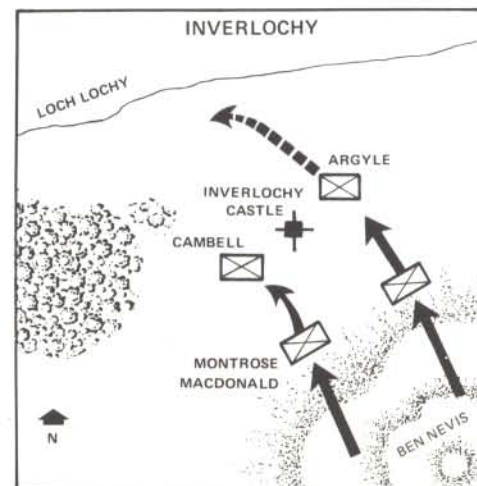
Deploy Between town 11, and the road to town 6.

Map features 1,6,8,11,12 do not exist for this game. Treat feature 7 as a hill.

Special rules Royalist surprise — the Covenanter player may fire but not move on his first turn.

Game length 12 turns

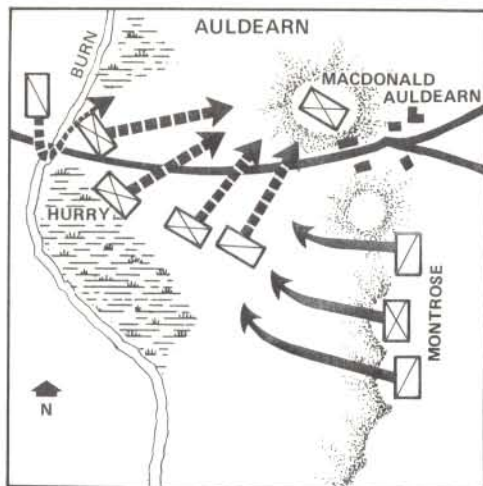
Campaign points Royalist Victory 4. Covenanter Victory 6. Draw 2 each.



Omitted from the bibliography printed in issue 6 of Phoenix was the following title:

The English Civil War by Peter Young and Richard Holmes.
Published by Eyre Methuen 1974.
(For accounts of Milsyth and Philipaugh).

Additionally, an excellent book that covers the whole campaign — with excellent maps — is "Montrose — Cavalier in Mourning" by Ronald Williams.
Published by Barrie and Jenkins in 1975.



No. 4 AULDEARN –

9th May, 1645

Complexity 6

Balance Favours Royalist slightly.

First Player Covenanters

Leaders Hurry - level 3; Lothian - level 3; Drummond - level 3.

Units 6xPP, 6xMP, 12xMM, 2xHC, 2xLC.

Stacking 2

Panic level 38

Deploy Within 3 hexes of bridge 3.

Second Player Royalist

Leaders Montrose - level 1; MacDonald - level 2.

Units 3xEP, 6xPP, 2xMP, 5xPM, 2xSC, 2xLC.

Stacking 2

Panic level 55

Deploy Leader MacDonald - level 2, 3xEP, 1xPM on hill 9 west edge. Deploy remaining units on feature 7 (which is a hill for the purpose of this game) on southern east-west edge.

Map features 1,6,8,12 do not exist for this game.

Special rules Covenanters may not attack the Royalist force on hill 7 during turn 1.

Game length 18 turns

Victory conditions The Royalist player must eliminate 50% of the Covenanters, any other result is a draw.

Campaign points Royalist Victory 5. Covenanter Victory 5. Draw 2 each.

Players Notes

First beware, these scenarios have not been play-tested exhaustively, and balance may not be as good as it could be. If you find a severe imbalance in any scenario, feel free to adjust it. The best way to adjust the scenario is to change the panic levels somewhat. These scenarios are as historically accurate as I could make them from the limited information.

Play Tips

Covenanters. Use your superior numbers to launch flank attacks if you can. Remember that in most scenarios your panic level is low so keep a track of losses. Manoeuvrability is on your side in most scenarios, because you have more cavalry. Command control is a problem for you, but it can be a problem for the Royalists. Remove Montrose(!) especially in the campaign game.

Royalists. You must attack at every opportunity but not in a rash way. You have fewer units in all scenarios, but they are on average more powerful. Leadership of your army is good, so see to the safety of your leaders. Special rules give you valuable advantages in many scenarios; make use of them. You can afford to take more losses than your opponent; this is a valuable advantage.

No.5 ALFORD

2nd July, 1645

Complexity 7

Balance Even

First player Covenanters

Leaders Baillie - level 2; Balcarres - level 2.

Units 4xPP, 4xMP, 1xPM, 5xMM, 2xHC, 2xLC.

Stacking 2

Panic level 24

Deploy On the road between bridge 3 and the map edge.

Second player Royalist

Leaders Montrose - level 1; Lord George Gordon - level 2.

Units 4xEP, 2xPP, 2xMP, 2xPM, 4xMM, 1xHC, 1xLC.

Stacking 2

Panic level 40

Deploy On hill 9. 2xMP in town 11.

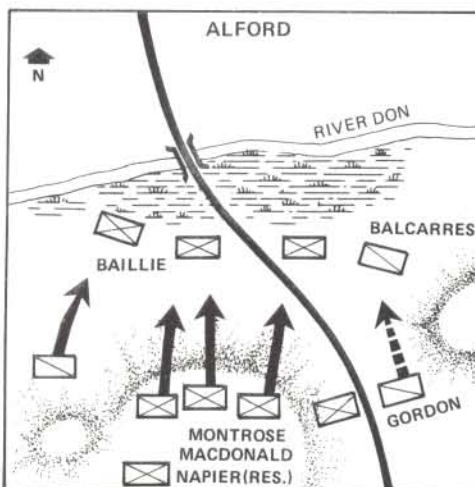
Map features 1,2,6,7,8,12 do not exist for this game. For the purpose of this game consider west as north.

Special rules The river at features 2,3,5 can only be crossed by the bridge. For seven hexes each side of the river the ground is considered marshy. Apply ploughed land terrain effects, but not combat effects.

Victory conditions Covenanters — drive Royalists from hill 9. Royalists — drive Covenanters back across the river. If neither side achieve their victory conditions, result is a draw.

Game length 12 turns

Campaign points Royalist Victory 5. Covenanter Victory 5. Draw 2 each.



No.6 KILSYTH–

15th August, 1645

Complexity 7

Balance Favours Royalist slightly.

First player Covenanters

Leaders Baillie - level 2; Balcarres - level 2.

Units 9xPP, 15xMP, 9xPM, 15xMM, 2xHC, 5xLC.

Stacking 2

Panic level 80

Deploy Along the line of the river from feature 14 northwards. For the purpose of this game the river represents the ridge line of an extensive range of hills to the north. Treat as slope hexes. Optional — deploy 50% of the units on hills 9 and 11.

Second player Royalist

Leaders Montrose - level 1; Macdonald - level 2; Airlie - level 3.

Units 4xEP, 15xPP, 12xPM, 4xMM, 1xSC, 1xHC, 2xLC.

Stacking 2

Panic Level 114

Deploy Within four hexes of the road junction.

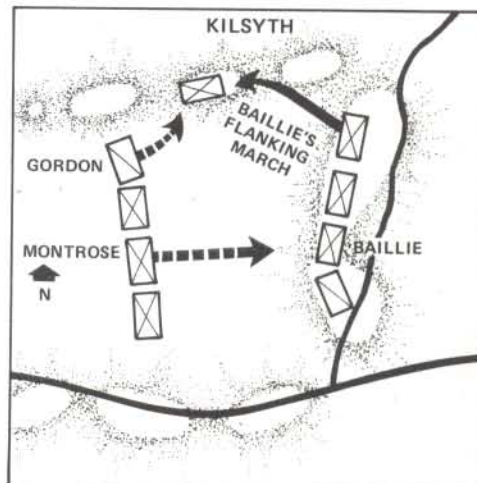
Map features 7,8,11,12,13 are considered hills for this game. 1,6 do not exist.

Special Rules None.

Victory Conditions The Royalist player must eliminate 60% of the Covenanters, any other result a draw.

Game Length 20 turns.

Campaign Points Royalist Victory 5. Covenanter Victory 5. Draw 2 each.



No. 7 PHILIPHAUGH –

13th September, 1645

Complexity 3

Balance Favours Covenanters

First Player Covenanters

Leaders Leslie - level 1; Middleton - level 2.

Units 7xHC, 10xLC, 15xDR.

Stacking 3

Panic Level 44

Deploy Anywhere along the road from the junction to feature 6.

Second Player Royalist

Leaders Montrose - level 1; Douglas - level 3; O'Cahan - level 3.

Units 3xEP, 1xPM, 2xSC, 4xHC, 2xLC.

Stacking 2

Panic Level 40

Deploy In area 7 which for the purposes of this game is clear ground.

Map features 1,2,3,5 (and river) 7,8,11,12 do not exist for this game.

Special Rules No Royalist unit may move until a Covenanter unit has moved within 2 hexes of a Royalist unit.

Victory Conditions Covenanter players must eliminate all Royalist units, (with the exception of the leader counter) to win. Any other result is a draw.

Game Length 10 turns.

Campaign Points Royalist Victory 6. Covenanter Victory 4. Draw 2 each.

With the recent upsurge of Fantasy War-gaming, I have become involved in a few Dungeons and Dragons expeditions myself, so far with a 100% failure rate, if at first you don't succeed.....I have read in a few magazines of small expeditions, but I find them a bit on the short side. So here, for your possible interest is a brief history of one such expedition.

The party consisted of 8 humans, 4 dwarves, 1 hobbit thief and an Elve Magic-user, most of the Humans and Dwarves were fighters and as such were well armed and armoured, the rest were Clerics (a kind of Priest), Thieves of Magic-users. At this point I feel I should explain a couple of details for those who have not played before; all creatures, expeditioners included, are graded in levels, a beginner starts off at level one, and as he gains experience points for killing monster and such like, he will rise a level for every couple of thousand points. It can take a couple of expeditions to get enough points to rise a level, but as will be seen later its not always so. Also a character has, what is called an alignment; he can be either Lawful, Neutral or Chaotic. Lawfuls must help others of their own type, if they are in trouble, while Chaotics can slip a knife in your back, if it's to their advantage, but can count on no help if in trouble, and teamwork is a pretty important facet of the game. Neutrals lie half-way between, with some of the good and some of the bad characteristics of the other two. Generally speaking, Lawfuls are best, well aren't they....?

We started off by going to a very powerful Magic-user, and by promising him 10% of anything obtained, were equipped with horses and transported many miles to a cross roads (1) which lay somewhere within five miles of a castle.

A quick survey of the countryside revealed, a small Dwarf village (2) to the North-west, a dark gloomy looking forest to the North-east, a desert to the South-east with a building in it about two miles away, and to the South-west, there was a cemetery stretching as far as the eye could see.

The village looked deserted, but no sooner had we left the road, than fifty Dwarves armed with crossbows appeared, they didn't look to friendly, but as we retreated back to the road they disappeared. We moved back to the cross-roads and decided to pay the desert building a visit. Some bloke suggested that we go over to the cemetery and dig up a grave, you know what these Hobbits are like....

We soon reached the building but as it looked a bit sinister we sent out best fighter to have a recce. Inside there were two altars, one at each end of the building and guarding them six skeletons, armed with swords, standing at the opposite wall. As they did not look to be friendly the fighter loosed a quarrel from crossbow and felled a skeleton, by the time he had reloaded they were almost on him so he jumped outside, slam-

EXPEDITION TO Castle Fil

D. Bolton

med the door behind him and reported back to us. A couple of minutes later we had a fighting party organised and we flung the door wide open. The skeletons, bar one were back at the far wall, the other one lay on the floor a heap of bones. This time, the six of us were easily able to defeat the skeletons (3) without injury, gaining about 20 experience points each.

On each of the altars there was a book and a phial of some clear fluid, one of the fighters, of neutral alignment, opened a book, started reading and fell screaming to the floor, quickly turning unconscious, a Cleric picked up the other book, started reading, soon after, it disintegrated, and he became a 2nd level Cleric. This was a case when alignment was important.

After fastening the unconscious fighter on his horse, and giving the building a thorough search (nothing else found) we set off along the East road, and stopped where a river joined the road. One of the fighters stuck his sword in the river and was immediately rewarded with a dart in the shoulder, from some Merman (4). They turned out quite friendly though, and with the help of some Gold coins told us the route to the castle.

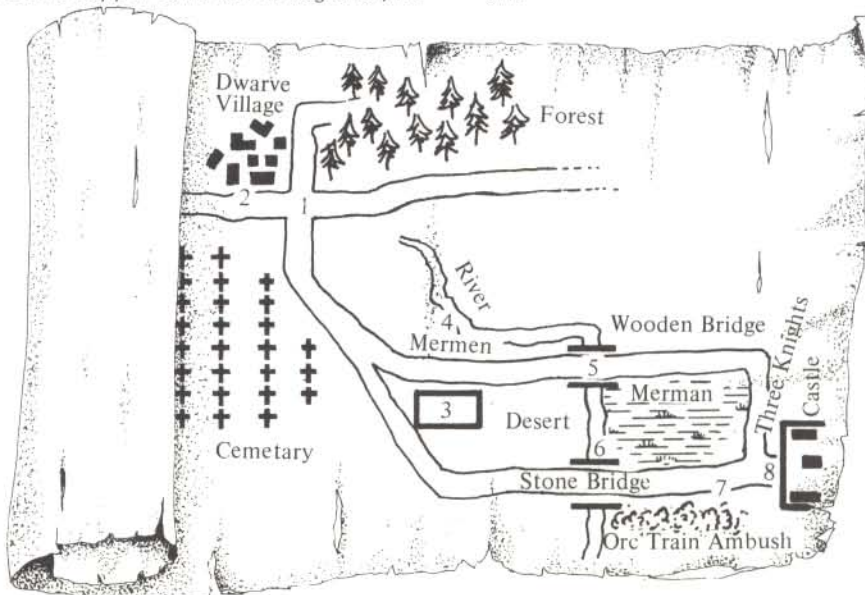
We followed the road eastwards until we reached a bridge, whereat a Troll appeared and demanded ten gold pieces from each of us, if we were to cross. As most of us didn't have two copper coins to rub together, we

decided to kill him. Trolls can only be permanently killed by using fire or Sulphuric acid, and having none of the latter, we threw a burning oilflask at him. By the time he had burnt down, so had the bridge! (5)

A gold coin in the river brought another Merman and a couple more got us directions to a stone bridge, and also information about an Orc gold train. By this time the unconscious fighter had recovered, with no ill effects.

Twenty minutes later we reached the Stone bridge (6) and this time two Trolls appeared, not wanting to waste any time or oilflasks, we ran them down getting across the bridge and far away, before they recovered.

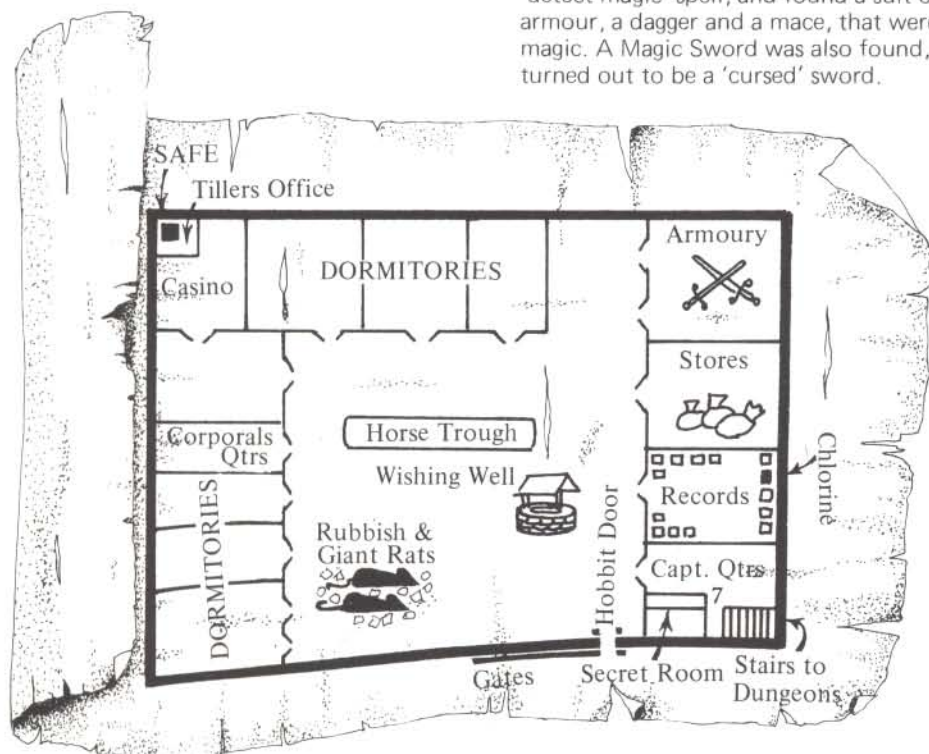
A mile down the road, we reached some bushes which seemed an ideal position to spring an ambush. A few minutes later, an Orc gold train approached our position and we got the Elve Magic-user to cast a sleep spell on the Orcs. All were put to sleep, bar one, who ran off. The leader turned out to be an eighth level Orc and gave the Magic-user 650 experience points for killing him, once asleep. On the train we found 900 gold coins which were shared out equally. At this stage, the Lawfuls in our party decided to return, not wanting to take any more risks. They got back, after some experiences (with a few Zombies and a Mindflail: a fearful creature) poorer than when they started off.



At this point, there were eight of us left to go on; four fighters, two thieves (1 Hobbit) and two Magic-users (1 Elve).

The castle was only about a mile down the road, but by the time we had gone three quarters of a mile, we were stopped by three White Knights on horseback, who refused to let us pass, without first jousting and defeating them. Eventually, we managed to beat one of them and they let us pass by giving them the book that had sent the Neutral screaming; evidently, the book was Lawful and of no use to us Chaotics.

well to have a rest. One of the Magic-users, just for a laugh, threw a gold coin down the well, at which a voice from the well shouted up 'Jew' and a chain came up and grabbed him by the ankle and started to pull him in. He managed to throw in a few more gold coins and was eventually released. We spent a few more gold coins asking the well if there was any magic armour in the Armoury. It agreed to tell us whether any armour we brought out of the Armoury was magic or not, at a price of ten gold pieces per piece of armour tested, but we managed much more cheaply by getting a Magic-user to cast a 'detect magic' spell, and found a suit of plate armour, a dagger and a mace, that were all magic. A Magic Sword was also found, it turned out to be a 'cursed' sword.



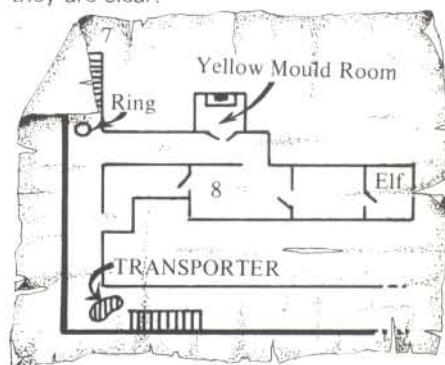
We shortly reached the castle and managed to get in to the Courtyard through a small door. On the right there was a row of buildings all with Hobbit writings on them. To the left and back there were more buildings and in the foreground, there was a horse trough, well and a pile of rubbish. We got our Hobbit to translate the writings on the buildings and they read from near to far — Captain's Quarters, Records, Stores and Armoury. The Captain's Rooms sounded promising and our hopes were realised because we found some gold pieces, a magic Crossbow with six quarrels (on each of which was Hobbit writing). The first quarrel read 'Vampire', the second '....oll', the third '....taur', the fourth 'n-e-d', the other two were undecipherable. Also found in the room was a wall-mounted Dragon's Head with two jewelled eyes which defied all efforts to prise them out, but which came in useful later.

Next door in the Records Room were fifteen chests arranged round the wall. The first three had paper documents in them, but on opening the fourth a cloud of chlorine gas was emitted and we retreated back into the Courtyard coughing and gasping. The Stores proved unprofitable and we went over to the

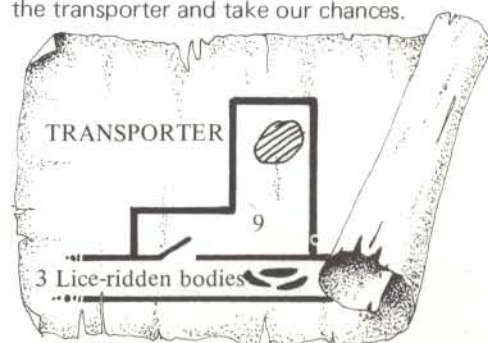
The rest of the buildings across the Courtyard were Barracks and a few Hobbits were found and easily disposed of. Our next most profitable discovery was of a secret gambling room. With our usual ruthlessness, we slaughtered six Hobbits therein, suffering only minor knife wounds ourselves. In the Teller's Office, we broke open the Safe and found several hundred gold coins and two phials of potions, one black, one white — respectively, Satanic and Holy Water. After this, we went up to the battlements. In the first corner tower, we found another Hobbit — this one was clearly insane. With intelligence unusual for our party, we kept him alive and, at the next corner tower, pushed him in first. He fell to the floor an arrow in his chest. We lifted his body, from outside the tower, with a long pole and the body was instantly riddled with thousands of arrows. We spiked the door shut. In the next two towers, we found nothing, so we descended to the Courtyard.

The pile of rubbish looked interesting but we found nothing but Giant Rats, luckily they were killed without any injury to ourselves. It was now decided that we should explore the Dungeons, the easiest way down was the Stairs in the Captain's room (7).

A passage led from the bottom of the stairs, as far as the eye could see. Fifty yards along on the left hand side, an ancilliary corridor was found and thirty yards down this passage brought us to a door on the left. Inside was a square room covered in yellow mould apart from a clearer patch at the other side of the room, in which lay a cabinet. A 'telekinesis' spell brought it over to us. In his eagerness to open it, one of the fighters pricked his finger on a poisoned needle and dropped dead. The cabinet was successfully and safely opened on the next attempt, giving us 200 gold coins. We followed the corridor until it turned right and became a chamber (8) with a door at the top and a door at the bottom of the room. Our Magic-user went through the top door and found an identical room; acting on his own initiative, he went through the top door of this room and found an Elf sitting on a tree stump, who announced himself as the Caretaker of the Dungeons and offered to sell us maps to various treasures in the Dungeons, at exorbitant prices. After the Magic-user returned, we left through the bottom door and a passage brought us on to the original corridor. We sent a fighter back to the bottom of the stairs and there he buried one out of a pair of 'distance rings'. These change colour the further apart they get; up to 100 feet they are green, from 100 to 250 feet apart they are blue and above 250 feet they are clear.



The corridor we were on, after a couple of hundred yards, led us in to a very large chamber, so large that we could not see the other end. We could see though, about 30 feet away, a set of stairs going down somewhere. Before we got there, we hit a transporter and ended up in an L-shaped room (9) at the bottom of which was a door leading on to a corridor. 15 feet down this corridor to the left, there were three bodies lying on the ground covered in lice. We burned the lice off with a torch and found a few gold pieces on each body. At this stage, we were so lost that we decided to return to the transporter and take our chances.



EXPEDITION TO Castle Fil

Continued

Unfortunately, we landed on level two, we knew this because the Magic-users had each gained a spell. We were in a small square room with a passage leading away from the bottom wall; a secret door was located about 20 feet down this passage. Inside the room were two skeletons which started firing their fingers at us; these were far worse than the six we had found in the church. We moved off down the corridor rather hastily and soon reached an octagonal room, in the middle of which was a pool of water in which the caretaker elf was washing himself.

The distance ring had changed from blue to green, and got brighter towards the bottom right of the room. Facing us were three passages, we decided to take the centre passage and, at a bend in this passage, we found secret door. Inside was a small triangular room, in the middle of which lay a chest and just behind it, a copper dragon. One of the fighters thought to kill the dragon and rushed at it, but his sword just bounced off it and turning round, it breathed an acid breath over the poor chap and left him in a pool of liquid (10). We waited a couple of minutes then looked in again; the dragon was lying still on the floor. One of the Magic users successfully cast a 'telekinesis' spell on the chest, but just as it reached the door, the dragon turned around, let out a fearsome roar and rushed after the chest.

With our usual bravery, we fled back to the octagonal room, closely pursued by the chest and the dragon. The Elf Magic-user was the nearest to the dragon and almost certain to be struck down, so as a last desperate measure, he cast his 'kill' spell at the dragon, and by a sheer fluke killed it. (At this point the Gamesmaster was struck dumb by a burst of incredulity, almost having a fit, and going a deep red colour of shame, a 12th level copper dragon had been killed by a puny 1st level Magic-user, who got 3999 experience points, rising to the absolute maximum for this level). In the chest, there were 3000 platinum pieces, each worth 10 gold pieces. This was wealth beyond imagination, all we had to do was to get out !!!!!

We were left with 2 fighters, 2 thieves and 2 Magic-users, but no nearer to getting out, than before. The ring had got no brighter down the dragon passage, so we decided to take the right hand passage. On the way, we discovered that one of the fighters was carrying a 'cursed' sword; this is a weapon, that remains attached to the carrier's hand, as if glued on, and if not used once, at least every 20 minutes on somebody, or some monster it will kill the carrier.

The dragon's head that we had found in the Captain's quarters had two jewelled eyes, which had broken any weapons trying to prise them out so we tried out the 'cursed' sword on it. The sword broke in two, and fell out of the fighters hand.

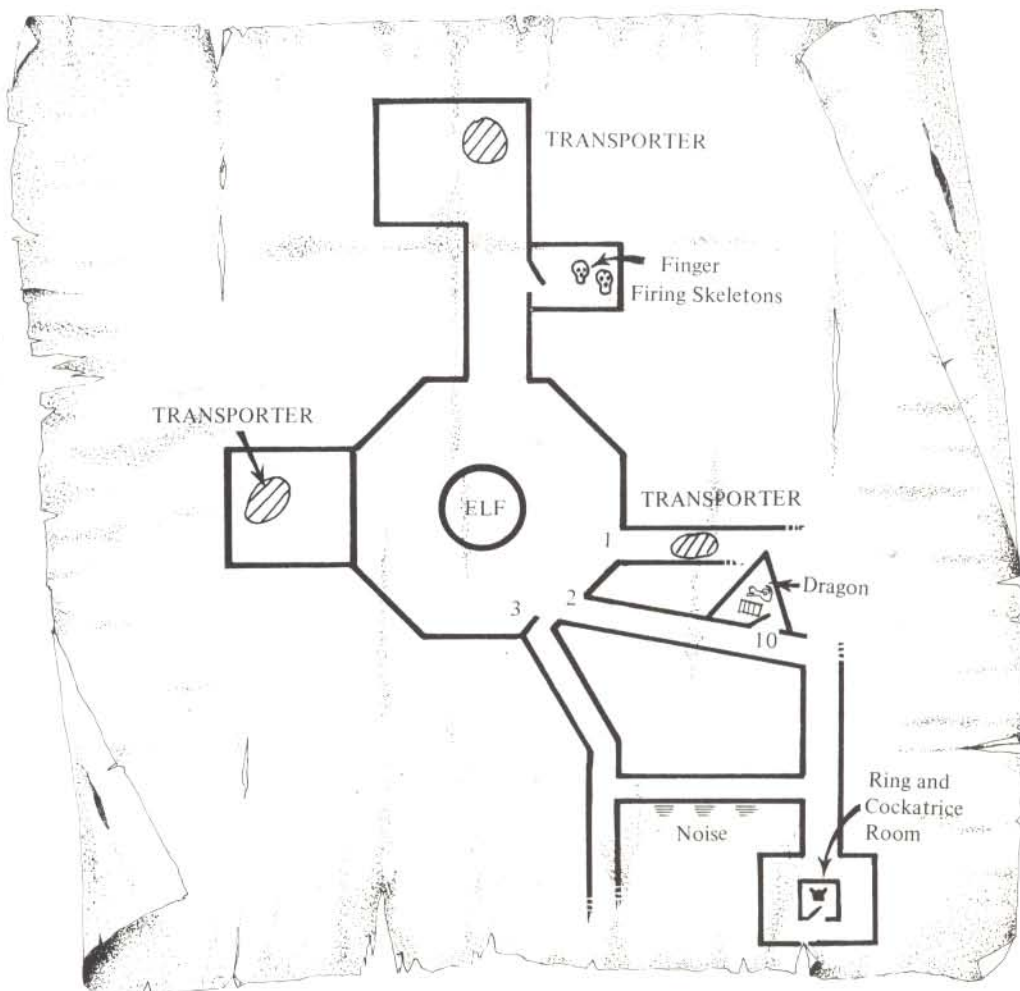
We had now come to a T-junction 70 yards from the octagonal room, and turned left, as the ring was getting brighter. Along this passage on the right, were three doors spaced at about 25' intervals. Not wanting to be surprised by any monsters, we listened at each door in turn. Something was heard at the second door but we did not stay to investigate. After a hundred feet the passage joined another corridor, and we turned right, the ring getting brighter all the time.

This corridor led to a room about 20' square with a column about 10' square in the middle of the room, stretching from the roof to floor. A good search revealed a secret door, and at this door the ring shone brightest. The small room was empty, apart from a table at the far wall. On this table however lay a helmet, and near this helmet the ring was the brightest so far seen. Eventually the helmet was lifted and under it lay the other ring. What misfortune has brought it here? Now we were truly lost, yet worse was to come, for the instant the helmet was lifted

the lifter was turned to stone by a Cockatrice. Three more were turned to stone before they could get out, the two surviving were both thieves.

We ran back to the octagonal room, and took the 1st of the three passages, in our blind haste, we hit a transporter which took us to a square room, which adjoined the octagonal room. The Elf was still sitting in the pool and we asked him to transport us back to the courtyard. This he did, but took all our treasure, weapons, only leaving us our clothes. The courtyard was full of horses and the sound of laughter was coming from the barracks. Further careful investigation revealed that the Giants had been fighting with the Hobbits, had beaten them and now were owners of this castle.

As we were weaponless, we went over to the armoury and rearmed ourselves, then took a couple of horses and moved quietly over to the door, where we had originally entered the castle, a giant however saw us and with a swipe of his club wiped out my companion, but I got out and rode off as fast as possible, not stopping until I reached the stone bridge where as usual appeared a couple of Trolls. I charged at them knocking one down, but the other one got me and that was the end of that expedition.



FIRE & MOVEMENT

Reviewed by Ralph Vickers

I've always found reviews of wargames useful. They help to weed out the games I don't want to buy. But in many wargames magazines reviews are short because of space limitations, so you have to rely on the opinions of the reviewer.

FIRE & MOVEMENT magazine, a recent arrival on the scene, has solved the space problem. This is a commercially printed 40-page bi-monthly publication embellished with some of the finest graphics in wargamedom.

The first issue of F&M opened with a battle report on Rand's Von Manstein: Battles for the Ukraine, 1941-44. This "super-review" was a first impression of the game by two competent wargamers that filled six pages of the magazine. First there was a general description of the game and its components (including a tip-off that to cut costs Rand had printed different units on both sides of the counters). There was a historical background section, then a move-by-move report on the first game played by the reviewers. This was followed by some critical commentary and some observations on how the reviewers might play the game better a second time. To round all this off, there was a half page article by the designer himself and finally a page of rules queries. By then I really knew that this was a game I wanted to add to my collection.

The first issue also carried another similar Battle Report on Chaco by Game Designers' Workshop.

But the big feast was a 17-page layout on Avalon Hill's Tobruk by one of the hobby's most prolific and knowledgeable writers, Mark Saha. Mr. Saha took that game apart and told me how to play it (and also convinced me that while it's undoubtedly a great game it is too tactical for me). Again, it was very interesting at the end to read the designer's comments on the author's opinions.

These were the main features of the first issue of F&M published in California last May. The only doubts I had in my mind after reading it from cover to cover was whether the enthusiastic editor, Rodger MacGowan, could maintain this level of excellence. Well, I've now read three issues of F&M cover to cover and I'm convinced that this magazine is here to stay.

The second issue contained Battle Reports on GDW's Russo-Japanese War and Strife's

(a new and virtually unknown company) The Siege of Port Arthur; in-depth pieces on AH's Wooden Ship & Iron Men and SPI's Chinese Farm and Golan. There was also a follow-up on Tobruk, a Panzer Armee Afrika variant and a long interview with SPI's founder and chief designer, James Dunnigan, Talking about everything under the wargaming sun.

The third issue, too, breezed along at the same high level of professionalism: Battle Reports on GDW's 1815: The Waterloo Campaign, and Battleline's Air Force. There was also a sharply critical piece comparing GDW's SSN with SPI's Sixth Fleet (and the designers' commentaries for the defence), just to mention a few of the best bits. The only article I didn't like in the three issues was a Forum piece entitled The Wargamer as Nigger, but maybe I'm just not sufficiently preoccupied about why I happen to like playing wargames.

However, the point is the F&M is corraling a stable full of the best writers and gamers in the hobby (I understand that even the venerable Don Turnbull has accepted a contributing editorship) from both sides of the Atlantic, so there are bound to be a few whose opinions aren't a majority consensus. But diversity of opinion will keep the hobby lively.

From the first three issues I would say it is clear that the people producing F&M are independent (because they've already covered games of just about everybody), fearless (because they haven't pulled their punches in their criticism) and they are obviously dedicated to producing a wargaming magazine of major importance.

The arrival of magazines on the wargaming scene like F&M and Phoenix suggests to me that the hobby has entered a new era. From now on we will be better informed. The "we" I used there includes not only those who buy and play wargames but also the designers and publishers. There have been many fine articles and many sound ideas, given voice in the mimeographed press of wargamedom but I fear most of these were cries in the wilderness insofar as the designers and wargames publishers were concerned. But these people are reading F&M and Phoenix. And both of these magazines are open to anyone who has something interesting to say and can write it well. Finally the "communications gap" has been bridged.

The use of simulation games in schools

Walter Oppenheim

Presumably most readers of this magazine agree that playing SPI games is entertaining. It can, however, be very useful. As a history teacher in a large secondary school, I have found using historical simulations a most useful way of adding interest and realism to some of my lessons.

The use of historical simulations in history lessons has a lot to recommend itself. They add variety and interest to the lessons but above all they got pupils off the idea that events in history were *inevitable* — e.g. that Napoleon lost at Waterloo because he was *bound* to lose. Putting pupils in the place of the participants at Waterloo can help to show them just what a "close run thing" it really was.

In previous years, before I became an SPI subscriber, I used games like "Diplomacy" and the series of historical simulations produced by Longmans in my lessons but found that these all suffered from a lack of realism. SPI games are far better in this respect, although I often have to adapt the rules to make them understandable to my pupils. Games I have used successfully have included "Napoleon at Waterloo", "Battle for Germany" and "Frederick the Great". I am now hoping to adapt "Conquistador" to make it playable by the 3rd year students who are taught about the Great Explorations.

I have found these games to be invariably popular, if only because they make a welcome break from normal lessons but I also believe that they are proving to be useful as well.

The big weakness undoubtedly of SPI games in schools is that most are too complicated to be easily played by children. For this reason, it would be useful to see more games at the level of NAW or Battle for Germany. The interest my games has aroused, particularly amongst boys aged 14 upwards, suggests that here is a big potential market which SPI is currently missing. There are at the moment not enough games more realistic than "Campaign" and "Risk" but also easy enough to be played by almost anyone. I know most gamers (including me) prefer more complicated games but we are cutting ourselves off from a large market this way.



La Grande Armée

Rob Gibson



Campaign by semaphore 1809 — Napoleon's Strategic Blunder

Napoleon remarked in 1805 "...a man has his day in war, as in other things — I myself shall be good for another six years". In 1809 his time was running out fast. At the outset of the Austrian campaign of that year, he first made an error which he was to repeat on a grand scale in Spain and Portugal for the next four years — he attempted to direct an Army by remote control, using semaphore stations and mounted couriers to transmit his orders over hundreds of miles.

Many writers, past and present, have accepted Napoleon's condemnation of Berthier's dispositions in the face of the Austrian advance, as justified a mere staff officer overreaching himself. Berthier was more than a mere staff officer, he was also a capable fighting general and the organiser of Napoleon's lightning campaign in Italy in 1800 which ended at Marengo. Major S.J. Watson in his biography of Berthier shows evidence that these dispositions were as a result of orders given him by Napoleon himself.

The first order, dated 28th March 1809 (Plan 'A') placed the corps of Davout, Bessieres and Vandamme on the right bank of the Danube near Donauworth, and the corps of Massena, Lefebre and Oudinot, around Augsburg.

The second, dated 30th March 1809 ordered a forward concentration of the whole army around Ratisbon. This was to be acted on in the case of the Austrians remaining inactive after 15th April (thus Plan 'B') and was not implemented.

The Austrians slowly advanced across the river Inn on the 10th of April, and Berthier implemented Plan 'A'. On the same day, Napoleon despatched further instructions to Berthier, which arrived on the 12th. Massena, Lefebre and Oudinot should assemble at Augsburg, but Davout, Bessieres and Vandamme would be disposed at a days march around Ratisbon "in spite of anything that may happen". This order split the army into two groups five days march apart, which would have been disastrous had the

Austrians moved faster. Berthier executed this order despite complaints from Davout — it is preserved in the French Army archives, but is conspicuously absent from Napoleon's correspondence.

On the 12th April at 8pm Napoleon heard of the Austrian declaration of war (despite the fact that the Grande Armee in Bavaria was well aware of the advance of the Austrian Army, news took so long to travel it is doubtful if he could have known earlier). Accordingly, a further order was despatched to Berthier, telling him to revert to Plan 'A' after all. It reached Berthier on the 16th of April. Mercifully, the Austrians were slow in advancing; when Napoleon arrived on the 17th they had still not made contact — the golden opportunity was gone.

To simulate the effect of the initial French confusion in the 1809 scenario of 'La Grande Armee' a new initial set up is needed for the Allies (French) (the Austrians remain unchanged) as follows:

Nuremberg: Davout, five 2-5, two 0-4 units within 3 hexes.

Ratisbon: Bessieres, one 1-8 unit.

Munich: Lefebre, two 2-5 units.

Landshut: One 2-5 unit.

Straubing*: One 2-5 unit.

Ulm: Massena, three 2-5, one 1-8, one 0-4 unit within 2 hexes.

Augsburg: Oudinot, one 2-5, one 1-8, one 0-4 unit.

Stuttgart: Vandamme, one 2-5 unit.

Donauworth: One depot counter.

(* the actual location of Straubing is 1 hex north-west of the location shown on the game map.)

In playtesting using the revised deployment and a more energetic Austrian commander, the French had a hard fight on their hands. This is a good alternative to the standard 1809 Scenario; an experienced player can take the Allied (French) side against a less experienced player as the Austrian with a fair degree of play balance.

A future article will examine the possibilities of revolt in Germany in the 1809 Scenario.

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WWIII: Invasion America Mini

Steve & Andrew Gilham

This scenario takes the situation depicted in 'Invasion America' and translates it into a short game to be played using amended 'World War 3' rules and components. For a historical rationale, look in the 'Invasion America' rules folder or on the back of S&T 53. Those who have to choose the latter alternative do not know what they are missing, in our estimation, 'Invasion America' comes close to the 'perfect' game. Possibly its one fault is the length of time (about 4 hours) needed to play it, hence this mini-game for 'WW3'.

This game is probably best for two players; use USA units for USA and Canada, and USSR units for the invaders. If you wish to differentiate the various coalitions, scavenge unit counters from other strategic games (WW2, 'Global War').

Some rules changes are necessary to 'WW3' to make this game possible.

Rules Changes

4.0 Sequence of play.

4.1 The Game-turn. Each game-turn consists of nine phases, which are divided into two Player-turns.

4.2 Sequence outline.

A. Invader Player-turn

1. Invader Land Movement Phase. The invader may move his land units in any direction up to the limit of the current season's movement allowance. Amphibious Assaults are also conducted in this phase.

2. Invader Land Combat Phase. Invader player may attack any USA/Canadian land units adjacent to friendly units at the phasing player's option.

3. Invader Strategic Movement Phase. The invader player executes sea movement of land strength points.

4. Invader Reinforcement Phase. Invader player receives reinforcements due for that turn.

B. USA/Canada Player-turn

5. USA Reinforcement Phase.
6. USA Land Movement Phase.
7. USA Land Combat Phase.
8. USA Strategic Movement Phase. USA player may now move up to two strength points through friendly communications areas an unlimited distance.
9. Turn Record Phase.

4.3 Game Length. The game takes place in turns 4, 5 and 6 of the 'WW3' turn record track.

5.0 Land Movement

5.5 Amphibious Assault

5.51 Only the Invader player may use Amphibious movement. Amphibious movement is done at a rate of 1 to 1 in Amphibious Movement Points to Combat Strength Points.

5.52 Amphibious movement may be from a friendly port to an unoccupied coastal hex or a coastal hex occupied by USA/Canadian Strength Points. If the Assault hex is occupied, the occupying units must be attacked in the following Invader Land Combat Phase. If the defending units are not eliminated or retreated from the Assault hex, the units making the Amphibious Assault are eliminated.

5.53 Amphibious Assaults have no maximum range, but may not be executed against undeveloped hexes.

5.54 The Amphibious capacity given in the scenario order of battle is a per turn total of Amphibious Movement Points.

5.55 If the Assault takes place against an unoccupied hex, the Invader may place a port unit on the Assault hex. This uses 2 Amphibious Movement Points to accomplish. The newly-placed port functions in all ways as a 'normal' port, but does not have to be garrisoned by the Invader to act as a supply source.

5.56 Note that there are no air interdiction effects on Amphibious transport.

9.0 Supply

9.1 Supply sources.

9.11 Invader units trace supply to a friendly port hex. This is defined as a home country port, a port counter, or a USA/Canadian port presently occupied by Invader forces. In addition, units which have in the current game-turn made an Amphibious Assault are always in supply.

9.12 USA/Canadian units trace supply to a friendly industrial hex.

17.0 Production

17.1 There is no production as such: reinforcements are received automatically as detailed in the scenario.

17.2 Invader reinforcements appear on friendly port hexes in the Invader reinforcement phase. Each coalition's reinforcements must appear on its own hexes. Reinforcements may appear in enemy ZOC.

17.3 USA/Canadian reinforcements appear on friendly industrial hexes in the USA reinforcement phase. Each country's reinforcements must appear in that country. Reinforcements may appear in enemy ZOC if stacked with friendly units.

17.4 Reinforcements may not be placed in a position where they would exceed stacking limits. If for any reason reinforcements cannot be received, they are lost.

21.8 Special Rule — Invader noncooperation

Units from different invader coalitions may not stack together or combine strengths in combat. Other invader coalitions' units are considered enemy units for the purposes of tracing supply, etc. Note that the USA and Canada are considered as one country for all purposes except appearance of reinforcements.

21.9 Special Rule — Naval Transport

There are no MS units as such: naval capacities given in the scenario are considered per turn capacities. Naval transport has no range limitation. Ports may not be 'carried' by naval units as they are by amphibious units. Naval transport (like Amphibious transport) may not be destroyed or 'loaned' between coalitions.

21.10 Special Rule — Amphibious Assault Location Restriction.

ESC and SAU units may only make amphibious assaults on the Atlantic coast of North America. PAL units may only make amphibious assaults on the Pacific coast of North America.

Scenario

Order of Battle

First Player: Invader

European Socialist Coalition (ESC):

40 land strength points; 20 MS; 10 Amph; 2 ports. Deploy in Cuba.

South American Union (SAU):

25 land strength points; 15 MS; 10 Amph; 2 ports. Deploy in South America (South-east of hex 1512, but not including hex 1512).

Pan-Asiatic League (PAL):

40 land strength points; 20 MS; 10 Amph; 2 ports. Deploy in China and/or Japan.

Second Player: USA and Canada.

United States of America (USA):

50 strength points. Deploy in USA, Alaska and Central America (North-west of hex 1512 and including hex 1512).

Canada (CDA):

12 land strength points. Deploy in Canada.

WWIII:

Reinforcements (land strength points per turn):
ESC:9
SAU:9
PAL:10
USA: 8 + 1 per industrial hex not captured
CDA: 4 + 1 per industrial hex not captured

Victory Conditions:

USA/CDA player must control at least 340 points of hexes at the end of the game.

Victory Point Schedule:

hexes worth 3: 2602, 2312, 1710.
hexes worth 5: 2313.
hexes worth 6: 1912.
hexes worth 7: 2903, 2805, 2706, 2709, 2607, 2506, 2306, 2414, 2308, 2208, 2209, 2010, 1808, 1709, 1609.
hexes worth 8: 2111.
hexes worth 10: 2307, 2108, 2110, 2011.
hexes worth 11: 2213.
hexes worth 12: 2309, 2212.
hexes worth 13: 2012.
hexes worth 14: 2207, 2009, 2109.
hexes worth 15: 2106, 2112, 2006.
hexes worth 16: 2113.
hexes worth 17: 2007.
hexes worth 18: 1911, 2210, 2211.
hexes worth over 20 (with value): 2107(21), 2206(22), 1910(34).

It will be found useful to mark these values on your WW3 map. These values were computed by comparing each WW3 hex to a corresponding area on the 'Invasion: America' map, and counting up the victory points to be gained from therein. We assumed that resource centres are worth 7 victory points, not 5 as the rule book states; this means there are now 475 victory points in the map instead of 385. This can be useful when victory conditions require control of 400 points.

"NARVIK" (Game designers workshop) — reviewed by Rob Gibson

"Narvik" is closely allied to those mammoth games on the dreaded Ostfront i.e. "Drang Nach Osten" and "Unentschieden", and is designed to fit into their map sequence. To this end, the entire Swedish armed forces from 1939 onwards with reinforcements potential and actual is included in the extensive counter mix.

However, it is as a separate game that "Narvik" should be judged — as a simulation of the 1940 German invasion of Norway. Surprisingly, the game concentrates mainly on the air and land aspects of the campaign and treats the naval side almost as a side issue — a pity, since this was *the* major confrontation at all levels between the Royal Navy and the Kriegsmarine; and the lack of an effective naval presence tends to unbalance the land and air games, especially the latter.

FEEDBACK

Phoenix 7

Published May/June 1977

How to use the Feedback Response Card: After you've finished reading this issue of Phoenix, please read the feedback questions below, and give us your answer/numbers on the card in the response boxes which correspond to each question number. See centre spread for card. Please be sure to answer all the questions (but do not write anything in the box for question-numbers labelled "no question"). Incompletely filled out cards cannot be processed.

What the numbers mean: When answering questions, "0" always means NO OPINION or NOT APPLICABLE. When the question is a "yes or no" question "1" means YES and "2" means NO. When the question is a rating question, "1" is the WORST rating, "9" is the BEST rating; "5" is an average rating; and all numbers in-between express various shades of approval or disapproval.

- Based on the last 2 months, how do you rate the service you receive from SPUK (1 - 9)?
- Do you feel our service is (1) improving, (2) the same as always, (3) declining?
- Based on the last 2 months, how do you rate our after sales service (i.e. rules queries, complaints, etc) (1 - 9)?
- Do you feel that this service is (1) improving, (2) the same as always, (3) declining? Do you feel that the physical quality of the components for "Starsoldier" were "1" Lower than SPI standards, "2" Level with SPI standards, "3" Higher than SPI standards, "4" Did not purchase therefore cannot comment?
- Map
- Frontsheet
- Rules book

If you consider the physical quality fell below SPI standards please give specific criticism at the foot of your feedback cards.

Rate the following game proposals on a scale of 1 - 9 with "1" indicating very little intention to

buy (up through) "9" indicating very great likelihood of buying.

- Sea Search Quad
Would simulate four naval actions, of WWII where one side had first to find the other! Hidden, simultaneous movement, search patterns, fog of war, strategic command control and intelligence. Possibly would have a link module to allow players to use Dreadnought to settle tactical battles.
- Langsdorff: The Graf Spee attempts to sink as much merchant shipping as possible before the Royal Navy catches up with her.
- Lütjens: The Bismarck at large struggles to break free of an ever tightening Royal Navy noose.
- Cerberus: Scharnhorst, Gneisenau and Prinz Eugen attempt the Channel Dash in what turned out to be both the most embarrassing operation to the Royal Navy and one of the turning points in the Battle of the Atlantic.
- Pedestal: A crucial Malta convoy braves submarine, E-boat and aircraft attack. Optional Italian fleet interdiction.
- Tokugawa: Shogun
Strategic/semi-political simulation of the period from the death of Hideyoshi in 1598. Tokugawa Ieyasu attempts to overcome all opposition, including the Emperor by every means possible, in order to fulfil his destiny and declare himself Shogun. The simulation would recreate the political and military factors of this era in late feudal Japan. Possibly a tactical display featuring the Samurai in Bujitsu is a natural wargamers paradise since, like wargaming, as long as you obey the rules you can do what you like!
- Rate this issue of Phoenix on a 1-9 scale.
- Was this issue better than the last?
- Would you like to see more articles on the basics of boardgaming to help newcomers?
- If your answer to Q17 was yes will you be submitting material suitable for these articles?
- Given the fact that the vast majority of games in circulation are SPI creations, do you think that Phoenix is still too SPI orientated?

The Solo Wargamers' Association

This association has now been in existence for a year and caters for wargamers fighting solo, by choice or necessity, postal campaigners and players of board wargames; new members are always welcome. Based in the UK, the Association has been growing steadily and has attracted an international membership.

From March 1977, the Association's journal "Lone Warrior" (annual subscription £2.50) will be produced bi-monthly; this was previously a monthly publication, of which numbers 1 to 7 have been condensed into an edited version available to new members.

The Association has no period restriction; recent journal articles have covered ancient postal campaigns, a wargame of the ambush of a squadron of French Dragoons in the Peninsula and, of particular interest to board gamers, a detailed description of a complex medieval boardgame to be made by the reader and including a solo version. In addition, an impartial umpire service is available to which members may submit problems for arbitration.

Those interested in joining the Association should contact Mr John Bennett, 9 Oakroyd Close, Potters Bar, Hertfordshire.

Having said that, "Narvik" is an excellent game and a fair simulation of history to boot. The detailed OB charts are extensive and painstakingly researched and the material quality of the game leaves nothing to be desired. As we have come to expect in the "Europa" series, there is enough material for a number of extensions of the basic game, both in recreating the actions in greater detail and exploring the "what ifs" of history.

For those wanting to explore the simulation possibilities a little further, I would recommend the following books:-

"Narvik" by Donald MacIntyre (Pan Books)
"Naval Battles of World War 11" by Geoffrey Bennett (Ian Allan)

both written by seagoing naval officers and containing hard data and material useful for revisions to the basic Scenario/OB.

Panzergruppe Guderian:

THE BATTLE OF SMOLENSK, JULY 1941

by Graham Wheatley

In this article I shall give a rundown of the Soviet and German forces and the tactics they can employ. I had better make it clear now that this is the subscription game as received in 'Strategy and Tactics' and may not cover all the rules in the published game; this is the basic scenario. 'Panzergruppe Guderian' is an operational level game of the Battle of Smolensk, July 1941. The units are division-sized, except for the German mechanised units, which are regiments. Nobody knows the strength of the Soviet units until they are committed to combat. The combat results table uses the familiar ratio system with losses in step depletions (four steps for the German infantry, two for regiments and cavalry divisions and one step for all Soviet units). The Soviets are much at the mercy of the leaders, who maintain the combat strengths and movement allowances of units within their leadership radius. Leaders also give a combat strength boost (in attack) to units stacked with them. The scale is 10.5 km per hex and two days per game turn; the 22 x 32½ inch, three colour, mapsheet is a pleasure to behold. Also, the mapsheet is covered in 16mm hexes not, as in some SPI games, by charts, combat results tables and the like.

German Force Evaluation

Your army should be centred on your nine Panzer divisions. Each of these comprises a Panzer and two Panzer Grenadier regiments (using the German Divisional Integration rule it can double its combat strength). To support these, there are 6 motorised infantry divisions (2, or in the case of the SS Das Reich division, 3 regiments) and a couple of independent panzer grenadier regiments. The 18 powerful infantry divisions are also yours, together with a useful Air Interdiction capability. It is not really the quality or numbers of units that you are worried about, it is the time limit.

Soviet Force Evaluation

One major problem you have is that you don't know the strengths of your units. An advantage of this is that the enemy doesn't either; the only way to find out is to attack with them or force the Germans to attack you. Both methods are slow and painful. An average division of infantry

has, approximately, between 2 and 5 attack strength points and 4 to 5 points in defence, with some 0-0-6's and 0-1-6's thrown in for good luck. To be fair you may turn over a 6-8-6 or maybe even an 8-8-6; on occasions a 9-8-6 has also been seen. You know (or should know) that none of your divisions, even those mentioned above, can match the 9-7 of the German infantry but don't let that worry you too much; the enemy doesn't get victory points for destroyed units and reinforce-



ments should — it depends much on the activity of the German Air Interdiction — keep pouring in.

German Activity

On the first two game-turns the 39th and 57th Panzer Corps should be used to decimate the Soviet 20th army. This shouldn't be difficult but for God's sake do not risk anything: one unit loss to a division and it will lose its integrity bonus. When the 24th, 46th and 47th Panzer Corps and the second corps of infantry enter the scene, an advance should be made to hold the woods north-east of Mogilev. After a couple more infantry corps have arrived a pincer

movement should be attempted against enemy divisions between the Dnepr and Sozh rivers, crossing the Sozh river with strong mechanised units between the towns of Mstislavl (hex 1524) and Krichev (hex 1427), then swooping down on the enemy from behind. A general assault with all available infantry divisions should have been carried out to keep the Soviets occupied so that they have no time to redeploy: with a bit of luck great slaughter will be inflicted (if the Soviets have neglected to place a garrison at Roslavl (hex 2526) send a few mechanised regiments to capture it and other eastern objectives.

For the Northern drive you should not devote too many divisions, giving most of the reinforcements and perhaps a depleted Panzer division (for capturing victory point hexes). A front line at about hexrow 1200 would be in order, or perhaps somewhere more easterly than this, so as to be within Panzer striking distance of Smolensk.

Soviet Activity

Initially the 13th army, the reserve and anybody else you can lay your hands on should be formed into a defensive line from around hex 11 or 1218 to 1521. Hex 1521 is the best place to put the flank, as it is bordered on three sides by a river. A few divisions between the line and Roslavl would be in order to keep a line of hexes in zones of control, a necessary part so as to prevent a successful flank attack. The 21st army should be based at Roslavl, together with strong mechanised forces so as to provide a mobile reserve should a strong German attack develop. As soon as a mobile attack does develop, with a flanking movement as described above, the line should be withdrawn as far as possible to a line around hexrows 1800 or 1900. If heavy losses are then received, slowly fall back towards Smolensk. Remember — your losses do not lose you victory points.

On the northern front the 13th army should be withdrawn to the south of the W. Prina river and to Vitebsk (hex 0412). The 16th, 19th and 24th armies should reinforce it together with the 22nd, when it comes. It is obvious that the Vitebsk area cannot be held for long and it is inconvenient, as there are little other natural defences between there and Smolensk. When things start getting desperate (and they will) retreat to hexrow 1600, where you have a subsidiary of the Kaspnya river to protect you from some of the German's divisions. Never miss an opportunity to damage an already depleted unit or to destroy one: you get 5 victory points for every complete German division destroyed (except their weak cavalry division). But remember, trade land and units for time; use your Air Interdiction, weak as it may be, to its greatest (or perhaps only) effect — to delay German reinforcements, or in any way gain time, as time is the most important thing in this highly playable game of the Russian war.

“MAIL CALL”



The opinions expressed in this column are not necessarily those of the Editor or Publisher.

In my opinion, articles on the “basic strategy and tactics” of boardgames should be included in The Phoenix. As a newcomer to boardgaming I would welcome articles of this sort. Indeed, it might attract more people to become involved in boardgaming.

One comment about Phoenix 5 was the ‘Book Review’ on the Crusader Tank. I thought a review was meant to be an account of the contents, accuracy, layout, objectivity, etc. of the book in question but this “review” gives a short summary of the Crusader Tank itself. Kasserine Pass (Phoenix 4) made enjoyable reading but what was the point of it? In the two issues I have received, these two articles are the only ones I think should not have been included in the magazine.

The review I liked best was the review of “Jerusalem” by Tony Jones. The run through of the game gave the article flavour and was enjoyable reading. I, for one, will buy this game when I can (as a student, I don’t have much spare money!)

“The Phoenix” is, in my opinion, a good magazine and given time will develop into an excellent magazine.

John Lewis Laird

I couldn’t agree more with your suggestion for Phoenix articles on basic strategy and tactics — you write them we’ll print them! Come on all you experts — spare a thought for the newcomers and pass on some of your experience.

Editor

My copy of Phoenix 5 had evidently been trodden in the mire.....However apart from such superficial indications, I still thought it wasn’t as good as No4. The two SPUKORGY pieces were no doubt interesting to those who were there, but for the rest of us...The one on ‘Flying Circus’ was very disjointed, and that “typical target areas” diagram was a mess. Apart from the fact that it omitted the main machine guns, though it did show their ammunition, from all my reading it seemed a total fallacy. I have never heard of anyone who tried to shoot at the upper wing machine gun or the propeller (at some immense no. of r.p.m.) as a target, let alone typically. The typical target was the middle of the plane, and in particular the pilot of a single seater and the observer/air gunner of a two seater so that a clear shot could be made at the pilot once his tail was undefended. However, I did like the excellent historical Borodino variant, the Tank article and to a lesser extent the Kingmaker one, though that could have been much better.

John Norris

Phoenix 4: the review of MERCENARY omitted to say that the rules are totally incomprehensible as they stand, that FANTASY GAMES UNLIMITED have bought US rights and will (I hope) be doing a decent edition.....and there was no indication of where the game could be obtained! A far better game in my view is Gamemesters other product, MADAME GUILLotine, which is the French Revolution done in ORIGINS OF WW11 style but for under a £.

What I’d suggest is that at the end of any article on a particular game the price and details of how to obtain it if not from S.P.U.K. are given. See MOVES for how to do this.

Hartley Patterson

In Phoenix 5, in the reviews of SPUKORGY, there is mention of one K.Broadhurst and his game ‘Strategos’. If, as the article has it, you are thinking of publishing it, then every good luck. Meanwhile, is it possible for you to let me have his address, as the mention has whetted my appetite and I’d like to see a copy of it.

While I think of it, might that be an idea for Phoenix? As a clearing house for British gamers and designers to get in touch with each other? Stocking and selling games would be one thing, i.e. your comments on Jagdpantner, but I imagine several people like Strategos’ Broadhurst must be around and I for one would be interested in what they’re doing.

Jim Hind

Good idea, Jim. If any budding designers want to take up this suggestion, please feel free to do so.

Malcolm Watson

Re: the “wisdom” of Frederick of the Palatinate’s acceptance of the Bohemian crown: my ‘ranging shot’ in Phoenix 4 having drawn R.J.Stephens may I continue?

Perfect information wargames may be unrealistic but how much more so is ‘perfect information’ diplomatic history. The Bohemian protestants had irreversibly repudiated Ferdinand by the Defenestration of Prague (22nd May 1618) and so Frederick brought them no additional danger. The Bohemian estates only voted to offer him the crown on 26th August 1619 and he had to make up his mind before the election of a new Holy Roman Emperor in Frankfurt only two days later. Therefore any estimate of the likely reaction of rulers (other than those gathered in Frankfurt) could only have been the wildest guesswork. His acceptance of the crown did endanger the protestants of the Palatinate but the analysis that the Dutch could not afford to let the Spanish control the Rhine seems sound enough. In any case, are we to conclude that it is only prudent to defend a cause (the liberties of Bohemia) if one is first assured of the support of the ‘big battalions’?

Getting back to wargames: Musket & Pike scenario 16.21 of the battle of White Mountain (8th Nov 1620) suggests the Bohemians have some chance but this is only because the victory conditions insist on speed of Imperialist victory. Of the battles in the 30 Years War Quad system which use the Swedish army I find they have a harder task at Breitenfeld than at Lutzen, itself harder than Nordlingen! Presumably the play balance versus historical simulation dilemma is still with us.

P.H.S.Hatton (Dr)

Feedback Results Phoenix 5

SPUK service during the period Dec 1976, Jan 1977 was rated at 6.59 with 57.5% saying the service was steady and 21.25% that we were improving. Whilst this rating is down a fraction on the previous period, the apparent deterioration may well be accounted for by the increased volume of work that we, the Post Office and the various carriers experience at that time of year. Also the late despatch of S&T59, whilst out of our control, may have tended to drag our rating down. Whether or not these speculations (excuses if you like) are valid, steps have been taken internally to cut down on the turnaround time for all orders. The benefits of these steps would not be felt until the middle of March. I do not expect to see an indication of improvement until the Feedbacks for this issue are collated.

Customer service was rated 6.7, an increase of .5 on Phoenix 4 and an encouraging sign that this unlauded side of the business is improving. Ray Smith (our unsung hero who handles customer service) will no doubt be doing all in his power to improve this rating. One by-product of the feedback is the healthy rivalry between various members of staff who are making a bid to outdo their workmates in the ratings and this can only be to the good servicewise.

All five non SPI games got a big raspberry and we will be steering well clear of them. With every batch of feedbacks returned one cannot help but

Ta very much for printing a few of my contributions. One or two small points — in the ‘Foxbat’ thing I was referred to as ‘A J Gilham’ — I don’t like the idea of hiding behind my initials, my name is Andrew, not A. Also, I guess the bane of all authors is the editor who persists in changing titles, so I’d rather you didn’t. OK?

Anyway, I enclose another thing for your perusal. Whilst I am writing, I’d like to make a few comments on Feedback and the Phoenix’s first year. First of all, your perennial ‘right direction’ question. The Phoenix gives the impression of trying to be the British MOVES, but I don’t buy this. While it remains an amateur concern, this just isn’t on. On the other hand, it isn’t even a good fanzine, despite the good physical work. It’s too serious to be fannish. The Phoenix needs a good jolt of sf fandom. It also needs some sort of kick to shift the complacency that has so soon set in. Heck, how can a one-year-old zine be the establishment? But that’s just what it is!

OK, I’ll try to be more coherent. Emotional issues are involved. But what I’m driving at is that articles should be more chatty, less involved, and if they have jokes, let them be funny ones. The Phoenix is a bunch of amateurs ripping off MOVES — at least that’s how I see it (I suppose you don’t). I can’t get worked up over the Phoenix. It’s dullsville, man (to coin a boring phrase). Even my own articles are boring because I’ve read them all before.

If Ed Merryweather (what’s an Ed Merryweather?) can give tips to writers, then I sure as hell can too. Don’t start by telling us what you’re going to say (Jerusalem, ish 4). If you must, at least do what you set out to do — don’t stop because you’re getting bored(ditto). Sign your article (Fall 1940, ish 4). And unless your forename is something like Aloysius, use it. Contrast the informal American approach — Rich Berg, Jim Dunnigan, &c. This is about the only thing in Rob Gibson’s favor so far.

Incidentally, did you try playing my Navarette scenario (Mail Call, ish 5)? And if so, was it any good? I’d love to know — you see, I’ve never tried it myself, and I don’t know anyone who has. Its success (or failure) will maybe vindicate my theory that good design doesn’t need playtesting. I did playtest the other scenarios you’ve printed, and they all worked first time.

Do you get many sf type articles? I’d be interested to know. Two fantasy articles so far suggests not. This raises a point — have you changed your proofreader since ish 3, I mean the oaf who let ‘magic and conjugation phase’ thru not once, but twice? The mind boggleth.

Oh well, after a year of the Phoenix I’m pleased to see it’s still around, but I might have hoped for a more exciting zine with the circulation (captive audience) you have. If a fanzine like News From Bree can be so good with a circulation of only 500, surely you can do better.

Andrew Gilham

Our sincere apologies to the author of this item but we have mislaid your name somewhere in the Phoenix production machinery. — Editor

Quite by chance I have come across a great way of storing the counters for my simulations.

I have for some time been utilising the plastic boxes in which colour transparencies are returned. (I find the Kodak ones especially good). However, as my collection of games has grown so has the problem of storing the boxes themselves. Almost by accident I noticed that a Compact Cassette is the same width as the film boxes. By using a Carrying Case designed for 30 such Cassettes I have storage capacity for approximately 30 games in the form of a neat, compact, and portable case only 280x240x80mm.

The cases cost about £2.50 from most record shops and although a little expensive do give advantages over the Manila Envelope filing system.

The following is a selection of comments taken from the foot of feedback cards. Though not readers' letters we reproduce them here simply to prove the point that 'you can't please all the people all the time'.

'The only thing that will encourage newcomers into the hobby is advertising. Anybody not into wargaming will take one look at the (comparatively) poor quality production of Phoenix and move on.'

'More information needed on the type of articles readers and editor would like.'

'SPUK centre spread very good'.

'Kingmaker article reasonable — would like to see more Kingmaker and Diplomacy'.

'Borodino series excellent — I will buy this game in a few months.'

'How about a UK games rating chart'.

'To improve Phoenix include more game scenarios'.

'Scenarios useless if I don't own the game. Historical articles and reviews more interesting'.

'I would like to add that Phoenix does not, in its current form, make beginners more interested as it has no separate column for them. I would welcome such an addition for beginners. It could include advising how to make games solitaire'.

'Why not more game reviews — say one page of short, to the point, reviews per issue'.

The articles on new scenarios/improving games are a good idea especially as regards question 25 but the trouble is they are of little use if you do not have the games (I only have Kingmaker). I would like to see such articles balanced by more 'review-style' articles e.g. 'Jerusalem' in the last issue'.

'I have no complaints about the articles in Phoenix concerning games (either histories, reviews etc) or news on the scene articles. However, book reviews should be relevant to boardgaming'.

'I have read every Phoenix so far. No.5 was the best to date but don't take that as a compliment'.

'Q23 This cannot be better because, so far, they all seem excellent to me!'

BUY THE BOOK

Hamish Wilson

In the last three issues I appear to have concentrated on hard-back books almost to the exclusion of the paperbacks and, while this may give news of what to order from the library, a wider coverage of books in our specialist field is necessary.

Let's look first at the Penguin Press and a first book that has nothing to do with Military history! Written by Warren Weaver, "Lady Luck: The Theory of Probability" is a delightful guide to the intricate back streets of mathematics wherein are found the laws which govern the way that dice will roll across the hexes to destroy divisions or capture commanding heights! I promise you that it's not a heavy book but that it is worth taking time over and as well as clear diagrams the author provides some very nice anecdotal humour to underline or highlight his points. A must for designers and an insight to CRT manipulation, "Lady Luck" is published by Penguin at only £1.00.

Civil War is the theme of two of the principal titles from the Penguin list at the moment. While both are re-issues, both contain new material. "Ten Days That Shook The World" is the title of John Reed's famous book on the seizure of power by Lenin and the Bolsheviks in November of 1917. Written as it was, by a man who was America's foremost journalist, the book is filled with a kind of bated breath excitement and an enthusiasm for the succinct image which vividly conveys all that he felt for the momentous events which were going on around him, for he was there. It is, was and must have felt like the story of a lifetime and so it's all to the good that we have the balancing effect of A.J.P. Taylor's introduction which was previously excluded from the volume while the copyright remained in the control of the Communist party of Great Britain. This copyright has now expired and so Penguin publish, for the first time, introduction, book and all, for £1.00;

Also dealing with Civil War is the massive book by Hugh Thomas. Now greatly revised in this third edition "The Spanish Civil War" must be the principal book, if not the only book of any real worth in English on this complex, tragic, and most bloody of conflicts. It is difficult to comment on the work in such a limited space but in over a thousand pages of text, Professor Thomas dissects out and lays bare the interwoven loyalties, politics and pressure which led to this wasting of a nation. With 36 maps, 8 appendices, a select bibliography, and a good index, this Pelican is well worth the £3.50 asked for it. When are the designers going to look at the Battles for Madrid, Guadalajara and Teruel? Who knows — but when they do you may be sure that a well-thumbed copy of Professor Thomas's book will be on the drawing board beside them.

One more from the Penguin Press and this time it's a Peregrine. The book is called "A Matter of Honour: An Account of the Indian Army, Its Officers, and Men" and it is by Phillip Mason. More often the butt of jokes about pig-sticking Pukka Sahibs than anything else, the Indian Army nevertheless provided a training ground in every aspect of the soldier's job for the hard corps of professionals who were to see Britain through some of the darker periods of her history and although buffoons like Lord Cardigan were to speak disparagingly of "The Indians", the great sub-continent was to play a major part in the history of nearly every regiment of the British Army, whether alive or disbanded, from the time of Clive up to the present day. Even now, traditions of dress, custom and courtesy built between the officers of Empire and the troops of the line are still manifest in the modern independent Indian Army. So Phillip Mason's book is important both in the telling of the fascinating story of the Indian Army and in the greater understanding of the British Army. It is not an unsentimental book but even so it well deserves a place on the shelf. £2.50 is the price and this again underlines the value of the paperback.

Turning now from an old, established paperback publisher to a relatively young one which is now serving our specialist interest splendidly. Futura is the name to look for and here are some of the titles you will want to look at. "Panzer Battles" by Major-General FW Von Mellenthin is the latest addition to an already impressive list of military books. This one is particularly interesting in that the author served throughout the last war as a Staff Officer and was thus privy to most of the major command decisions made during those six years. Not only did he serve throughout the war but he seems to have served on virtually every front on which the German Army fought, including Poland, North Africa (where he was Rommel's Staff Officer for over a year) and latterly in the Ardennes. There can be no doubt that "Looking Over the Enemy's Shoulder" is one of the more fascinating ways of reading military history and this text, supported by 61 maps, allows us to do just that. We are able to see how lessons learned were used in future planning and how tactics and material in both Panzer Division and Army developed. Altogether not bad value for £1.25. Also worthy of note is that the book was first published in Britain twenty-two years ago. I wonder what else Futura are going to blow the dust off for us? One that hasn't been on the shelf long enough to gather dust is David Irving's "The Rise and Fall of the Luftwaffe." In fact, this is a biography of Erhard Milch, Luftwaffe Marshall and, according to the author, a prime moving force behind the reformation of the Luftwaffe prior to the birth of the Third Reich. Irving is the first historian to be given untrammelled access to the Milch private diaries and papers and the result is an important contribution to our understanding of the internecine warfare which dogged the Luftwaffe in its planning, designing and production departments, as well as an interesting study of a man who was first embraced and then rejected by the upper echelons of the Nazi machine. An added bonus to the book is the cartoons by Ernst Udet whose suicide was to be a turning point in Milch's career and an enormous bibliography and index. A first rate work at the very reasonable price of £1.50.

Less in price but no less in value is "Convoy Commodore" by Rear Admiral Sir Kenhelm Creighton. Retired from the Navy in 1934 to a life of gardening, sailing and part time Magistrate, the author was recalled to serve as Convoy Commodore in September 1939 and until 1943 he did just that — being torpedoed and sunk once in the process. In 1943 he was asked to take on the job of Director General of Ports for Egypt, the Suez Canal and the Red Sea; and on the voyage out to start the job he was torpedoed again! He tells his story with honesty and humour and at 60p. the book is excellent value.

Futura has reissued two useful books — one is Richard Cox's study of Hitler's invasion plans. "Sea Lion" is a novel in form illustrating aspects of the attack and defence as they might have happened. Those who took advantage of SPUK's offer of the "Seelowe" game will be able to test the theories for themselves. 75p. is the price for this interesting volume which also contains essays by such luminaries as Correlli Barnett and Alan Clark. The other is James Campbell's account of the Nuremberg raid of March 1944, which at 70p. will be a worthwhile addition to the RAF shelf in the library.

I must mention one paperback to beware of. It is by Donald Sandford and is called "The Battle of Midway". Published by Corgi at 75p. it is (of course) a book based on the film and therefore, as a historical reference, is about as reliable as the Pripet Marshes beneath the tracks of a tiger. The old Purnell book by AJ Barker is now out again in the smaller paperback format. "Midway: The Turning Point" is the title and the illustrations suffer dreadfully in the small size but the text is still worth the 80p. asked for the book. One hard back for "Frigate" fans. Michael Joseph has reissued CS Forrester's "The Hornblower Companion" (hurray!) with thirty maps and text detailing the battles. This one will be the source of many scenarios and it is costing only £5.50.

As a rough guide — an article of 500-600 words will pretty well fill a single page if it has supporting graphics i.e. pictures or maps. If you wish to include maps in your material please make sure that they are clearly drawn. You can use colour if it helps, although we of course cannot. We do however have the facility of tints and textures to help us in place of your colours. Because of the technicalities of print reproduction, maps and diagrams will invariably have to be redrawn so don't worry if you are one of those people who feel that they 'can't draw a straight line'. As long as what you are trying to show is clear we will do our best to interpret it on your behalf.

Let me finally say that if you have submitted material in the past that has not yet appeared in Phoenix don't automatically assume that it isn't going to be used. Everything submitted is stored in our 'article bank' and there are going to be a lot more issues of Phoenix. Some material inevitably becomes dated and cannot therefore be used in its existing form but in general most items will be reviewed for publication at the start of each production planning phase for each issue of Phoenix. A bit like having your Ernie bond come up really!

You will see from page 17 that we cannot hope to please all of you all of the time but remember 'don't shoot the pianist 'cause he's doing his best!'



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THREE NEW GAMES FROM JEDCO OF AUSTRALIA

FIELD MARSHALL

FIELD MARSHALL is a two player game of military strategy in which each player assumes the role of a Field Marshall in his country's army and takes command of an Army Group consisting of armour, infantry, artillery and other specialised troops. Each Field Marshall takes orders from his leader, only to the troops in the Army Group under his command.

Field Marshall is actually two games in one. The **BASIC GAME** is designed to introduce players to this type of simulation game and also provide experienced players with a quick, evenly balanced and challenging game that can be played out within an hour or so. The **TOURNAMENT GAME** is for more experienced players and confronts the players with many unexpected problems.

COMPONENTS: Full colour mounted mapboard and over 200 unit counters comprehensive rules booklet and two order of battle charts.

Price £6.50 inc p&p



The WAR AT SEA

The War at Sea is a game of Grand Strategy with each player assuming the role of an Admiral of the Fleet and trying to control the sea areas that are important to his nation's interests.

Can YOU as the British Admiral stop the German capital ships from breaking out into the Atlantic? Can you defeat the Italian fleet and control the Mediterranean, can you get the vital convoys through to Russia, can you control the U-boat menace and still have the ships needed to defeat the Bismark and Tirpitz?

Can YOU as the German Grand Admiral outfox the larger British fleet and sink the vital convoys? Can you escape from Allied naval airpower and sink his vital carriers, can you stop the Russian ships in Leningrad from disrupting the vital iron ore supplies in the Baltic Sea and will you allow the Bismark to sail alone or wait for the Tirpitz to be completed.

Described in the American game review magazine 'Campaign' as the classic naval game of all time, the War at Sea is a very playable and fast moving simulation and comes complete with a full colour mounted mapboard, counters representing all major German, Italian, British and Russian capital ships of the European theatre and a very easy to read rules folder.

Price £6.50 inc p&p



The AFRICAN WAR

This quick moving game is easy to play and historically accurate. Some of its features include: fuel supplies, airpower, minefields, step reduction to indicate losses, fortresses, ports, headquarters, and effects of terrain.

The game begins with Wavell's first offensive against the Italian forces of Marshall Graziani, and ends in December 1942 when the Americans landed in Rommel's rear. On a 3'x1' map of North Africa YOU can refight and redirect the desert war.

Can YOU as Rommel, the Desert Fox, with your small but mobile Afrika Korps, overcome your supply problems and seize Alexandria from Montgomery?

Can YOU as the Allied commander hold Tobruk and El Alamein, destroy the panzers and push the Axis forces out of Libya?

COMPONENTS: Full colour mounted mapboard, over 200 unit counters comprehensive rules and order of battle charts.

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MAGAZINE OF UK WARGAMERS (SEE PHOENIX 6,
PAGES 9 & 10)**

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ATIONS UK, CROWN PASSAGES, HALE, ALTRINCHAM, CHES
WA15 6NF.**

Back in July 1976 we printed Normandy, Sinai and Seelowe as an experiment to see whether or not the UK market would absorb a larger number of games than had hitherto been the case. These games were initially offered at a very low cost and sold famously for the duration of that offer.

After the termination of the offer, all three titles continued to outsell imported games and, suitably encouraged, we went on to print 'Outreach' in January. As regular readers will know, we had a bad time with this production. The verdict on physical quality was 'below' SPI standards on the counters but acceptable. Despite the slight drop in counter quality, you have bought more 'Outreach' in a four month period than you did 'Sorcerer' (the best selling imported game) in a twelve month period.

The main bitch with 'Outreach' was the counters. This problem has been overcome with the help of SPI who have agreed to supply us with counter sheets for those games that we do produce over here. All other components will be manufactured in the UK and in time we will overcome the production problems with the counters and have them manufactured here also.

As you will see from the various special offers dotted throughout this issue, our production has now got into full swing with 'Mech War '77'/'Star-soldier'/'Sniper'/'Dreadnought' now available and 'Sorcerer'/'Fulda Gap' available mid-June. 'Star-soldier' and 'Fulda Gap', being new titles, are not being put on offer.

We have set ourselves a target of two titles per month up to September this year, after which a decision on further printing will be taken. However, if the response from you out there is good, there is no reason why we should not continue to produce games and bring prices back down on most of the range.

With the arrival of Moves 30, our subscription postings got back onto schedule. S&T 60 went out March 19th and Moves 31 went out April 18th. S&T 61 has been delayed in the States but I am hopeful that they will still arrive in time to go out on schedule.

New SPI games now in stock are 'Highway to the Reich', 'Wacht Am Rhine', 'Assassinate Hitler' (boxed with mounted map). Re-released SPI games in stock — 'Destruction of Army Group Centre' and 'Franco-Prussian War'.

New SPI games expected in by mid-June are 'Battlefleet Mars', 'Conquerors', 'War Between the

States', 'Air War '78' and WWI Module are due mid-July. 'War Between the States' is priced £13.00 boxed and £11.00 Z-pack. 'WWI Module' is £7.75 boxed and £6.75 Z-pack. All other games as per our price list (see centre spread). Other new games expected in are 'La Bataille De La Moskowa' (Borodino: September, 1812) by GDW — eta mid-June, price £13.70, 'Citadel' (The Battle of Dien Bien Phu) by GDW — eta mid-June, price £6.65 (please note that these prices may vary 10% either way — please phone for correct price before ordering. Fire & Movement Issue 5, price 90p — is now in stock.

Non-SPI games now in stock include 'African Campaign', 'War at Sea', 'Field Marshall' by Jedko.

The arrival of 'Highway to the Reich' was delayed by problems with counter sheets. Apparently there was a hang up with the printing and cutting and the initial run had to be ditched. When the new batch was produced it was found that one or two of the unit counters had minor flaws in the die cutting and this on the full production run. SPI apologise for this unfortunate situation, however no information is lost on the counters and there is just nothing that can be done about this flaw now. Because of the counter re-run, 'Highway' missed its scheduled shipment by two days.

In the last issue of Phoenix I stated that Battline Publications were to close down their operation. Stephen Peek, the President of Battline, had intended to go to New York and work for SPI. This has now fallen through and Battline will remain with us, a good piece of news I'm sure you will agree.

In the wake of this resurrection comes an obituary. I understand that JagdPanther Publications have gone to the wall. Could it be that the paying customers agreed with the opinion expressed in Phoenix on the quality of JP games? I guess we'll never know.

Despite the difference of opinion that I had with JP, I am truly sorry to see yet another gaming company disappear from the wargaming scene. Who knows, perhaps they will make a dramatic comeback in the near future.

The Autumn Games Orgy is to be held on 7th, 8th and 9th October 1977 at the usual venue, the Ashley Hotel in Hale. Full details can be found in the centre spread. I realise that October may seem a long way off. However, bearing in mind the disruptive effect that Summer holidays have on most folks' planning, I felt that a good deal of forward

notice would be in order on this occasion.

In issue 6 I mentioned the possibility of putting a game into a future issue of Phoenix, this possibility has now become a probability. Game testing has been started, albeit in a low key on the game in question, and first impressions are favourable despite numerous rules omissions found in the prototype. If, as we hope, the designer comes up with an article on the development of the game, it could make for very interesting reading and help give UK gamers an insight into the workings of game development.

On reading of the possibility that Phoenix may carry games, another local gamer has come up with a simulation to be tested at the Spring Games Orgy. At this point, I know absolutely nothing about this creation. I do know, however, that this gentleman is taking the possibility seriously as he has asked me to feedback two titles in this issue for your reaction. See feedback questions.

I have been asked several times to publish a UK games rating chart in the Phoenix. Whilst I am not yet in a position to do this, I can give a list of the best selling games for the period 1st April 1976 to 31st March 1977. See below:

SPUK Top Twenty Sellers

1. Sinai*
2. Seelowe*
3. Normandy*
4. Outreach*
5. Sorcerer
6. Starforce
7. West Wall Quads
8. Firefight
9. WWII
10. Invasion America
11. North Africa Quads
12. Global War
13. Napoleon's Last Battles Quads
14. Fast Carriers
15. Mech War '77
16. Dreadnought
17. Kingmaker (Philmar)
18. War in the West
19. Panzer '44
20. Frigate

*printed in the UK

In that same period we moved 40,913 units, of which 2,338 (5.71% of the total) were non-SPI games, and 17,592 were S&T subscription magazines physically despatched. The total of units moved in the previous year was in the region of 22,500.

Phoenix 5 Feedback Results continued from page 16

get the impression that investing capital in stocking non-SPI games is a bad move and that the money would be better spent in printing SPI games over here. A fact that is substantiated in your answers to questions 11 - 19 inclusive:

Rate the physical quality of the following Outreach components —

	lower than SPI	level with SPI	higher than SPI
Map	—	38.46%	61.54%
Counters	42.31%	50%	7.69%
Rules	11.54%	69.23%	19.23%
Frontsheet	—	57.69%	42.31%
Charts	3.85%	84.62%	11.53%

The overall physical quality got a rating of 7.12, 92.86% said it was value for money and 96.3% said yes we should continue to print in the UK. 95.45% said that their copy of 'Outreach' would not discourage them from buying future UK printed games, perhaps a more positive question would have been 'Would your copy of 'Outreach' encourage you to buy UK printed games in the future?' We'll try that approach in this feedback.

Predictably the counters got the lowest rating but they stood reasonably well to your examination. A small quantity of rules books were badly cut and bound and these probably account for those of you who voted them down on SPI standards. This fault was pointed out to our printer who has assured us that steps will be taken to improve on his first effort. The bad cutting was put down to staff problems.

Frontsheets came out very well and the maps got very high praise indeed, this combined with your answers 17 - 19 are very encouraging indeed and make all the heartache that went into the production of Outreach well worth while.

On now to the questions about Phoenix, 91.28% would subscribe going on the first 5 issues, 29.75% on merit alone and 64.55% on merit plus the desire to support a UK magazine. So more of you agree that Phoenix is worth having but fewer of you feel that merit is the prime motive for you wanting it.

Phoenix 5 was given an overall rating of 6.28, 54.42% believe it was better than issue

4, 62.5% feel it would encourage newcomers and 88.08% consider that Phoenix is going in the right direction.

Obviously there is room for improvement, however we, that is SPUK, can only work to improve the physical quality and graphics in Phoenix. The quality of content comes back to you, the contributors. Having said that, I do not consider the ratings that Phoenix gets to be bad, when compared with the ratings to be found inside Strategy & Tactics magazine.

S&T 59 UK Feedback Results

Rate 'Plot to Assassinate Hitler' (simulation)	6.49
Rate 'Plot to Assassinate Hitler' (article)	6.37
Rate Russo-Japanese War	6.37
Rate Outgoing Mail	6.38
Rate Briefings	6.29
Rate For Your Eyes Only	6.75
Rate this issue overall	6.71
Was this issue better than the last one	Yes 47.97%
	No 38.51%

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Dreadnought

Naval Combat in the Battleship Era, 1906—1945

By the time World War 1 broke out, naval strength was measured by the number of Dreadnoughts a country possessed. By this yardstick Great Britain retained its century-old naval dominance. Germany was second in strength. While the land war degenerated into a bloody stalemate, the world waited for a decisive sea clash. It never came.

Dreadnought is a recreation of surface to surface battleship actions in the period 1906 to 1943. It includes all of the Dreadnoughts ever built and their major refits. Cruisers and Destroyers are represented by screening units. The map is an "endless" geomorphic sheet, cut into six sections so that the map may move with play. Each hex represents 1800 metres across, and each Game-Turn represents fifteen minutes.

Play is by scenario, with some seven historical and hypothetical Scenarios presented, including Jutland, North Cape, and the Bismarck episode. However, the core of the game lies in the free-form campaign Scenarios. In these Scenarios, the Players are first cast in the role of "CNO," assigning their fleet assets to certain missions; convoy escort, shore raid, sea sweep, etc. Then they are cast in the role of the tactical commander afloat resolving a series of tactical battles.

- Every Dreadnought ever built
- "Endless" Geomorphic map
- Simultaneous Movement and Combat



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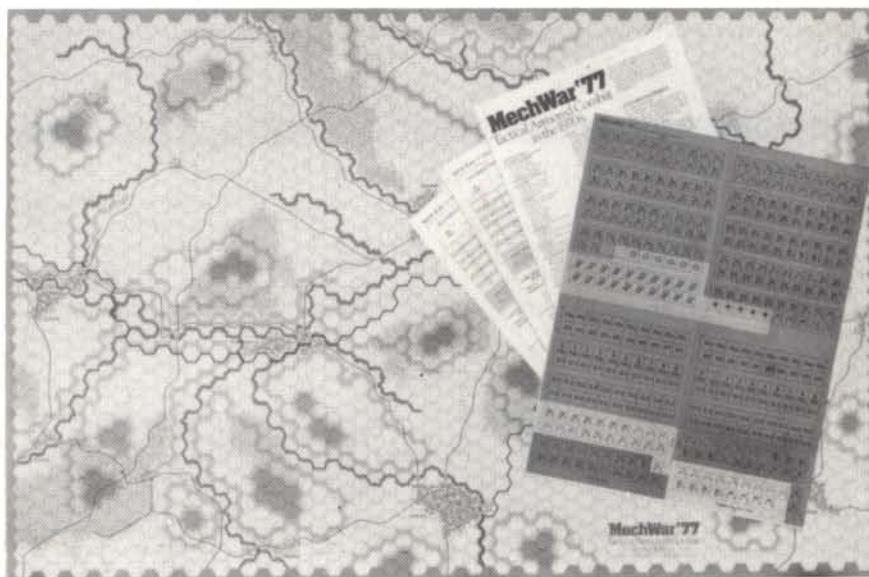
MechWar '77

Tactical Armored Combat in the 1970's

As a background to this game, a future history was written postulating a Soviet attack on the NATO forces in Germany. Derived from this history are eight scenarios which depict various elements of the Soviet Second Guards Tank Army in action against the American VII Corps. There is also one Sinai scenario drawn from the Yom Kippur War and a hypothetical Sino-Soviet confrontation in the Manchurian border regions. Air-mobile, flak and anti-tank guided-missile capabilities are designed into the game with special rules.

Combat is simultaneous, with both Players plotting and then executing fire in mutual Phases. Each Player must commit his units to fire without knowing his opponent's intentions. Movement, on the other hand, is sequential. First one Player, and then the other, moves his units as he sees fit. There is no time-consuming plotting required. This game system allows a Player to handle more units than in a purely simultaneous game, while preserving the essential flavour. The game scale is 200 metres per hex and one to five minutes per Game-Turn, and the Combat values were derived from the same base as **Panzer '44**, making the two games compatible.

- Current-day and future weapons systems
- New Simultaneous-Sequential Play System
- 400 Unit Counter mix



THE MECH WAR '77 OFFER IS VALID ON ORDERS RECEIVED BEFORE
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N.B. This Special Offer is restricted to S&T and Phoenix Subscribers Only