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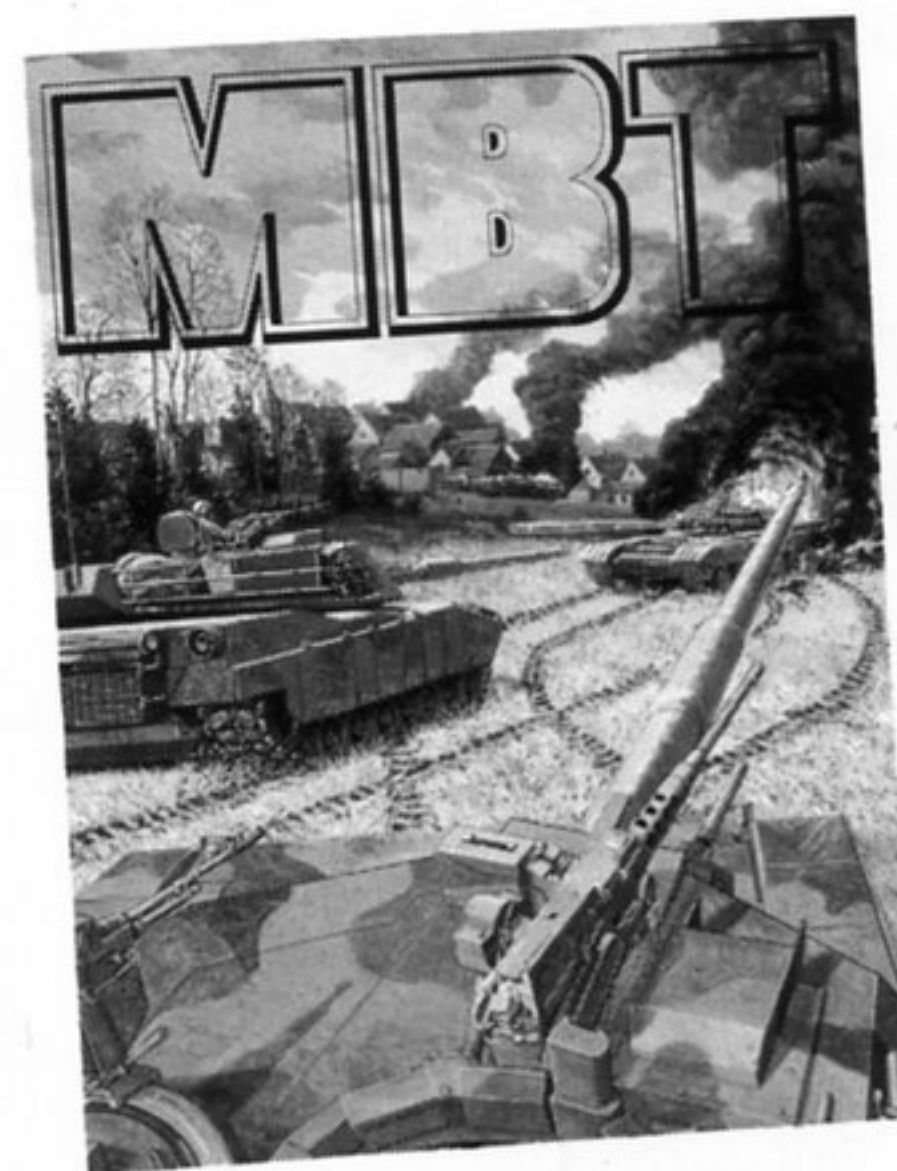
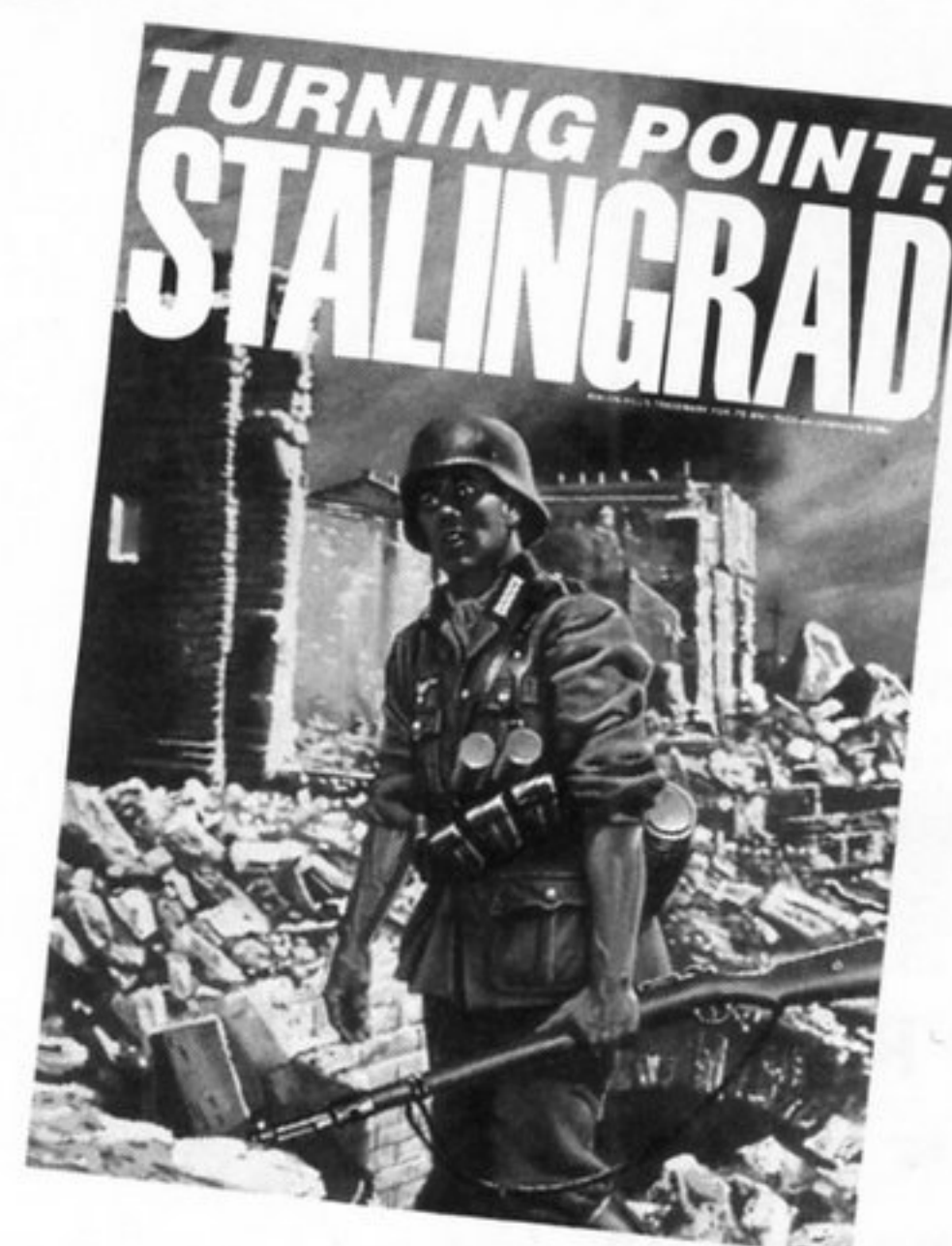
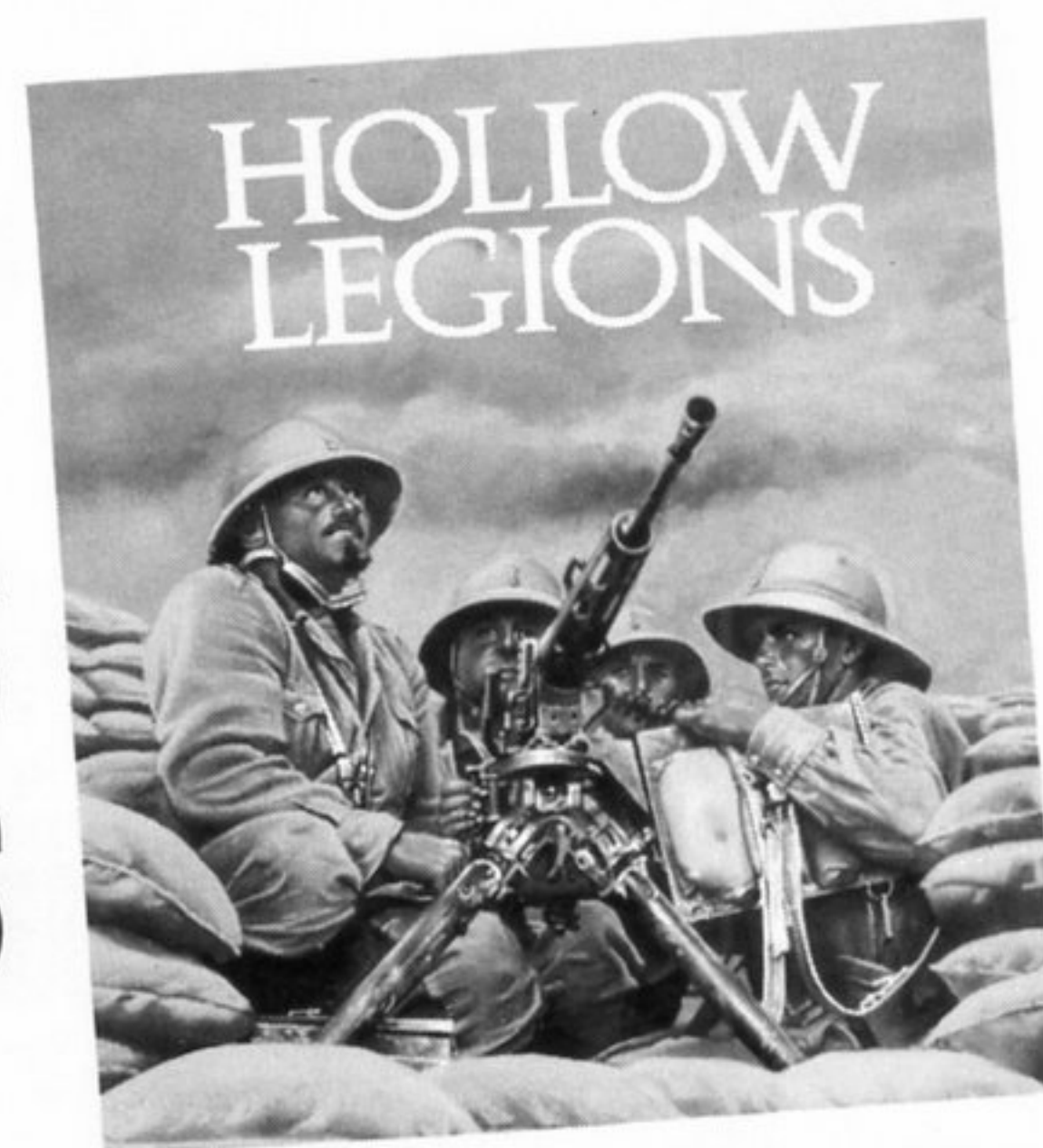
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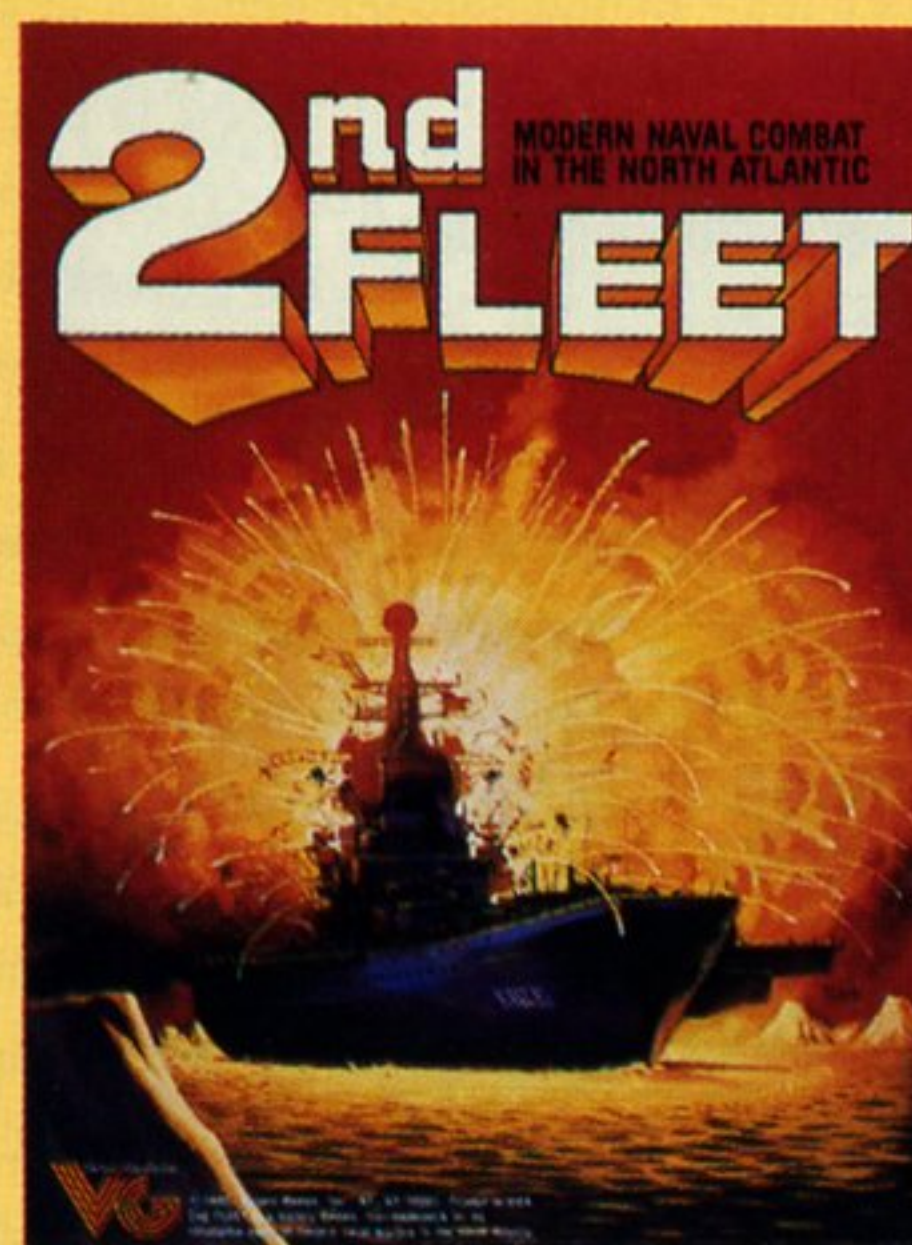
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FAX PHONE: (805) 927-1852.

S&T Magazine: Design and Production: Larry Hoffman, Beth Queman, Nancy Bogenrief

Art Director: Larry Hoffman

Design Consultant: David Fuller

Circulation: Ana Thomas

Shipping: Vivien Peach

Warehouse Manager: Jerry McKinnon

STRATEGY & TACTICS® is published 8 times a year by World Wide Wargames (3W) Inc. 8 issue subscriptions are \$40 U.S.. Overseas subscriptions cost the same, and must be paid in U.S. dollars (only) by means of an international money order, or U.S. or Canadian postal money order. All orders should be made payable to 3W, and should be sent to 3W, PO Box F, Cambria, CA 93428. VISA or MasterCard orders may be made by mail or telephone—(805) 927-5439. Single copy \$10.00. U.K. subscribers (only) may alternatively pay in pounds sterling at the rate of £27 (Surface Mail), or £45.75 (Air Mail) for 8, to: 3W, 8 Barbridge Rd, Cheltenham, Glos, England.

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POSTMASTER: Send address changes to Strategy & Tactics, PO Box F, Cambria, CA 93428.

STRATEGY & TACTICS (second class mail permit ISSN #1040-886X) is published 8 times a year by 3W Games, 4070 West St., Cambria, CA 93428.

NEXT ISSUE: *Harvest of Death:* The second day at Gettysburg. A game of shot and saber, melee and maneuver, and death and destruction. Be there. Aloha!

editorial outgoing mail

by Ty Bomba

Without any ado at all, let me present a guest editorial written by a man who needs no introduction to any of us — Jim Dunnigan.

It's been over 10 years since I've written Outgoing Mail (OGM) by myself. Years before I stopped editing S&T in 1980, I had handed over OGM to various other people. This was in the original spirit of OGM, which was to provide a link between the readers and editors. Well, so much for that purpose. I'll have to come up with another hook for this installment. Here's an appropriate one: I thought it would be interesting to speculate on what I would have done 20 years later, in 1989, in founding SPI (or a reasonable facsimile). Aside from being 20 years younger, and missing all the sex, drugs and Rock & Roll of the 60's, there would have been lots of microcomputers to play with. In the late 1980's manual wargames are a declining market. But I note that, in 1988, over a quarter-billion dollars were spent on games and such for micros. Nearly half of this was for the 20 million IBM PC type machines in the U.S. Commodore and Apple come in second and third with \$60 million and \$40 million. So I would probably start Strategy & Tactics with a computer wargame in it.

It won't work, you say? That's what I was told about the original S&T with its manual game included. Consider the current situation. There are over 20 million IBM PC owners alone and these comprise the majority of existing wargamers and a lot of other people who currently favor computer wargames over the paper variety. So you've got a shot at a market. Granted, disk based periodicals have not set the market on fire, but several do survive the circulation levels that S&T has always been healthy with. I'll not bore you with a lot of other business type numbers right now, I'm sure you're more interested in the product.

As for product development, there are millions of hackers who can cut code but don't know much about wargame design. There are thousands of history buffs and wargamers who have slogged through thousands of pages of game rules and hundreds of history books and know something about military history and games. What you need is a system for bringing all these talents together. As I did with history games, new systems would have to be invented to harness the creative, and often chaotic, energies of the computer wargame developers. This new system would link three people, or teams, together. First there would be the game editor. This person was the unsung hero of manual game design, the only major participant who did not (always) get mentioned in the game credits. The editor is basically a cheerleader, troubleshooter and, in rare instances, executioner. Something like the manager of a baseball team. The designer comes up with the historical game design and puts together the manual prototype. This is somewhat different from the manual game to be published as a manual game. The manual prototype for a computer game is merely an extension of a basic (but often ignored) rule in software development: Do it manually before you do it automatically. Finally, there is the programmer. Frequently, the programmer is left to do everything and the result is some very curious computer wargames. Such was the case with manual games before I set up the designer/developer/editor system in the late 1960's. Note that there was a fourth key member on the manual game team, which was the graphics designer. Redmond Simonsen was crucial in defining how this essential task was to be done. Graphics design is part of the programming process with computer games. It's important, but not as crucial as in manual games. Besides, there are many well done graphics tool kits for programmers which prevent a lot of bad visual design.

By assigning a team to each project you create a more reliable and robust product. The key to making this work is having competent people in each job and

(Continued on page 51)

for your information

by A.A. Nofi

DID YOU KNOW?

- > When an admiring American remarked upon the stirring courage of the Red Army, Stalin replied "It takes a brave man *not* to be a hero in the Red Army."
- > Although 68% (255,000) of the 375,000 Austrian reservists mobilized on the eve of the Italian War of 1859 were found to be so devoid of training as to be incapable of loading a musket, Austria decided to go to war anyway, with disastrous consequences.
- > In 1814 the *Garde Imperial* constituted over 17% of the manpower of Napoleon's field armies.
- > Despite the fact that

1560-1568), never gained a victory in the field because he refused to command against generals inferior to himself in rank.

- > Of every seven American casualties during the First World War, one was killed or mortally wounded in action and six were less seriously injured, figures which in the Second World War became one killed or mortally wounded, five less seriously wounded, and one psychologically disabled.
- > Counting reservists and paramilitary personnel, approximately 2% of the human race is currently involved in some form of military service.
- > Although generally depicted as an heroic feat of arms, the storming of the Winter Palace on 7 November 1917 [25

bardment campaign against Germany in World War II cost approximately \$43,000,000,000.

- > Of six field marshals on active duty with the *kaiserliche-und-konigliche* Austro-Hungarian Army in 1914, only one was Austrian and two Hungarian, there also being one Slovak and two Serbo-Croats.
- > The 39,219 strong British expedition which landed on Walcheren Island, in the Netherlands, for a few weeks in late 1809, suffered only 106 men killed in action (0.03%), but fully 3,960 deaths from disease (10.1%), and brought home 11,513 sick men (29.4%).

FOOTNOTES

Aerial Resupply at the Siege of Kut

In April of 1916 Maj. Gen. Charles Townshend with 13,840 British and Indian troops and 3700 civilians had been besieged in the Mesopotamian town of Kut, located on a strategic bight in the Tigris River by Turkish forces since December 3, 1915, after a foolhardy attempt to march on Baghdad without adequate preparations. By going on short rations, purchasing or confiscating civilian food stores, and eating their transport, the troops and Townshend had made what seemed to be a month's worth of supply last five. But Townshend's 6th Indian Division was running out of food quickly, even though a relief force was on the way.

An unknown member of the staff of Lt. Gen. Sir Percy Lake, Townshend's superior in Basra, some hundreds of miles away at the head of the Persian Gulf, suggested that it might be

possible for the Royal Flying Corps detachment attached to Lake's Indian Expeditionary Force "D" to resupply Townshend by air. After all, that was how the garrison's mail had been delivered for months. Townshend by air. After all, that was how the garrison's mail needs at 5,000 pounds of flour, sugar, chocolate, salt and ghee [Indian clarified butter] per day; the RFC detachment commander, a Maj. Broke-Smith, allowed that it might be done, given good weather and if each of his aircraft was able to make two trips a day. So plans were made for the first attempt at aerial resupply of a besieged garrison.

The RFC detachment consisted of fourteen aircraft: eight B.E. 2c's, four Short Seaplanes, one Voisin, and one Henri-Farman. Each was given a payload carrying capability by grounding its observer and removing its defensive armament, for they had thus far been unopposed over Kut. Additionally, mechanics had installed a jury-built dropping device beneath the undercarriages of the B.E. 2c's which consisted of a hinged bar held in place by a sturdy pin. Two 25-pound sacks of grain and flour could be draped over the bar for takeoff. Once over the target the pilot would give the pin a yank by tugging on an attached cable which had been run into the cockpit; when the pin came free, the bar swung open, and the supplies dropped away. With this modification, and by draping 50 more pounds on each wingroot, which the pilot shoved overboard manually, the B.E. 2c's were able to transport 150 pounds of supplies each sortie. The other aircraft were able to handle 250 pounds each by more conventional means.

In all cases, the supplies were simply to be dropped, as

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torpedoes were regularly carried by battleships from the late nineteenth century right through the Second World War, *H.M.S. Rodney* is the only battleship known to have actually succeeded in hitting an enemy battleship with one, when she planted a single 24" fish into the German *Bismarck* on 28 May 1941.

- > A military reformer and innovator of considerable ability, Swedish King Erik XIV (r.

October O.S.] cost the attacking Bolsheviks just six killed and 30 wounded.

- > During the American Revolution Benjamin Franklin oldest — and illegitimate — son, William was one of the most prominent Tory leaders in the country, while *his* illegitimate son, also named William, joined his grandfather among the Rebels.
- > The American strategic bom-

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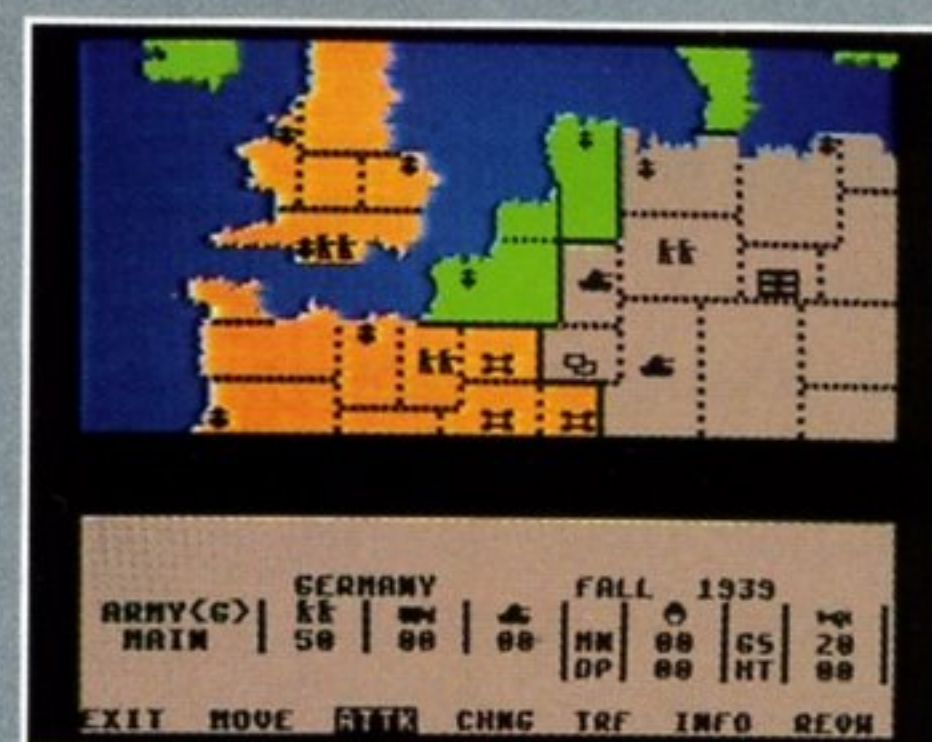
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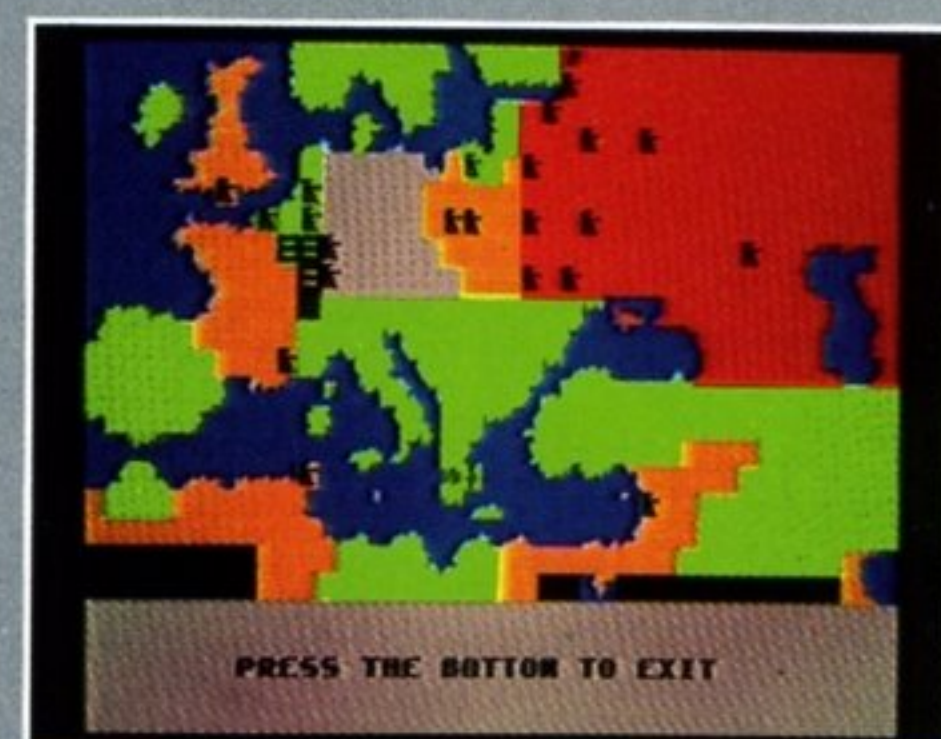
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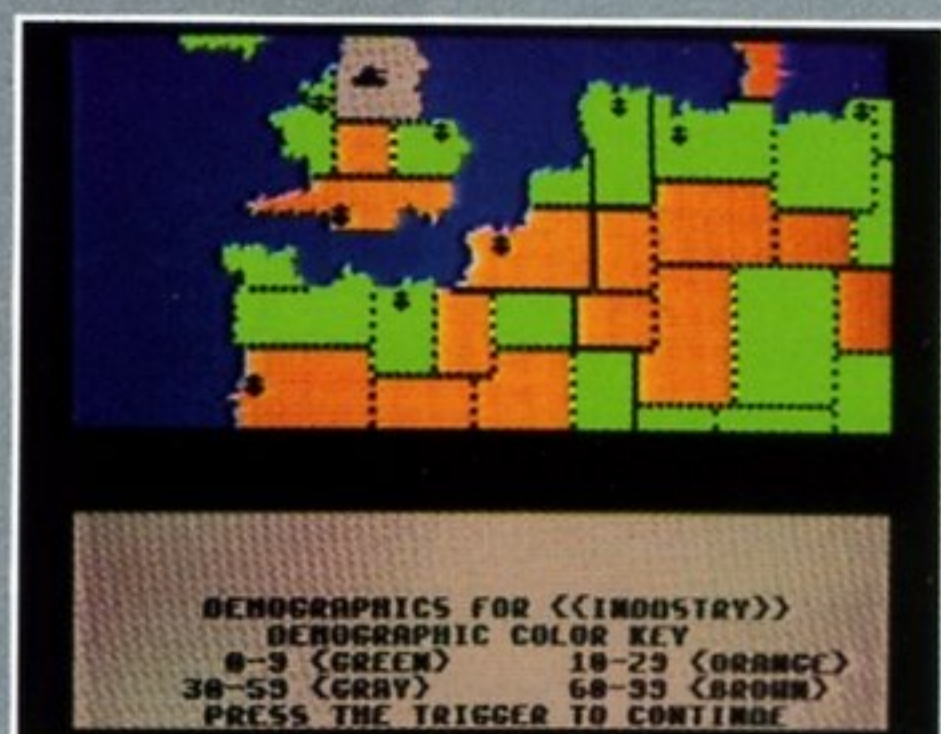
THE OVERALL STRATEGIC VIEW OF EUROPE AND NORTH AFRICA.

GERMAN LAND UNIT DISPOSITION

(BT)	(NAME)	(STATUS)	(STG)	(EFF)	(LOC)
A	1ST ARMY	ACTIVE	28	85	167
B	2ND ARMY	ACTIVE	23	88	178
C	3RD ARMY	ACTIVE	25	75	171
D	4TH ARMY	ACTIVE	14	75	178
E	1ST PNZR	ACTIVE	27	88	163
F	5TH ARMY	ACTIVE	83	78	168
G	6TH ARMY	ACTIVE	16	65	162
H	7TH ARMY	INACTIVE	**	**	**
I	2ND PNZR	INACTIVE	**	**	**
J	3RD PNZR	INACTIVE	**	**	**
K	8TH ARMY	INACTIVE	**	**	**
L	9TH ARMY	INACTIVE	**	**	**
M	1ST SS	INACTIVE	**	**	**
N	2ND SS	ACTIVE	88	85	172
O	55 PNZR	INACTIVE	**	**	**

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the parachute was not yet part of the equipment of the Indian Army, or that of any other army.

The lift started on 15 April, and on that day some 3,350 pounds of food was dropped to the 6th Indian Division. It rapidly became obvious that the accuracy of the drops was going to be a problem, as Turkish ground fire forced the precious machines to operate at an altitude of 6,000 feet. Weather worsened on the 16th, and only, 1,333 pounds were recovered by the besieged force; on 17 April the takeoff fields were completely socked in and no sorties were flown.

It was obvious to Townshend that the airlift was not going to be able to keep his division going, and he therefore suggested that a small steamer attempt to run the Turkish blockade on the Tigris. As the RFC kept up its best, if inadequate, efforts, the steamer *Julnar* was loaded with 270 tons of supply; on 23 April it was stopped and captured within sight of the besieged troops.

Also on the 23rd the Turks received delivery of three Fokker monoplanes at nearby Shumram airfield. When the first RFC sorties of the 24th reached Kut, they found the enemy aircraft waiting. The Fokkers downed a Short Seaplane and damaged the S.E. 2c of Lt. S.A. L. Robinson, who defended himself in the air with his service revolver.

Since the RFC aircraft could now be rapidly destroyed, it was no longer possible to keep up supply efforts, and the air lift was halted on the 24th.

Altogether the RFC had dropped approximately 17,000 pounds of food, mail, and money in 140 sorties. On 29 April Townshend surrendered the airlift, his siege having prolonged his defense by about four days.

There were two lessons here for history, however. The Indian

Expeditionary Force did possess the air transport capacity to meet the 6th Division's needs if everything went well with the aircraft and the weather; but what they needed was *excess* capacity, as neither aircraft nor weather can be relied upon 100% of the time. This is exactly the fate to befall Stalingrad in another war.

Despite that, the airlift was nonetheless necessary to the morale of the forces outside the Turkish siege. Relief columns had been fighting their way toward Kut since January; the airlift gave the rest of the Expeditionary Force the feeling that they had done everything they could. Those who criticize such operations on strictly mathematical grounds must remember to figure the remainder of an army into their calculations.

—Dave D'Alessio

Absence of Pattern in Aircraft Losses in Modern Combat

The pattern of aircraft losses in conventional conflicts since the end of the Second World War has proven highly erratic. Despite improvements in radar, ground-to-air, and air-to-air missile technology, no clear pattern has emerged to demonstrate whether aircraft or surface — both ground and naval — fire are superior at killing aircraft.

An examination of aircraft loss statistics from the principal air wars of the last forty years demonstrates that while a distinct pattern may emerge for a particular conflict, no over-all generalizations are possible.

Figures are approximations and include only fixed wing aircraft destroyed in the air, thus leaving out considerable numbers of aircraft destroyed on the ground by air (Arab-Israeli of 1967) or ground operations (The Falklands War). The particular pattern which distinguishes the individual wars may be attributable to the peculiar character of each conflict. Thus, in Korea, Vietnam, the Arab-Israeli Wars, and Lebanon, one side had clear command of the air, while in the Falklands this was a disputed commodity, and in the Iran-Iraq War neither side had large numbers of aircraft available after the first few weeks.

Unsung Heroine of the Civil War

On the outbreak of the Civil War many young women in both the North and the South attempted to make themselves useful to the war effort. A few, perhaps 400, managed to disguise themselves as men and actually served in the ranks from varying periods of time. Others served as *vivandieres* — a sort

of den mother and mascot — or nurses. And some found other ways to serve their cause. One such was Annie Jones (c. 1840-??). At the start of the war Annie, a native of Massachusetts, ran away from home to enlist as a nurse. Reaching Washington she discovered that she was disqualified from such service as a result of the stringent regulations established by the formidable Dorothy Dix, head of nursing services for the Union armies: to wit, Annie was too young, too pretty, and too unmarried. Seeking about for another way to serve the troops, Miss Jones began visiting the various encampments in the vicinity of the capitol, "more out of curiosity" than anything else. Soon she established a close "friendship" with some officers on the staff of Maj. Gen. Franz Sigel. It was an idyllic existence. Annie's "friends" gave her free run of the camps and supplied her with all the necessities of life, including a tent, rations, and horses, even providing a military escort as she roamed around the countryside, often wearing a major's uniform. Miss Jones served as a "guest" of various officers. Brig. Gen. Julius Stahel "looked after" her for a time, and she was later taken up by Maj. Gen. Judson Kilpatrick. In mid-1863 she became "friend and companion" to the handsome, gallant young Brig. Gen. George Armstrong Custer. This was a bad move, for not only was Custer outranked by Kilpatrick, but he was also the latter's subordinate in the *3rd Cavalry Division of the Army of the Potomac*. This greatly annoyed Kilpatrick, and within a week he issued an order "prohibiting all females from accompanying the war," which, considering his habits, amounted to cutting off his nose to spite his face. Annie went, but not for long. A few weeks later she returned to Custer's headquar-

Conflict	Loss Attribution	
	Surface	Aircraft
Korean (1950-1953)	87%	13%
Vietnam (1964-1972)	80%	20%
Arab-Israeli (1967)	90%	10%
Arab-Israeli (1973)	27%	73%
Iran-Iraq (1979-1988)	95%	5%
Falklands (1982)	40%	60%
Lebanon (1982)	90%	10%

ters late one night "in an army ambulance with escort." Rather than turn her away into the cold darkness, the kindhearted Custer allowed her to stay. Kilpatrick soon learned of this and accused Miss Jones of espionage. As a result, Annie was thrown into the Old Capitol Prison and soon afterwards transferred her to the Barnstable House of Correction in Massachusetts. Outraged at this injustice, Annie appealed to Lincoln.

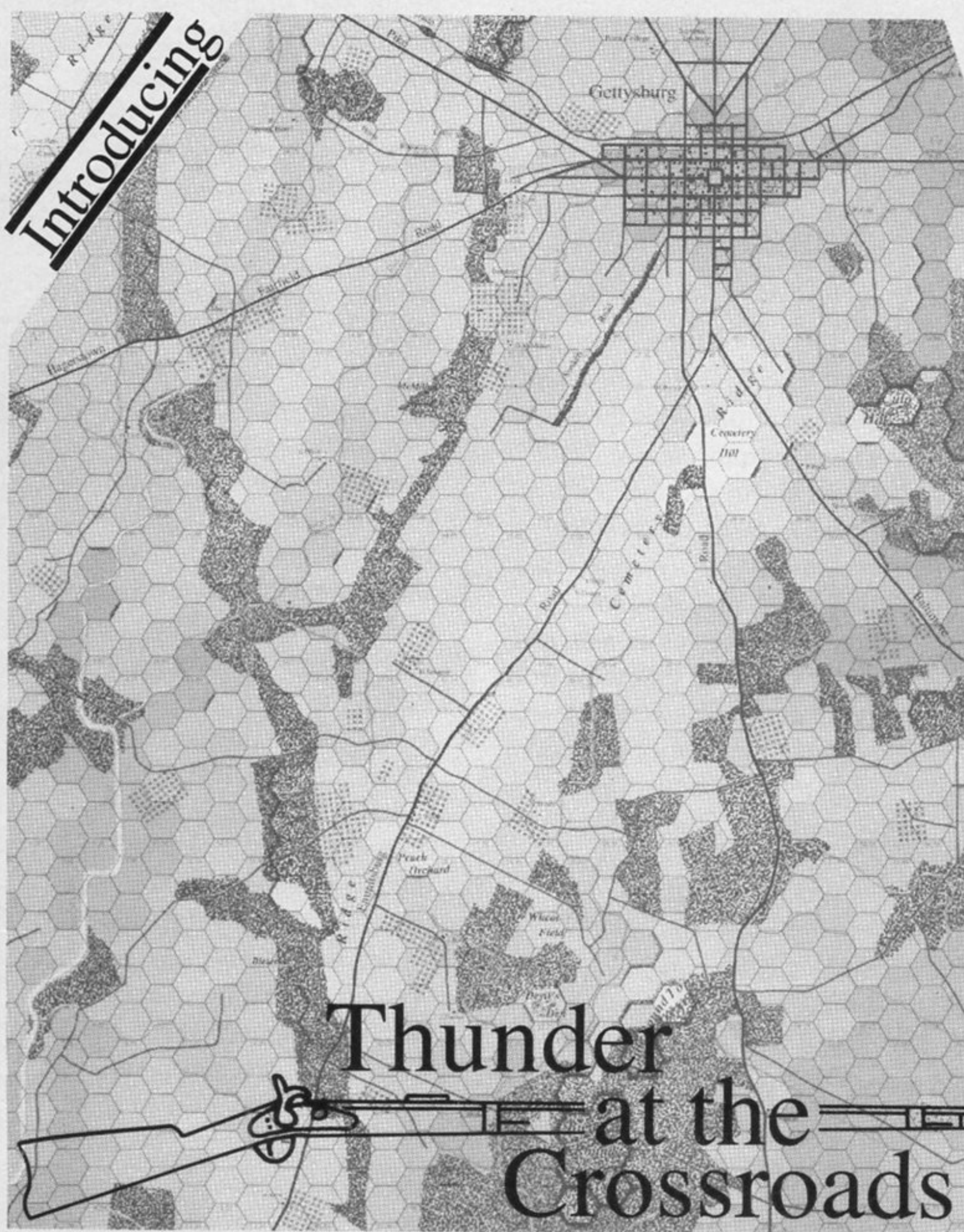
The rank of the officers involved made the case a sensitive one, and Lincoln ordered an investigation. The men involved were questioned. Most of them claimed no connection with Annie. Some suggested that she was a nurse or a scout or a spy; a few allowed as how she might have been plying another profes-

sion "among the troops." Finally Miss Jones was brought to Washington and interviewed by the Lincoln himself. She adamantly denied that she had been anything but "a companion to various commanding officers." Though admitting that she had engaged in "relations" with a guard at the Old Capitol, for which reason she had been sent to Massachusetts, she angrily noted that she had been sent to Barnstable in the company of a "common prostitute." The investigation satisfied Lincoln that there was no basis to the charge of espionage, but Annie remained incarcerated.

In the Spring of 1864 Miss Jones wrote a letter to Representative Fernando Wood, a former mayor of New York City and

noted Cooperhead. She asked Wood, a complete stranger, to help her out, explaining her recent history and noting that she was in dire need of money, clothing, and books. Wood took up a collection among his friends, kicked in a sawbuck himself and sent her \$50.00. In addition, he asked Secretary of War Edwin M. Stanton if Miss Jones might be released in his custody. Stanton granted the request on 3 July 1864, providing Wood "exercise sufficient influence to keep her away from the Army" and promptly forgot about the matter. Much to his surprise, the following March he received a communication from the Adjutant General of Massachusetts asking that the War Department pay for Miss Jones'

continued upkeep. Upon inquiry, Stanton learned that Governor John A. Andrew of Massachusetts had declined to release Annie, fearing that Wood might make use of her to discredit the conduct of the war and the President in the 1864 election. The election had come and gone, and Annie had been forgotten. As the war by then was virtually over, Stanton ordered her release conditional on her remaining north of the Susquehanna. Miss Jones wrote to the Secretary to thank him and requested permission to go to New Orleans to teach freedmen. And, indeed, there was an "Annie Jones" on the payroll of the Freedman's Bureau in Mississippi in 1866, which may not be the same woman. With that, Annie E. Jones vanishes from



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history. Or almost does. For in 1879, John D. Sabine, an official of the Adjutant General's Office, requested a copy of Annie's file for an unspecified "friend in Boston," a request which was denied on the grounds that it was not "advisable or conducive to the public interest." The enigmatic request and reply alike only whetting the appetite for more information about Miss Jones's fate, information which is, alas, not forthcoming.

Some Late Starters: Noted Commanders Coming Late to the Profession of Arms

Normally someone who emerges as a capable military commander has been involved in military activity from their youth. Nevertheless, as can be seen from this table, there have been a number of men who rose

to some distinction as commanders despite having come late to the trade. It is interesting to note the importance of revolutions in developing what might otherwise have been an otherwise undiscovered military ability. Fully 17 of the men named here [Allen, Arnold, Belgrano, Blake, Charles I, Cromwell, Egmont, Forrest, Frunze, Greene, Hampton, Herkimer, Mera, L'Ouverture, Sullivan, Trotsky, and William] became involved in military activity directly because of a revolution or civil war. Most of the others came to soldiering rather by accident, as a result of aggression by hostile powers [Albert and Hinmatonyalatkit, more mundanely known as Chief Joseph], or from seeing one's opportunities and taking them [Cortes, surely the most successful amateur soldier — perhaps the most successful soldier — of all time], or from trying to prove that one's physical shortcomings did not preclude a successful military

career [Narses]. Also of note is that fact that only one of these worthies [Blake] made his reputation at sea, and that virtually at the beginning of modern naval warfare: since his time expertise in the art of war at sea has presupposed expertise in seamanship.

P.S. The Good Readers should note that their Heroic Editors *do* take kindly to additions and amendments for items of this sort, which may be submitted directly to the FYI Editor.

Democracy at War: Clausewitzian Style

Though written in the first decades of the nineteenth century, Clausewitz' analysis of the nature of war and the higher levels of strategy retains considerable validity for the present day. The ability of a democracy to successfully fight a war, within the context of his theories, is characterized by difficulties that Clausewitz need not have considered in his autocratic era. As the product of an autocratic military society, he implied that democracies should ignore or suppress dissident public opinion, regardless of the resulting effect on the ideals and morals of democratic government. his theories best fit the nations he was most familiar with, those that defeated Napoleon. The civil-military relations of Prussia were more closely bound in the person of the King. In a brief note, Clausewitz portrayed America, for example, as an aberration of the norm probably because she succeeded in her wars while maintaining her democratic society. This does not, however, invalidate his study with regard to democratic nations. Through his definitions of war and civil-military

relations a democratic society can still fight a successful war if its governing body is aware of the pitfalls that will inevitably arise.

Clausewitz devoted his entire first book to the definition of war. Significantly, this was the only book that Clausewitz considered complete. In essence, "War is nothing but the continuation of policy with other means." These "other means" are "...an act of force to compel our enemy to do our will." Policy represents the political goals that a nation holds in relation to other nations. War, by this definition, represents the ultimate commitment to the attainment of policy and, as such, should be fought with total dedication to achieve the goals identified by policy. National commitment should be pursued with equal vigor regardless of the war's objectives or scale of involvement. Put simply, if the goal justifies the cost, that cost should be willingly paid. Clausewitz further sub-divided war into two types: absolute and limited. Absolute war seeks the total defeat of the enemy and subsequent conquest of his country. Limited war may only require the temporary acquisition of small portions of territory, or be confined to defense. War is presented as a violent, dedicated act requiring national unity of purpose. The only acceptable strategy is "the use of engagement for the purpose of war" and the only means is combat.

Democracy is essentially a society or nation ruled by its members. As with other forms of government, the term has taken on a variety of other meanings. For the purpose of this study, democracy will refer to societies possessed of a freely elected, egalitarian system of government, whose best examples are Great Britain and the United States. These nations,

Name	Starting Age	Country
Albert I (1875-1934)	39	Belgium
Ethan Allen (1738-1789)	36	U.S.
Benedict Arnold (1741-1801)	34	U.S.
Manuel Belgrano (1770-1820)	36	Argentina
Robert Blake (1599-1657)	47	England
Charles I (1600-1649)	42	England
Hernan Cortes (1485-1547)	34	Spain
Oliver Cromwell (1599-1658)	43	England
Lamoraal Egmont (1522-1568)	35	The Netherlands
Nathan Bedford Forrest (1821-1877)	41	Confederacy
Mihail Frunze (1885-1925)	33	Soviet Union
Nathaniel Greene (1742-1786)	33	U.S.
Wade Hampton (1818-1902)	41	Confederacy
Nicholas Herkimer (1778-1777)	47	U.S.
Hinmatonyalatkit (1840-1904)	37	Nez Perce
Cipriano Mera (1879-1975)	39	Spain
Toussaint L'Ouverture (1743-1803)	48	Haiti
Narses (478-568)	60	Byzantium
John Sullivan (1740-1795)	35	U.S.
Leon Trotsky (1879-1940)	37	Soviet Union
William the Silent (1533-1584)	35	The Netherlands

among all other modern democracies, have best weathered the strains of numerous wars on their way of life with little or no permanent loss of democratic rights and privileges. However, even these oldest of current democracies, endured numerous changes during wartime which threatened the very existence of their democratic ideals through totalitarian excesses brought on by the pressures of war.

The natures of war and democracy necessarily clash. Free societies extol the virtues of individual liberties, especially that of free choice. War, particularly Clausewitz' version, stresses the complete imposition of one nation's will on another through an act of force for which, "There is no logical limit to the application...." Though democracies fight wars, often their own choice, they face problems unique to their form of government, unlike autocratic governments, democracies must very clearly explain the purpose of a war to their citizens. There frequently exists a good deal of friction between the civil authorities and the military stemming from the close controls that elected officials exercise over the direction of the war, at the operational level. Being elected, the leaders in democratic nations have a constant stake in the conduct of the war, sometimes subordinating military objectives to domestically motivated civilian ones, resulting in the choice of electoral considerations over pragmatic strategy. While Clausewitz believed that strategy should be subordinate to the goals of policy, democratic leaders do not just change strategy indirectly by changing policy. Often, civilian leaders impose their authority down as low as the campaign or battle level of strategy. Confusion and wasted effort usually result.

During the Falklands conflict, direct satellite communications allowed the civilian leadership to communicate with the British task force on a daily basis, introducing a complication that Clausewitz could not have foreseen. The battlefield commander could no longer operate in isolation during a campaign. Modern communications placed the civilian leadership in his headquarters. The group most able to create dissension at home, the press, also had access to modern communication. Though the press can be more easily controlled, the threat of security leaks and unpopular news stories poses a constant threat to stability on the home front. Lack of success at the front can also weaken the cause at home. In the Falklands, the combination of these factors resulted in the poorly conceived but brilliantly executed assault on Goose Green. Perceived concerns for public support overrode sound, tactical judgment. Clausewitz did allow for a cabinet-level commander to translate the wishes of the government into viable strategy but, in democratic societies, this level is often by-passed, often defeating the very policy that the government wishes to pursue.

Another political factor motivating the leadership is the actual level of dissent at home. A basic tenant of a free society is freedom of expression which, as evidenced by the Vietnam war, can be decisive in shaping the way a war is fought. Engendered by a governmental failure to adequately explain the purpose of the war or develop an understandable strategy, strong opposition at home, while for years unsuccessful in ending the conflict, resulted in continual political manipulation of strategy with often disastrous effects. With public opinion riding daily on fresh television newscasts, American leaders

opted for tactical, "body count" victories, pressuring military leaders to produce continued, positive results. The civilian leaders neglected developing a sound, long range policy in favor of operational tampering for short-term gains. Coupled with a complete underestimation of the North Vietnamese will to fight, a judgment derived from technological comparisons, the United States could not implement the strategies necessary for victory nor the national will to support it.

Both excessive civilian interference and uncontrolled dissent disrupted the unity of purpose that Clausewitz stressed. The need to control dissension presents democracies with their greatest internal threat. Methods ranging from political isolation to coercion can work but as repressive measures become more widely used, democracy can become corrupted. During the Civil War President Lincoln unconstitutionally authorized the suspension of the Writ of Habeas Corpus, allowing the government to jail dissenters without charges for extended periods of time. A democracy must always balance the total commitment that Clausewitz emphasized with the preservation of democratic ideals.

Clausewitz also felt that compassion had no place in war calculations. "Kind-hearted people might, of course, think that there was some ingenious way to disarm or defeat an enemy without too much bloodshed, and might imagine that this is the true goal of the art of war." A careless political leadership runs risk of losing popular support when the potential for continued high casualties exists unless the people are solidly behind the war effort. Many democratic nations have developed strategies and tactics designed to conserve forces in battle. One proponent of this, Sir

Basil Liddel-Hart, portrayed Clausewitz as a bloodthirsty Hun for his adherence to decisive bloody battles but, in defense of Clausewitz, this represents just another version of the national commitment theory. Liddel-Hart's "Conservation of Force" strategy should not replace a nation's willingness to face a bloody war or their resolve will crumble at the onset of serious casualties. Vietnam, again, demonstrates this point. Democracies have fought successful wars despite these handicaps within the Clausewitz model. How?

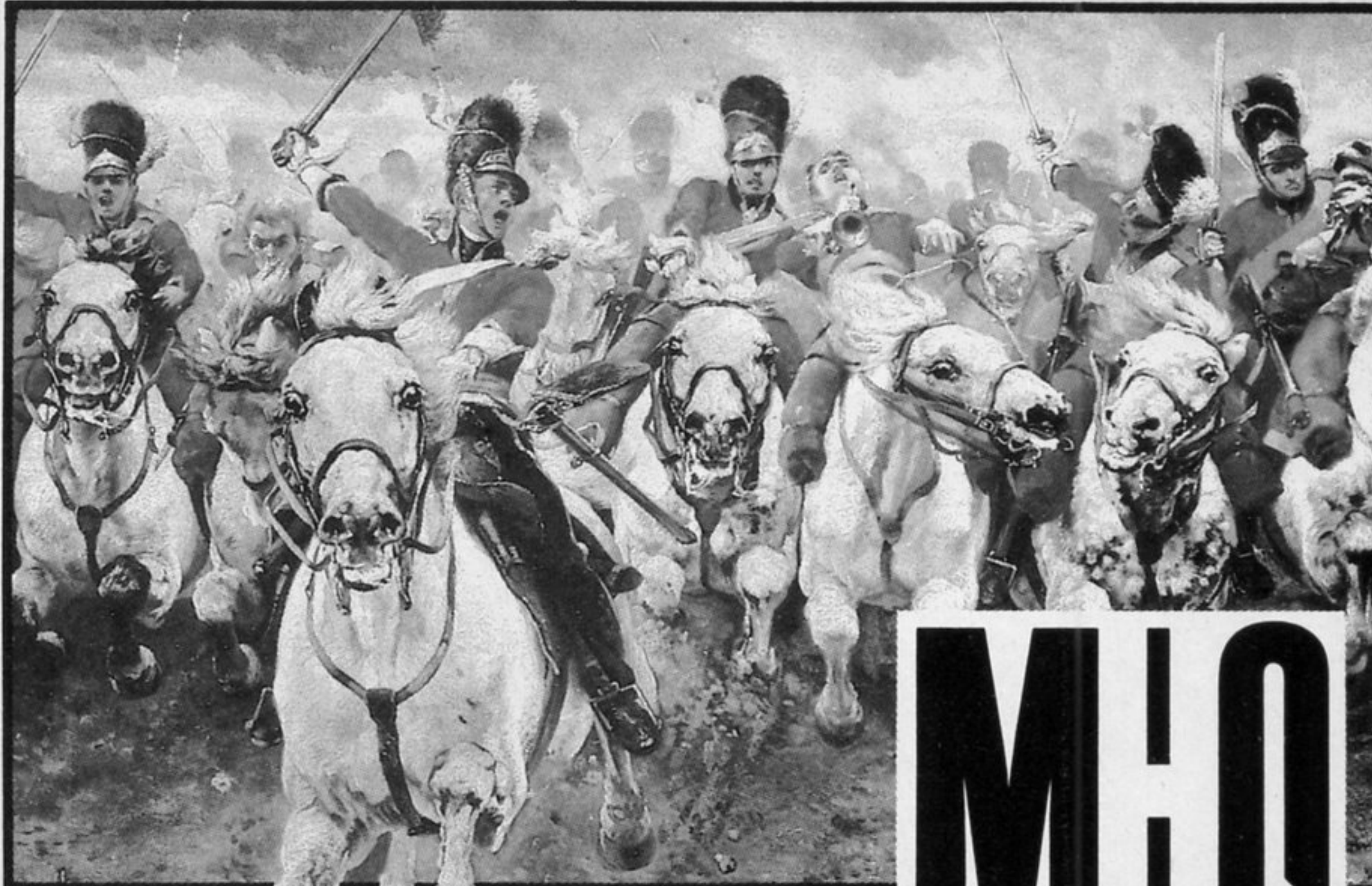
World War II illustrates the successful completion of an absolute war, with a total national commitment, and few losses of individual liberties, or at least no permanent losses. Mobilization and retention of favorable public opinion formed the backbone of American resolve. "When whole communities go to war... the reason always lies in some political situation, and the occasion is always due to some political object." With democracies, more than any other form of government, that "political object" must represent a threat to democracy resulting in a righteous war to preserve democracy or defeat a very personal threat. When these conditions are met, democracies become among the most fierce of opponents, as their citizens display a high degree of personal motivation. Clausewitz recognized this in comparing a regular army with "proper military spirit" to a "people in arms." In particular, he cited the difficulty in defeating a "people in arms," using America's accomplishments as an example. Considering democratic societies' dislike of large standing armies, "The Cause" becomes paramount to success. The maintenance of support over the long term, however, depends on real or manufactured

victories leading to a successful conclusion of the struggle. Even during the darkest days of World War II, when victory seemed far off and uncertain, symbolic victories like the Doolittle raid, reinforced the resolve and hope of Americans. However, limited wars present a special problem for democracies. They do not fit very neatly into Clausewitz' model. Declarations of war are rare and conflicts usually sport labels like "police action" and "military assistance." Total national support is either not sought or desired. In these cases, concrete objectives rarely exist. With the personal threat level low, there are few ways to motivate an electorate to risk its collective existence, especially if the domestic front is stable. Korea and Vietnam both lacked the clear-cut goals to gird the nation for Clausewitzian limited war.

Clausewitz wrote as an officer in an autocratic state and considered democracies to be dangerous in many ways. His apparent solution to democratic problems, the suppression of public interference in favor of the goals of the state, would inevitable destroy an egalitarian society. In spite of this view, modern examples of war illustrate the validity of his theories. The key to successfully executing a Clausewitzian war, from the point of view of a democratic society, lies in the careful molding and nurturing of a credible, inspiring cause to unite the people and minimize dissent. This will greatly assist striking the balance between civil and military goals and provide for a more stable government policy from which sound military strategies can be developed. Democratic nations that have achieved this balance and secured solid popular support have succeeded. Those that have not, either fail outright or lose their democratic society which is, after all, tantamount to failure.

Democratic nations face many dilemmas in fighting a war by Clausewitz' rules. They must always balance their commitment to war with a concern for their internal, democratic ideals. More specifically, civilian control of military strategy must be balanced by goals of policy. This balance becomes difficult if public dissent grows. Controlling or neutralizing dissent within the democratic framework presents the greatest challenge to a democracy. Failure to maintain the balance could lead to a breakdown of the democratic society, resulting in a shift to the extreme left or right, with a corresponding loss of liberties. Though some, or all, of these factors present themselves in other societies, democracies are particularly vulnerable to these disruptions. Basing a war on a threat to individual liberties or democratic ideals remains the most effective method of unifying a democratic nation to fight a totally committed war.

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The End of Italian East Africa

by Vance von Borries

In Geneva on 30 June 1936 His Imperial Highness, Haile Selassie, Emperor of Ethiopia, rose to speak before the Assembly of the League of Nations. As he spoke of Italian aggression, Italian journalists hooted and shouted. Though they were ejected from the hall, that great assembly did nothing more. It imposed no additional sanctions against Italy for it was too late. Italy's conquest was complete.

When Italy entered WWII in June 1940, it seemed that war must again come to this part of the world. Now the question being asked was when would the huge Italian garrison, which held the region, combine with the large garrison in Libya to overrun Africa? Yet just the opposite occurred. Within a year virtually the whole of this new Roman Empire in Africa had been liberated by British and Allied forces and those vast Italian armies destroyed or dispersed.

The Land

During the 1880s the newly unified Italian nation looked mainly to Africa for colonial expansion. There, little land remained as yet unclaimed by European expansionism but Italy did manage to gain a trading concession in Eritrea. Over the years Italy added new lands in Eritrea and expanded into Somalia. As she did so, colonists arrived and built productive farms, European-like towns, and a fairly complete road and public utility system. The productivity of the colonists brought these lands almost literally out of the medieval and into the modern world. In contrast Ethiopia, deep in the interior, remained primitive, taking only reluctant steps toward modernity under its new emperor, Haile Selassie. Ethiopia was typical of native Africa, having no cities (save its capital, Addis Ababa), no industry, few towns, and only trails to serve as roads. The Italian invasion of 1935 was slowed perhaps more by the lack of roads than the strength of the Ethiopian Army. As that war progressed the invading Italians began a road building program that had created some 3000 miles of motorable roads by the time Italy entered WWII. Ironically, it would be these roads that would defeat the Italian empire.

On 1 June 1936 Ethiopia was combined with the adjacent Italian colonies of Eritrea and Somaliland to form a vast region of more than 700,000 square miles and perhaps 11 million inhabitants called Africa Orientale Italiana (AOI, Italian East Africa). It is a tough country for campaigning. Mountains cover much of the central and northern portions and the coastal lowlands are oppressively hot and dry. The Danakil Depression area in the north along the Red Sea coast is perhaps the hottest on earth. Covering the

east and southeast is a dry, rough scrub country known as the Ogaden, and to the south of it and into Kenya stretches the mercilessly hot and dry Chalbi Desert. In the very center of the region rises the Ethiopian Plateau of average height of 7000-8000 feet. It offers a pleasant climate, moderate rainfall, and rich soil. While rainfall could be occasionally sparse, the summer rainy season on the plateau could stop all movement. There are no major rivers but the many mountains and deep valleys hinder transportation and the exploitation of potentially rich mineral deposits. On some of the plateau and generally covering the mountainous southeast are vast forests and jungles.

War Begins

Italy entered WWII as an expansionist-minded opportunist thwarted by the prior claims and military power of Britain and France. In early June 1940 when France appeared to be on the verge of collapse, it seemed that the war would end before Italy could claim new territories. If only Italy could get in on a few weeks of fighting she could sit at the peace table as a victor. Unfortunately for Italy, the war continued in spite of France's surrender. Italy was thus caught without a comprehensive and viable plan for winning the war, indeed the Italian military never proposed such a plan. They instead worked on individual campaigns: first France, then Greece, then Yugoslavia. The colonies remained an afterthought. Forces in Libya might be called upon to aid the effort against France by invading southern Tunisia, but troops from AOI were given no mission beyond defense against all possible invaders. There was no thought of threatening the British in the Nile Valley.

The problem of defense could become quite difficult. While of impressive size, AOI was strategically vulnerable. It had no realistic hope of direct communications by sea with Italy or with any friendly country due to a naval blockade. The nearest Italian post on land, in southern Libya, was 1000 away. No additional fuel, ammunition, or weapons could be had nor was there any industrial base to produce these. AOI would have to operate however long the war lasted on the materials already at hand and the first call on these was for supporting the civilian population and for maintaining internal order.

In 1940 AOI had only one thing in ample supply: troops. By August 1940 there were 112,731 whites and 258,322 natives under arms in regular and colonial units in all services and more would be raised as the war progressed. Major armaments totaled 24 medium and 39 light tanks, 126 armored cars (of mostly local manufacture), 866 guns of all sizes



Ethiopia was typical of native Africa, having no cities (save its capital, Addis Ababa), no industry, few towns, and only trails to serve as roads.

(37mm to 149mm), 7939 vehicles including specialty types, and 325 aircraft of all types (142 were in reserve or not serviceable or both). These troops and their equipment were organized into some 51 white and 141 native battalions and numerous minor formations. Most native battalions were organized into colonial brigades, the most common operational formation in AOI. Usually these were formed of three to four battalions and included two batteries of light pack artillery (the 65/17) and had virtually no other support. This formation was properly designed and equipped for colonial or guerrilla warfare in a primitive country but its lack of heavy weapons meant it could not stand for long against a modernly equipped force.

Several colonial divisions were formed from the colonial brigades with the intention of eventual conversion to metropolitan divisions but this process was not completed. Each division had two colonial brigades and a variable number of attached formations but there was no integration. Divisional command functioned much more like a corps headquarters leaving the brigades to function as very small divisions. The actual corps level organization saw no use in AOI in 1940/41. Instead, AOI was divided into four military command districts: North, South, East, and Juba. In February 1941 a fifth district, West, was formed from parts of the North and East districts in response to the military crisis.

In the colonial battalions the officers and many of the NCOs were Italian. Nearly all senior Italian officers, and many other ranks for that matter, were veterans of 1935/36. This insured familiarity with the land but not, necessarily, competence in the face of a modernly equipped army. The great majority of native troops were Eritreans or Somalis depending on the battalion's original recruiting area. The Eritreans were the best. They demonstrated steadiness and professionalism until nearly the end and did not readily desert. Some had been in service for 20 years and had seen action even in Libya. Somali troops, often called dubats (white turbans) had a high reputation but were more lightly equipped. Additional askaris were raised from occupied Ethiopia. Those from Tigre and Galla and even the Amhara fought well but as the strategic picture turned against Italy these troops deserted readily. The majority of Eritrean and Somali troops were Moslem. Christian native troops from all regions usually fought under a tribal leader who would rank as an NCO. All native troops regarded an order to retreat as a sign of weakness.

In addition to the colonial forces numerous irregular formations, called "Bande Armate di Confine" ("Bande" for short) helped cover the frontiers. They were more lightly armed than the colonial troops and tactically more mobile. Typically, these units owed allegiance to a local warlord but some formations had been in service for years and had seen action over much of AOI. As Italian authority in AOI dissolved, these formations reverted to brigandage and feuding thereby posing a continuing challenge to British and even the Emperor's authority.

For the conquest of Ethiopia in 1935/36 the Italians employed 14 metropolitan (meaning the personnel are from Italy proper; i.e. whites) divisions but at the time of the British invasion there were only two, the "Granatieri di Savoia" and the locally enlisted "Cacciatori d'Africa". Neither was particularly strong or well-equipped. There were also about 30 CCNN (Blackshirt) battalions, composed entirely of whites. These were scattered throughout AOI mainly to "stiffen" the defense, but really to ensure the loyalty of the colonial units and to protect white settlers. They were equipped no better than the colonials and their quality varied. Most CCNN battalions were "Africa" type battalions, i.e. manned by the white settlers of AOI. They could not be expected to fight as determinedly against British forces as against native "patriots". Only one CCNN legion (regiment) of three battalions was available. It fought with distinction at Keren. Italian artillery was no less efficient in AOI than in other theaters in WWII but was short on ammunition and had few guns of adequate calibre. Armored forces were decrepit and the light tanks were vulnerable even to primitive natives. There was virtually no defense from the British "Matilda" heavy tanks. In general, the whole of regular and colonial Italian forces was lacking in comparison to the British in terms of leadership, training, and equipment but enjoyed the advantages of a strategic defense in a land that offered considerable natural defenses.

In command of AOI was the Viceroy, Prince Amedeo di Savoia, Duke of Aosta. In November 1937 he was appointed to succeed Marshall Graziani, who was much despised in Rome and for more than his failed policy of terror in Ethiopia. Yet the choice of the Duke for this post was unexpected. While the Duke's father had supported the Fascists in the early days, the Duke was not himself a member of the party. He was a professional military man in command of an air force unit and not involved in politics beyond being disliked by the King. Perhaps it was this quality that endeared him to Mussolini but more likely it was political expediency to regain public confidence. The youthful and athletic Duke was popular in Italy and in the regular armed forces, just the kind of firm but popular figure required to pacify Ethiopia. His was a wise appointment as he quickly became quite popular in Ethiopia with his determination to do as much as he could for the people. He released thousands of detainees, instituted proper judicial procedure even for suspected rebels, took steps to curb corrupt Italian officials, abolished serfdom, and distributed lands. By the end of 1939 AOI was as quiet as could be expected.

Strategy

With the start of war Italian command in AOI closely followed pre-war orders from Rome to stand on the defensive. The Viceroy had sought permission to attack the British by air and sea upon declaration of war and then hoped to invade the Sudan, but with denial of this he resolved upon the capture of various British border outposts. Control of these would deny

Armored forces were decrepit and the light tanks were vulnerable even to primitive natives.



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the British easy access to the interior for supporting a renewed native rebellion. This fear dominated thinking from the time of the arrival of Haile Selassie in the Sudan on 3 July. Many troops were already deployed as garrisons to guarantee internal security and there they remained. Yet it was thought that ultimately the British would invade from both the Sudan and Kenya with the large armies they were thought to be accumulating. This military intelligence failure did as much to paralyze Italian moves and reactions as the no action orders from Rome. Strategic thought in Addis Ababa now belatedly turned to how best to close potential invasion routes. One ambitious Italian plan envisioned a push north along the Red Sea coast to capture Port Sudan but it was judged that such a move could not be sustained. In July 1940 the Viceroy was apprehensive least Djibouti (French Somaliland) be seized by the Free French (DeGaulle's proposed Operation Marie), so he deployed reserves along that border. Later in July, the situation in Djibouti settled down and the Viceroy concentrated his attention on British Somaliland.

Opposite British Somaliland the Italians collected 40,000 men in four brigades supported by artillery, tanks, planes, and irregulars. In command was Gen. Nasi. His force included the crack 2nd Colonial Bde. commanded by Col. Lorenzini, who, known as the "Lion of the Sahara", was respected by both sides as an inspiring commander. The Italians thought they faced 11,000 British but in reality faced an enemy of less than half that number who were short of every type of support. On 3 August the advance began in four columns with the capital, Berbera, on the coast as the objective. At first the Italians encountered no resistance. On 6 August they captured Hargeisa and halted, for no apparent reason. The British defenders used the pause to collect at the pass at Tug Argan. On 11 August the battle at Tug Argan began with the usual British Army set-up: a scattering of detached companies on the sides or tops or ridges of a number of hills. The Italians attacked each day and the 14th Colonial Bde. took heavy casualties. Because one Italian column took the wrong road in a flanking move, Italian command mistakenly thought the British position to be wide and deep. Yet by the 15th, the British had had enough. By the afternoon of the 18th all British troops had evacuated by sea to Aden. Italy had won her only conquest of WWII, at a lopsided cost, but it was a very important psychological boost for Italy. It was the first British territory occupied by force of arms, something the Germans never managed in all of two world wars.

In Egypt the fall of British Somaliland did not stir the lethargy of Middle East Command but it did cause some important reinforcements to arrive in East Africa. The newly mobilized 5th Indian Division was sent to the Sudan, originally defended by only the 4500 men, mostly native, of the Sudan Defense Force. In Kenya there was collected a mixed force of British, South Africans, and British West African and East African colonial troops. It numbered an impressive 77,000 by the end of November 1940 but all were as

yet untired in combat. It would be the African colonial troops who would see the most action. These were comprised of mostly black natives in the ranks with white officers, a force virtually identical to the Italian. Seeing action frequently was the RAF and by the end of January 1941 it dominated the skies over AOI.

Meanwhile, Cairo and London debated the strategy to pursue against AOI. The first question answered was the decision, favored by Cairo, to invade with major forces instead of relying on internal rebellion to bring about Italian surrender. Secondly, Cairo seemed to win again with the decision of a substantially simultaneous invasion on all fronts. Had London's views prevailed, more troops would have been deployed in the Sudan rather than to Kenya. British Prime Minister Churchill thought it impossible to cross the Chalbi Desert from Kenya into Ethiopia. Cairo expected that the troops in the Sudan would drive into Eritrea along the main roads to capture Italian bases along the Red Sea coast while forces from Kenya would capture the Somali ports. Columns from both coasts would then turn inland to capture Addis Ababa and round up the remaining Italians who would have been weakened by a spreading rebellion. Critical to British operations in AOI was the decision to deploy their 4th Indian Division. Its offer of experienced and highly trained troops stood in contrast to nearly every other unit then forming in the Sudan and Kenya. Without the 4th Indian the British would not have prevailed at Keren. At no time though, was there any meticulously detailed scheme of conquest. The campaign grew gradually from "...an improvisation after the British fashion of war." (Wavell)

Italian strategy, which until now had been to deny access to possible invasion routes, assumed an even more static role. Each British drive would be delayed as long as possible at a major natural obstacle, such as the mountain pass at Keren or the Juba River in the south. Failing in holding these lines, remaining forces were to conduct a fighting retreat to several natural fortress areas deep in the interior.

The British Invade

In January the 4th Indian Division arrived in Sudan fresh from its victory in Egypt at Sidi Barrain. All along the 1200-mile border between the Sudan and AOI were planned a series of attacks and raids but the main blow was to be struck into Eritrea at Kassala. Eritrea formed the main part of the Italian North district and was under command of Gen. Luigi Frusci. He had 71,000 men in Eritrea and could draw upon another 69,000 immediately available to the south. Of these, about 40,000 were deployed along or behind the Sudan/Eritrea frontier. The British prepared meticulous battle plans to destroy the Italian forces at Kassala in much the same way the Italians were destroyed in Egypt, but on the morning of 19 January patrols found Kassala to be abandoned.

The British advanced nevertheless and with two divisions: 4th and 5th Indian of two brigades apiece. Corps troops and mobile elements of the Sudan Defense Force accompanied the advance. The 3rd bri-

The campaign grew gradually from "...an improvisation after the British fashion of war." (Wavell)



Gen. Frusci gave command of the whole zone over to the inexperienced Lorenzini and sent a committee to help him.

gade (7th) of 4th Indian was near Port Sudan and was preparing to advance down the Red Sea coast. The 3rd brigade (9th) of the 5th was at Gallabat and intended to pin Italian forces near there. It would join the advance into Eritrea only later. The main advance through Kassala continued through the west Eritrean lowlands. The first major engagement was at Keru Gorge. Here, the British halted, drew up their guns and got ready to put in a set piece action the next morning; however, the attack was held up just long enough by an Italian cavalry charge (the Amhara cavalry) that the defending colonial brigade got away. The Italian Army now concentrated at Agordat and Barentu for more decisive action.

In response Addis Ababa, rushed reserves to Keren. Among these was Lorenzini's 2nd Colonial Bde. which joined the three brigades gathering at Agordat. Gen. Frusci gave command of the whole zone over to the inexperienced Lorenzini and sent a committee to help him. But the two days it took Lorenzini to get rid of that committee meant he was not ready when the British struck. On 27 January the 4th Indian attacked. The battle began with moves against both flanks and reached a climax with a push against the center on the 30th and 31st. Italian tanks counterattacked but were smashed by the British Matildas. The Italians withdrew, again covered by the Amhara cavalry. At Barentu the 5th Indian attacked on the 28th and met stubborn resistance from Gen. Bergonzi's two colonial brigades. Again, the Italians managed to skillfully withdraw behind a cavalry

screen. So far the Italians had lost about 16,000 troops, mostly due to many small detachments being cut-off.

With victory at Agordat, British motorized forces pushed forward immediately. On 2 February, the force halted at the Barca River. The Mussolini bridge had been blown and mines sown. The eight-hour delay was probably just exactly what Lorenzini's men needed to get away. At five o'clock that evening the British came up against the main Italian position at Keren. The Keren position was one of formidable natural strength. In fact the Italians believed this position of towering peaks and commanding view to be impregnable. Here, the Italians had already deployed one colonial brigade and the three battalions of Savoia Division's 11th Regiment. In addition were the two brigades of 1st Colonial Division en route from north Eritrea, whose commander, Gen. Carnimeo, was placed in command of the whole front. Also available were the survivors from Keru and Agordat. There was no way around Keren; it had to be taken and the roadblock in the pass removed. On 3 February the assault began, 11th Indian Brigade leading. For three days it struggled, losing some ground to counterattacks but managing some small gains. Many of the early attacks were the same. British artillery could bring observed fire on the forward slopes but not the rear. Aircraft were not always able to help in observation. Most movement had to be at night. Infantry found it difficult to sustain operations up the

(Continued on page 59)

in-dis-pen-sa-ble (in'dis-pen'se-bel) *adj.* 1. incapable of being dispensed with; essential; required. See —

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AFRICA ORIENTALE

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Rule 1 — Introduction

Africa Orientale is a simulation of the campaign fought in the horn of Africa in 1940-41. At 32 miles per hex, the map covers the entire theater plus nearby areas. Each player controls the ground and air forces fighting for control of this region. Air units are based on groups of from 40 to 50 aircraft; ground units represent divisions, brigades, regiments, and battalions. The rules use the basic Europa system as a framework, with specialized rules covering the historical situation in detail. It should be mentioned here the Europa as well as the majority of the rules in this game are copyrighted by Game Designers Workshop and are used here by their kind permission.

Rule 2 — Game Components

Africa Orientale contains the game components listed below.

A. The *Africa Orientale* rules set.

B. One map, covering the Horn of Africa and adjacent areas at a scale of 32 miles per hex. The hexes on the map are numbered to facilitate locating areas on the map.

C. One counter sheet, with a total of 200 counters.

D. One set of *Africa Orientale* charts consisting of:

1. One combat results chart.
2. One terrain effects chart.
3. One unit identification chart.
4. One turn record chart.
5. One *Africa Orientale* order of battle.

Rule 3 — Basic Game Concepts

Basic concepts and definitions used throughout the rules are presented below.

A. **Units.** For the sake of clarity, the term units is used to refer to ground units only, in order to distinguish ground units from air units.

Units are differentiated by size and type, as shown on the unit identification chart. Some overall definitions apply.

1. **Division.** Any unit with the division size symbol, except for headquarters.

2. **Non-Divisional Units.** Any unit smaller than a division, such as a brigade, regiment, battalion, cadre, or headquarters.

3. **Artillery.** All artillery units in the game also are non-divisional units. Note that for game purposes antiaircraft and antitank units are not artillery.

4. **Combat/Motorized.** The unit identification chart shows certain units to be combat/motorized. In addition, when the motorized symbol is used with any other unit type symbol, it indicates that the unit is combat/motorized.

B. **Sides.** The term Allied refers to all forces controlled by the Allied player: all British, South African, Indian, Free French, Belgian and African forces. The term Axis refers to all forces controlled by the Axis player: all Italian and Italian colonial forces. The term neutral refers to all Vichy French forces. These forces may enter play during the game, joining either the Axis or the Allies.

C. **Geography.** For game purposes, general geographical terms are used. (Their game definitions differ slightly from their real-world counterparts.) The Italian East Africa region consists of Abyssina, Eritrea, Italian Somaliland, and British Somaliland. The Red Sea region is the sea area on or north of the 3500 hex row. The port on Massawa (2307) is the Red Sea Region. The Indian Ocean region consists of all other sea hexes not in the Red Sea Region.

Game Mechanics.

1. **Fractions.** Unless stated otherwise, always retain fractions when halving. For example, half of 7 is 3 1/2.

2. **Cumulative Effects.** Unless stated otherwise, all effects to units' strengths and all modifications to die rolls are cumulative. For example, a unit halved in strength twice is quartered in strength.

3. **Die Rolls.** All rolls made using two dice are specifically identified as such in the rules. All other rolls are made using only one die.

E. **Regimental Equivalents.** A regimental equivalent (RE) is a measure of the size of a unit. Each battalion equals 1/2 RE. Each brigade, regiment, cadre, or headquarters equals 1 RE. A division equals 2 or 3 REs depending on its organization. All Italian divisions equal 2 REs

each. All Allied divisions equal 3 REs each. The components of a division are kept on the unit breakdown charts.

F. **Heavy Equipment.** Unit types that have heavy equipment are listed on the unit identification chart. In addition, all units that are supported (Rule 11), except cadres, have heavy equipment. Units with heavy equipment are under certain restrictions in regards to air transport.

G. **Control.** A player controls a hex if: 1) his units occupy the hex, 2) his units were the last to occupy the hex. At the start of the game the Axis player controls all hexes in Italian East Africa and those hexes that are occupied by Axis units in Kenya and Sudan. The Allies control all hexes in Kenya, Sudan, Yemen, and Uganda except for those occupied by Axis units.

Rule 4 — Sequence of Play

The game is played in a series of game turns. Each game turn consists of an Allied layer turn followed by an Axis player turn.

A. **Sequence.** Each player turn consists of the following phases.

1. **Initial Phase.** The phasing player receives reinforcements and replacements; he may attempt to repair inoperative air units. Both players determine the supply status of their units.

2. **Movement Phase.** The phasing player moves his units.

3. **Air Phase.** Players deploy air units resolve air combat, and execute air missions.

4. **Combat Phase.** The phasing player resolves attack made by his units.

5. **Exploitation Phase.** The phasing player moves his combat/motorized units.

B. **Phasing.** During the Allied player turn, the Allied player is the phasing player and the Axis player is the non-phasing player. During the Axis player turn, these roles are reversed.

C. **Restrictions.** Unless noted otherwise, activities may not be conducted outside this sequence. The activities mentioned above are explained in detail in the rules that follow.

Rule 5 — Zones of Control

The zone of control (ZOC) of a unit represents the control a unit exerts over surrounding terrain. The effects of ZOCs are referred to in the combat section of the rules.

A unit's ZOC is exerted through the six hexsides of the hex the unit occupies into the six surrounding, adjacent hexes. A unit prohibited from entering a specific terrain type of crossing a specific type of hexside does not exert a ZOC into that hex or through that hexside. For example, no unit exerts a ZOC through an all-sea hexside.

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Every division, brigade, regiment, and cadre has a ZOC, except for antiaircraft, artillery, and construction engineer regiments and brigades. Battalions, supply counters, and transport counters do not have ZOCs.

Rule 6 — Movement

All phasing units may move during the movement phase. All phasing combat/motorized units may move during the exploitation phase.

Movement is calculated in terms of movement points (MPs). A unit's movement rating gives the number of MPs the unit may normally spend in a movement or exploitation phase. A unit may move up to the limit of its movement rating, as restricted by terrain, ZOCs, and supply.

A unit spends a varying amount of MPs for each hex it enters; this MP cost depends on the type of terrain of the hex being entered and, in some cases, on the type of terrain of the hexside being crossed. The *movement effects* column of the terrain effects chart states the MP costs for the various terrain types. The MP cost to cross a hexside is in addition to the cost to enter a hex; it is indicated by a plus sign (+) in front of the cost. The notation *prohibited* means that type of terrain may not be entered or crossed by a unit. As a class, such terrain is called prohibited terrain.

Units are moved voluntarily, with each unit spending MPs as it moves from hex to hex. A unit may always move a single hex (except into or across prohibited terrain) in a phase even if the unit begins the phase with insufficient MPs to do so.

In general, a unit may not enter a hex occupied by enemy units. Special exceptions to this rule are covered in the amphibious operations rules.

A unit with a movement rating of 0 may not move from the hex it occupies for any reason. If forced to retreat due to a combat result, it is eliminated instead.

Overruns (Rule 13) may occur during movement. Special forms of movement, such as rail movement and naval transport, are covered in separate rules.

A. Administrative Movement. A unit may move at a rate of two times its movement rate if all of the following conditions are met; 1) the unit moves only by road that turn, 2) the unit moves only in hexes that were controlled by its side at the start of the player turn, 3) the unit does not start adjacent to an enemy unit and does not move adjacent to one at any time during its movement, 4) the unit is in general supply.

B. Transport Counters. Both players receive a number of transport counters over the course of the game. A transport counter may combat/motorize one RE of non-combat/motorized or artillery units. The unit to be combat/motorized must start the movement or exploitation

phase stacked with the transport counter; both are then moved as a single unit in the phase. The unit transport counter may move independently of any unit; it does not count against the stacking limit. For combat purposes, it is treated as a zero strength unit. Transport counters may be used to combat/motorize entire divisions: one transport counter is required for each of a division's REs (per 3.E). For example, three transport counters are required to combat/motorize a 3-RE division. Construction engineers may only use transport counters for movement. Transport counters may not speed construction in any way.

Rule 7 — Transport Lines

There are two types of transportation lines: railroad and roads. Transportation lines increase the ability of units to move. A unit moves along a transportation line by tracing a path through hexes containing connected transportation lines; it may use the transportation line movement rate only when moving in hexes directly connected to one another by the line.

Each railroad is also considered to be a road.

A. Railroads. Rail movement may be used only during the movement phase. A unit moving by rail moves at an accelerated rate, ignoring standard terrain costs. To use rail movement, a unit must first entrain by spending 1 MP. When using rail movement, a unit moves several hexes for each MP spent, as given on the rail movement rate table. When rail movement for a unit in a movement phase is completed, the unit is detrained; there is no MP cost to detrain.

A player may use railroads only in hexes that he controls at the start of his player turn. Furthermore, a player may not use rail movement along a rail line unless the line is connected by friendly controlled rail lines to a friendly rail depot. Each dot city, or major port on a rail line is a rail depot.

1. Breaks. Any unit may break a rail line in a hex by spending 3 MPs there. Rail lines may also be broken due to bombing (Rule 20.F). A unit may not use rail movement to enter or leave a hex in which the rail line is broken.

2. Capacity. Players may move only a limited number of units and supply counters by rail in a turn. There are three separate rail systems shown in the game: the system of Kenya, Sudan, and the Abyssina highlands (Abyssina, and French Somaliland). There are two capacities for the Abyssina highlands: one for the French controlled region and one for the Italian controlled region.

Capacities are stated in REs: the capacity is the maximum number of REs of units and supply counters that may use rail movement on that rail system. Combat/motorized units and cavalry units count double their RE size for rail capacity. For example, a cavalry brigade (1 RE) moving by rail uses 2 REs of the system's rail capacity.

The rail capacity of the systems are: 4 REs for

Kenya, 4 REs for Sudan, 2 REs for Italian Abyssina, and 2 REs for French Somaliland.

Rail capacity may be gained and lost through capture of rail depots. Rail depots are worth 1 or 2 REs of capacity, as follows: each major port is worth 2 REs, each dot city is worth 1 RE, except Addis Ababa is worth 2 REs. A rail depot is never worth more than 2 REs; for example, a rail depot that is both a dot city and a major port is worth 2 REs, not 3 REs. When the enemy captures a rail depot for the first time, the (previously) owning player loses its RE value from the capacity for the system and the capturing player gains half its value as capacity for the system. If the depot is subsequently recaptured, the enemy player loses the captured capacity but the other player does not regain it. Further changes of control of the depot do not affect capacity. When a depot is captured, the capacity that the capturing player gains may not be used that player turn; it may be used in following friendly player turns.

Example: In the course of a game, Allied forces capture Addis Ababa. The Axis player's rail capacity for the Abyssina highlands rail system is decreased by 2 REs; the Allied player gains 1 RE of capacity on this system, which he or she may use starting with his next player turn. If the Axis player recaptures Addis Ababa in his player turn, the Allied player loses his 1 RE capacity but the Axis player does not regain any of his lost REs of capacity.

B. Roads. A unit moving along a road pays the MP cost for clear terrain for each hex it enters; the actual terrain costs for hexes entered and hexsides crossed are ignored. Movement along a road is subjected to the same limitations as regular movement. For example, a unit moving along a road must spend additional MPs to overrun an enemy unit.

A unit may use a road anywhere, unlike the use of railroads. Roads may be used in both the movement and exploitation phases.

Note that railroads are also considered to be roads. Even when a unit is prohibited from using a railroad in a hex, it may still use the transportation line there as a road.

Rule 8 — Stacking

A. Stacking Limit. Only a limited number of units may stack in a hex.

1. Regular. Up to eight units, no more than four of which may be divisions, may stack in a hex. In addition to this, three artillery units may stack in the hex. For example, a player could stack two divisions, six brigades, and two artillery regiments in a hex.

2. Mountain. Up to six units, no more than three of which may be divisions, may stack in a mountain hex. In addition to this, two artillery units may stack in the hex.

B. Effects. No unit may end a phase in violation of the stacking limit. If, as a result of combat,

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a unit is forced to retreat in violation of stacking, it must continue to retreat until the stacking limit is no longer violated. If it can not do so, it is eliminated instead.

The stacking limit is also the limit on the number of units that may attack that hex from in an adjacent hex. *Example:* Units in a mountain hex are attacked by enemy units in an adjacent rough hex. Since a mountain hex is being attacked, only units up to the mountain hex stacking limit may attack the hex from the rough hex.

Rule 9 — Combat

During the combat phase, the phasing player's units may attack adjacent enemy units. However, no unit may attack into or across terrain prohibited to that unit, including terrain crossed by transportation lines. Attacking is voluntary; units are not required to attack.

A. Procedure.

1. The attack (combat) strengths of all units attacking into an adjacent enemy occupied hex are totaled. The total attack strength is modified by terrain, supply, and support.

2. The defense (combat) strengths of all units in the attacked hex are totaled. The total defense strength is modified by terrain, supply, and support.

3. The total attack strength is compared to the total defense strength in the form *attacker;defender* to obtain a combat ratio. This ratio is rounded down in favor of the defender to correspond to a simple odds ratio on the combat results table. For example, an attack strength of 34 attacking a defense strength of 9 is 34:9, that rounds down to 3:1.

4. One die is rolled, and the number rolled is modified by any terrain and armor/antitank effects (Rule 10). The adjusted die roll is cross-indexed with the odds column to obtain a combat result. The combat result affects the units involved in the combat; it is implemented immediately.

B. General Restrictions.

1. No unit may attack or be attacked more than once per combat phase.

2. All units defending in a hex must be attacked collectively, with their defense strengths combined. Units in a hex may not be attacked individually.

3. Each attack must be directed against the units occupying a single hex. Two or more enemy occupied hexes may not be attacked as a single attack.

4. Units attacked in the same hex may attack into different hexes, but each hex attacked must be resolved as a separate combat.

5. A single unit may not split its attack strength so as to attack into more than one hex.

6. The attacker determines the order in which the attacks are resolved.

7. The attacking limit of the attacked hex

limits the number of units in each adjacent hex that may attack the hex (see Rule 8.B).

C. Combat Results. In the following rules, A means that the combat results affects the attacking unit and D means that the combat results affects the defending units.

AE: Attacker Eliminated/DE: Defender Eliminated. All affected units are eliminated. Any unit with a cadre strength is reduced to its cadre strength; all other units are removed from play. Units that are reduced to cadres must retreat.

AH: Attacker Half Eliminated/DH: Defender Half Eliminated. The owning player must eliminate units so that at least half of the total strength of the affected units is eliminated. All surviving affected units must retreat.

AR: Attacker Retreats/DR: Defender Retreats. All affected units must retreat.

NE: No Effect. The attack is inconclusive; neither side takes losses or retreats.

HX: Half Exchange. The side with the lower combat strength (or the defender if both sides are equal in strength) is eliminated; units reduced to cadres must retreat. The other player must then eliminate units so that his total strength loss at least equals one half the total strength loss of his opponent. For example, if the defender loses 10 strength points, the attacker must eliminate at least 5 strength points.

EX: Exchange. The side with the lower combat strength (or the defender if both sides are equal in strength) is eliminated; units reduced to cadres must retreat. The other player must then eliminate units so that his total strength loss at least equals that of his opponent.

D. Losses. All combat losses are calculated using the printed strengths of the involved units. Terrain, supply, and support may modify strengths for combat resolution, but these factors are not considered when assessing losses. When determining losses, always use the attacker's attack strengths and the defender's defense strengths.

Air units may aid both the attacker and defender in combat (Rule 20.F). However, the effects of air units are not included when determining losses, and air units are never eliminated due to ground combat resolution.

E. Cadres. Various divisions are able to take losses in combat and remain in play at reduced strengths. These divisions have cadres printed on the back of the counters. When the division is eliminated in combat, it is reduced to its cadre instead of being removed from play. When calculating the total strength loss in combat, the strength of a division reduced to a cadre is counted fully. For example, an 7 strength division reduced to its 3 strength point cadre is counted as a strength loss of 7, not 4.

F. Movement After Combat.

1. **Retreats.** When a unit is required to retreat, the owning player must move it one hex

away from the hex it occupied during combat. A unit must be retreated in accordance with the following priorities: 1) to a hex not in any enemy ZOC and not in violation of stacking. 2) to a hex not in any enemy ZOC but in violation of stacking. 3) to a hex in an enemy ZOC (regardless of stacking). When a unit violates the stacking limit, it must continue to retreat, in accordance with the above priorities, until the stacking limit is no longer violated. If it cannot do this, it is eliminated. A unit that retreats to a hex in an enemy ZOC is reduced to a cadre; if it does not have a cadre (or already is a cadre), it is eliminated. A unit with no retreat route except into or across prohibited terrain or into enemy occupied hexes is totally eliminated, even if it has a cadre.

Defending units that retreat into a friendly occupied hex that is subsequently attacked in the same combat phase contribute nothing to the defense of the hex. These units are affected by all combat results achieved against the hex, but their combat strengths are not counted for any exchange purposes.

2. **Advances.** Advance after combat is voluntary. If an attacked hex is cleared of defending units, the attacking units may occupy the hex, up to the stacking limit. The advance must be performed immediately upon resolution of the attack, before any other attack is resolved. Defending units may not advance after combat.

G. Zero Strength Units. Any unit with an attack strength of zero may not attack by itself. It may be voluntarily included in an attack made by other units, whereupon it is affected by the results of the attack (including advance after combat).

Any unit with a defense strength of zero that is not stacked with non-zero defense strength units is automatically eliminated when attacked by any unit.

A unit with a combat strength of zero is subject to all limitations of this rules.

H. Terrain Effects. The terrain of the defender's hex and the terrain of the hexside across which the attack is made may affect combat resolution. The *combat effects* column of the terrain effects chart summarizes these effects. The references to AEC refer to armor capabilities as explained in Rule 10. Terrain is rated by its effect on units attacking into such a hex or across such a hexside. Die roll modifiers (e.g. -1) apply to the die roll used to resolve the attack.

Units attacking across a mountain hexside treat the attacked hex as if it were a mountain hex, ignoring the actual terrain of the hex.

Rule 10 — Armor/Antitank Effects

Various units have armor and antitank capabilities; specific capabilities of each unit type are shown on the unit identification chart.

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A. Categories.

1. **AECA: Armor Effects Capability in the Attack.** AECA expresses the ability of a unit to use armor effects when attacking.

2. **AECD: Armor Effects Capability in the Defense.** AECD expresses the ability of a unit to use armor effects when defending.

3. **ATEC: Antitank Effects Capability.** ATEC expresses the ability of a unit to defend against attacks when the attacker has AECA.

B. Values. Armor and antitank effects are calculated on a proportional basis, using regimental equivalents. To calculate the proportion, a player must know the value of each of his involved REs. There are four possible values a unit may have.

1. **Full.** Each RE of the unit is counted as fully capable. For example, an attacking Italian tank battalion (1.2 RE) is counted as 1/2 RE of AECA.

2. **Half.** Each RE of the unit is counted as one half capable. For example, a South Africa light armored battalion (1/2 RE) is counted as 1/4 RE of AECD; the unit's remaining 1/4 RE is counted as having no AECD.

3. **Neutral.** The REs of the units are not counted when determining the proportion. For example, the 1 RE of an Italian artillery regiment is not counted when determining ATEC.

4. **None.** All REs of the unit are counted in the proportion as having no capability.

C. Proportions. To calculate the proportion in a category, the player totals the number of non-neutral REs involved. This number is then divided by the number of REs that have a capability. The resulting number is expressed as a fraction. For example, if two Italian infantry brigades (2 REs) and one Italian armored battalion (1/2 RE) are attacking, the 1/2 out of a total of 2 and 1/2 REs have AECA, for a fraction of 1/5.

Once the proportion is calculated, it is used to determine the die roll modification to combat. If the proportion is less than one seventh (1/7), then there is no die roll modification in that category.

1. **AECA.** When the AECA proportion is at least one seventh but less than one half (1/2), the die roll modification is +2.

When the AECA proportion is one, the die roll modification is +3.

2. **AECD.** When the AECD proportion is at least one seventh but less than one half, the die roll modification is -1.

When the AECD proportion is one half or greater, the die roll modification is -2.

The defender may not use AECD in a combat if the attacking units have (or are capable of) one half or more AECA. In these situations, the defender may use only ATEC.

3. **ATEC.** ATEC is used only when the attacking units have one half or more AECA. When determining if ATEC may be used, it is necessary only to determine if the attacking units

are capable of one half or more AECA, even if the attacking units do not use this capability.

When the ATEC proportion is at least one seventh but less than one half, the die roll modification is -1.

When the ATEC proportion is at least one half but less than one, the die roll modification is -2.

When the ATEC proportion is one, the die roll modification is -4.

Example 1: A tank battalion, two infantry brigades, and one artillery regiment are attacking. The artillery unit is AECA neutral and thus is not counted. This leaves two and 1/2 REs for the proportion, 1/2 of which is AECA. The proportion is 1/5, which is over 1/7 but less than 1/2. Thus, 1 is added to the die roll.

Example 2: One African light armored battalion (1/2 RE) and one South African motorized (by transport counter) infantry brigade (1 REs) are defending. The light armor is 1/2 AECD, giving a total of 1/4 RE of AECD in this case. The motorized infantry is neutral and thus is not counted. There is 1/2 RE for the proportion, 1/4 RE of which is AECD. The proportion is 1/2; so 2 is subtracted for the die roll.

D. Cumulative Effects. When both AECA and AECD or both AECA and ATEC are used in a combat, the modifications to the die roll are cumulative. For example, if the attacker is full AECA (+3) and the defender is full ATEC (-4), the net modification is -1.

E. Half Capability. Any unit listed as half capable in a category may be considered to be neutral in that category, at the owning player's option.

F. Neutral Restriction. In any combat, for any category, the owning player may not have more than twice the number of REs of neutral units as there are of capable units. Neutral REs above this figure are counted as having no capability (rather than neutral) in the category.

Example: Two light armored battalions, two motorized brigades, and one artillery brigade are attacking. Of the total of four REs, one is AECA and the remaining three are neutral. However, only two (twice one) of these may be used as neutral; the remaining one is considered to have no capability. Thus, the proportion is 1/2.

Note: For the purpose of the neutral limit, all REs of half-capable units are counted. For example, 2 REs of neutral may be used without penalty to armor effects with a 1 RE unit having 1/2 AECA.

G. Terrain. The terrain effects chart lists several terrain types as *no AEC*. This means that AECA may not be used by a unit attacking into such a hex or across such a hexside. It means AECD may not be used by a unit defending in such a hex. ATEC is unaffected and may be used in such a hex if the attackers are capable of one half or more AECA, even though AECA may not be used because of the terrain.

Example: A South African light armored battalion is attacking a tank battalion in a dot city. Because of the dot city, the attacking unit may not use AECA. Since the light armored battalion is capable of one half AECA or more, ATEC may be used by the defender. Thus, the die roll would be modified by -4.

Rule 11 — Support

All units possess an intrinsic combat ability as given by their printed combat strengths. However, certain units are unable to use their strengths fully because of a lack of support arms. Such units are termed unsupported.

Most units have support arms. These units are:

1. All divisions.
2. All cadres.
3. All artillery units.
4. All headquarters.
5. All non-divisional units with a dot (the support indicator) in the upper left corner of their counters.

All other units are unsupported. An unsupported unit has its combat strength halved as long as it remains unsupported.

When defending, a division, headquarter, or artillery unit provides support for all units stacked with it. When attacking, the unit providing the support must also participate in the same attack as the units it is supporting, as well as being stacked in the same hex.

Note that cadres and non-divisional units marked with support indicators do not provide support to any unit stacked with them.

Rule 12 — Supply

The effectiveness of units is affected by supply conditions. For most game functions, units operate to their full extent if they are in general supply; they operate less effectively if they are out of general supply. Furthermore, units must be in attack supply in order to attack at full strength.

A. Supply Lines. The supply conditions of units are determined by the tracing of supply lines. A supply line may not be traced into a hex occupied by an enemy unit. A supply line consists of up to two elements: an overland supply line and a road/rail supply line.

1. **Overland.** An overland supply line may be traced through any type of terrain (per the above restrictions) except into a prohibited terrain hex or across a prohibited terrain hexside. An overland supply line may be up to four (4) hexes in length and must be traced to a road or rail hex (in order to trace a road/rail supply line) or a source of supply (such as a supply terminal or supply counter).

2. **Road/Rail.** A road/rail supply line may be traced along any combination of roads or

rail lines, only. It may be traced along a rail line even if the rail line is broken. A road/rail supply line may be any number of hexes in length and must be traced only to a supply terminal.

B. General Supply. Then general supply status of all units is checked during the initial phase of each player turn. Units out of general supply at this time remain out of general supply throughout the entire player turn.

1. Tracing Supply. A unit is in general supply if a supply line can be traced from the unit to:

a) a supply terminal.

b) a supply counter. The supply counter is reduced one step when it provides general supply, regardless of the number of units drawing general supply from it. A player is not required to use a supply counter to provide general supply; he may elect to have units out of general supply instead. *Note:* This is the only way the Italian units may be in general supply.

2. Supply Terminals. Each side and neutral nation has its own supply terminals, which may be used only if that side controls them. These supply terminals are listed on the orders of battles.

A player may not voluntarily close any of his supply terminals. A supply terminal is closed only if it is captured by the enemy. If subsequently recaptured, the player is not required to declare it a supply terminal again (although he may choose to do so).

3. Supply Effects. A unit out of general supply has its defense strength and movement rating halved and its attack and overrun strengths quartered. A unit in general supply has its full defense strength, its full movement rating, and its full overrun strength, but has its attack strength halved. (A phasing unit, regardless of its general supply condition, may attack at full strength only if it uses attack supply.)

C. Attack Supply. A unit may attack using its full attack strength only if it is in attack supply. It always attacks at full strength if in attack supply, even if it is out of general supply. It is in attack supply if it can trace an overland supply line to a supply counter, which must be one or two steps of supply. Each step of supply provides attack supply for 10 REs of units. Units attacking the same hex may draw their attack supplies from different supply counters.

Units trace overland supply lines for attack supply during the combat phase, at the instant of their attack. Note that the ability of units to trace a line may change over the course of the combat phase, as results of prior combat may block or open the supply lines.

D. Supply Counters. A supply counter has heavy equipment and never counts against the stacking limit. Each step of supply is 2 REs in size. The presence of a supply counter is ignored in hexes where combat or an overrun is occurring; it is never eliminated or retreated as a result

of such actions. If a unit ever enters a hex occupied by an opposing player's supply counter, a die is rolled for each step of supply there. On a roll of 5 or 6 the step of supply is captured; on any other roll it is eliminated. Captured supplies may be used normally.

If two supply counters, each with one step, are in a hex, the owning player may merge them into a single supply counter having two steps. Similarly, the owning player may split a two-step supply counter into two one-step counters. A player may merge and split supply counters only during his player turn. A player may voluntarily eliminate any of his supply counters at any time during his player turn.

The phasing player may move his supply counters during his movement phase. A supply counter has no intrinsic movement ability. Instead, each side is given a number of supply movement points (SMPs), as specified on the orders of battle. A player's SMP number is the total number of SMPs he may use in a turn for moving his supply counters. It costs no SMPs to move supplies by rail. It costs two SMP per hex to move a step of supply by road. It costs three times the combat/motorized MP cost to move a step of supply off-road. *Note:* SMPs not used in a turn are lost; they do not accumulate for use in future turns.

Example: The allied player has one step of supply in Port Sudan (1205); he has 15 SMPs available. During his movement phase, he moves the supply counter to Port Sudan to Kasala (1812) by rail, spending 0 SMPs. He then moves the supply counter by road to 2111 (6 SMPs), then south overland to 2212 (6 SMPs, paying triple costs for the clear hexes entered). The Allied player has spent 12 SMPs so far and has 3 remaining. Note that moving both steps by rail has used 4 REs of his rail capacity.

The Allied player has two separate SMP pools: one each for Kenya (which covers the area from hex row 3400 south inclusive), and Sudan (which covers the area from hex row 3400 north). SMPs for one region may not be used to move supply counters in other regions. When Allied player capture Addis Ababa, the Kenya and Sudan SMP pools are merged and may be used freely in both regions.

Rule 13 — Overruns

Overruns occur during the movement and exploitation phases. The phasing player may perform an overrun by moving units into a single hex adjacent to the enemy units to be overrun; the overrunning units may not exceed the stacking limit of the hex. All overrunning units must be able to enter the hex being overrun. The overrunning unit must have a total overrun strength enough to achieve 10:1 odds or more against the enemy units; the odds are computed in the same way combat odds are, taking all terrain, supply,

and support modifications into account. The overrun strength of a unit is the unit's attack strength as modified by its supply conditions (Rule 12).

Units being overrun immediately lose their ZOCs. Each overrunning unit must spend MPs enough to enter the hex being overrun, paying all terrain, ZOC, and overrun MP costs. (Note that ZOC costs are not paid because of units in the hex being overrun but are paid because of enemy units in adjacent hexes.) Overrun MP costs must be paid by each unit participating in an overrun, as given on the overrun MP costs table. The unit in the hex being overrun are completely eliminated and removed from play (even if they have cadres), and the overrunning units may advance into the hex. This advance is optional, but each overrunning unit must spend the required MPs even if it does not advance. After executing an overrun, the units may continue moving if they have enough MPs remaining.

A unit with insufficient MPs to pay the full MP costs for an overrun may not participate in the overrun even if it has not moved at all in the phase.

Overrunning units may use the road movement rate when executing an overrun if all other considerations for road movement are met.

A unit with a defense strength of zero may be overrun at 12:1 odds by any unit with an attack strength of greater than zero.

Rule 14 — Special Unit Types

A. Engineers

1. Construction Engineers. A construction engineer may build a fort in any clear or rough hex, except such a hex already containing a fort. It takes one game turn to build a fort. The engineer begins building a fort during its initial phase; it must be in general supply. (A fort counter should be placed on the unit to show the construction.) during that unit's initial phase of the following game turn, the fort is fully built (and is placed on the bottom of the stack in the hex) if the engineer is still in the hex and is in general supply. If the engineer is out of general supply, the fort is not yet built and remains in the building stage for another turn. If the engineer leaves the hex at any time before the fort is built, the fort counter is removed from the map.

A construction engineer may build an airfield in any clear or rough hex (including such hexes containing other features such as reference cities), except that an airfield may not be built in a hex already containing an airfield. The engineer must be in general supply. The construction procedure differs depending on terrain and location:

a) In clear hexes the engineer must spend 6 MPs during the movement phase to build an

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airfield. When the cost is paid, an airfield marker is placed in the engineer's hex. Two construction engineer units in the same hex may combine to build an airfield; the owning player may split the construction cost between them if he wishes, as long as the full 6 MPs for construction are spent.

b) In rough hexes, the engineer builds an airfield by following the same procedure for building a fort.

A construction engineer may demolish the capacity of a port. For every 3 MPs the unit spends in the port's hex, one hit of damage is applied to the port. The engineer must be in general supply.

A construction engineer may repair damaged ports, airbases, and rail lines. In all cases, the general procedure is the same: the unit must spend a number of MPs in the hex of the item to be repaired. It costs an engineer 2 MPs to remove one hit from an airbase, 4 MPs to remove one hit from a port, and 4 MPs to remove a hit from a damaged rail line.

A construction engineer may finish an uncompleted road. Each hex of the uncompleted road requires an expenditure of 12 MPs to upgrade the hex to a road. These 12 MPs may be accumulated over more than one turn or come from more than one engineer unit. *Example:* One South African engineer unit enters an uncompleted road hex (spending 2 MPs) and spends 6 MPs for road upgrade. In the next turn, the unit spends another 6 MPs to finish the road and moves to an adjacent clear hex. *Example:* Two South African engineer units may move into an uncompleted road hex (against 2 MPs each) and use their remaining 12 MPs to upgrade the road.

a. **Weather.** Rain weather affects construction and repair costs. All MP costs are doubled. For example, 4 MPs are required to remove a hit from an airbase in rain weather. All construction costs based on turns are doubled. For example, two turns are required to build a fort in rain weather. Demolition costs are not affected by rain weather.

b. **Quick Construction.** Two engineer units may be used in conjunction in order to speed construction. The units must be stacked together at the time when their construction abilities are to be used together. Each engineer pays half the construction cost. For example, when two engineers repair a rail line, each spends 2 MPs (half of 4) during clear weather and 4 MPs (half of 8) during rain weather. When two engineers are used to build an item requiring one turn to build, each spends one half of its printed movement allowance (round fractions up) for the construction. *Note:* Items requiring a turn to build must be started in the initial phase, even if quick construction is used.

Construction costs cannot be further decreased by using three or more engineers in conjunction.

B. Artillery. Artillery units do not defend

with their full strength unless the number of non-artillery REs in a hex at least equals the number of artillery REs. All artillery units above this number defend with a total strength on 1.

Example: The Axis player has three 2-6 artillery regiments and one 1-6 infantry regiment defending in a hex. Since there is only 1 RE of non-artillery units in the hex, only one artillery regiment may defend using its full defense strength. The other two artillery units defend with a strength of 1. Thus, the total defense strength of the hex is 4.

Artillery units do not attack with their full strength unless the number of non-artillery REs participation in the attack at least equals the number of artillery REs. All artillery units above this number attack with a total strength of 1.

C. Headquarters. A headquarters unit has only a movement rating, its combat strength is zero. A headquarters unit is 1 RE in size, has heavy equipment, and does not have a ZOC. It is AECA, AECD, and ATEC neutral.

D. Marines. British marine commando and Indian marine units are not quartered in strength when making amphibious landings; they may attack at full strength.

Rule 15 — Unit Breakdowns

A. Procedure. A division may break down into its component units at the start of a friendly movement phase. There is no MP cost to break down. The division is removed from the map and its breakdown components are placed in its hex. The stacking limit may be violated when a unit breaks down as long as the limit will not be violated at the end of the phase.

A division may be assembled at the end of a friendly movement phase. The component units of the division must be stacked in the same hex; they are removed from the map and the division is placed in the hex.

B. Unit Breakdown Charts. Breakdown possibilities are shown on the breakdown charts. The charts detail, by unit type and combat strengths, all allowed breakdowns. In general, a division may break down either into supported components or into a headquarters and unsupported components.

Each chart has a number of labeled boxes, one of each formation that may breakdown. When a division is broken down, the division counter is placed in the appropriate box on the chart. When a division is assembled, its components are placed in its box.

C. Breakdown Combinations. Allied divisions enter the game already broken down, and the player may assemble the divisions during lay. Divisions may be assembled from any appropriate components.

1. **General.** Divisions may be assembled

from any appropriate components. For example, a 7-8 Indian Infantry division may be assembled from any three 2-8 infantry brigades.

A player may substitute a stronger component unit than is called for by the division. The unit must have the same unit type, the same units size, and an equal or greater movement rate as the unit for which it is substituting. For example, the Allied player may assemble a 6-6 infantry division from three 2-6 infantry brigades, instead of two 2-6 infantry brigades and one 1-6 infantry brigade. However, doing this does not increase the strength of the division.

A player may not mix nationalities with assembling divisions. For example, an Indian 2-8 infantry brigade may not be part of a South African infantry division.

Rule 16 — Air Rules Introduction

A. Air Units. Air units are shown on the unit identification chart. The air unit codes table defines the three basic categories of air units: fighters, bombers, and transports. Within the fighter category, two further terms are used: interceptor and escort. An interceptor is a fighter flying the interception mission. An escort is a fighter flying the escort mission.

B. Concepts.

1. **Operative.** Air units usually are operative and may function to the full extent the rules allow. Due to a variety of causes, air units may become inoperative. An inoperative air unit can not function normally (such as fly missions or make patrol attacks) and must remain at its airbase until repaired. An inoperative air unit is placed face down on its airbase to show its condition.

2. **Target Hex.** The target hex of an air unit is the hex in which it is to perform its mission. For example, the target hex of a bomber flying the ground support mission is the hex occupied by the enemy units to be bombed.

C. Air Phase Sequence. Activity within the air phase occurs in the following sequence.

1. Phasing Player Air Movement Step.
2. Non-Phasing Player Interceptor Movement Step.
3. Air Combat Resolution Step.
4. Mission Resolution Step.
5. Non-Phasing Player Interceptor Return Step.
6. Phasing Player Air Unit Return Step.

Rule 17 — Airbases

Air units take off and land at airbases. When not flying a mission, an air unit must be at a friendly controlled airbase; it may not use an enemy controlled airbase for any purpose.

A. Capacity. The capacity of an airbase is

the number of air units that may take off from that airbase each air phase. There is no limit to the number of air units that may land or be present at an airbase. The capacity is also the number of patrol attacks that may be made by fighters based at the airbase. Capacity is used separately for patrol attacks and for takeoffs; making a patrol attack from an airbase does not decrease the number of air units that may take off from that airbase in the same air phase. The capacity of airbases are listed on the airbase table.

B. Air Unit Escape. If an enemy ground unit enters an airbase hex, all operative air units there may try to escape; airbase capacity is not considered when air unit attempt to escape. An air unit is not required to try to escape. A die is rolled for each air unit trying to escape:

On a roll of 1, 2, or 3, the air unit escapes. The air unit must immediately fly to an airbase within range of three times its printed movement rating; it becomes inoperative on arrival. If there is no airbase within range, the air unit is eliminated.

On a roll of 4, 5, or 6, the air unit does not escape. It remains at the airbase.

After all escape attempts are made at an airbase, the status of the airbase hex is checked. If enemy ground units control or subsequently gain control of the hex that player turn, all friendly air units at the airbase are eliminated.

C. Airbase Capture. All enemy airbases may be captured and used. An enemy airbase is captured when a friendly ground unit gains control of the hex.

D. Airbase Damage. Any ground unit with a combat strength greater than zero or any construction engineer (regardless of its combat strength) may damage the capacity of an airbase. The capacity of the airbase is reduced by one for every 2 MPs spent by the unit in the airbase's hex for the purpose of damaging the airbase. Hit markers may be used to show this damage. The capacity of an airbase may be reduced because of bombing (per Rule 20.F). Each bombing unit on an airbase reduces its capacity by one. Damaged airbases may be repaired (Rule 14.A).

Rule 18 — Movement of Air Units

Each air unit has a movement rating which states the basic number of MPs it has available; this number may be modified depending on the mission the air unit is flying. The modified number is the maximum number of MPs the air unit may use to fly from its base to its target hex during the air phase; it is the maximum number of MPs it may use when returning to base during the air return step. As an air unit moves, it spends 2 MP for each hex it enters; terrain has no effect on the movement of air units. Each air unit moves individually.

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An air unit, depending on its air unit type and the mission it is flying, may fly during an air movement step or an interceptor movement step. Only the air units of the player named in the movement step may fly during the step.

During the air return steps, air units return to base. An air unit must return to a friendly air base and is eliminated if it cannot do so.

Rule 19 — Patrol Attacks

Each operative fighter air unit at an airbase (i.e., not flying a mission) has a patrol zone. A patrol zone covers every hex within one quarter the movement rating (rounded down) of the exerting fighter. However, there is a maximum patrol zone of 4 hexes; the patrol zone of no fighter extends beyond 4 hexes, regardless of its movement rating. For example, a Cr 42 fighter (movement rating of 8) has a patrol zone extending out to two hexes.

Fighters may make patrol attacks during the enemy player's air movement step. When an enemy air unit enters a hex in the patrol zone of a fighter, the enemy air unit is subject to a patrol attack. The air strength of the fighter is compared to the air defense strength of the enemy air unit. This comparison is used to determine the success of the attack:

If the fighter's strength is equal to or less than the enemy air unit's strength, a die roll of 6 will turn back the enemy air unit.

If the fighter's strength is greater than the enemy air unit's strength but less than twice as great, a die roll of 5 or 6 will turn back the enemy air unit.

If the fighter's strength is at least twice as great as the enemy air unit's strength, a die roll of 4, 5, or 6 will turn back the enemy air unit.

The turn back result because of patrol attacks is the same as the turn back result because of air combat (Rules 21.B).

Patrol attacks may be made only during the enemy player's air movement step; they may not be made during the interceptor movement of air return steps. Patrol attacks are not missions and are not air combat. A fighter making a patrol attack is not subject to any adverse effects.

A fighter may make only one patrol attack per air phase. It is not required to make any patrol attack at all, and it need not make a patrol attack against the first air unit that enters that patrol zone.

An air unit may be subjected to only one patrol attack per hex entered; it is liable to a patrol attack in each hex it enters in enemy patrol zones.

Rule 20 — Air Missions

Air units may fly any of several missions, depending on air unit type. The missions are described in detail below. Each mission lists which

air unit types may fly the mission, when the mission may be flown, and what the effects of the mission are.

A. Interception. Fighters may fly interception during the interceptor movement step. An interceptor (a fighter flying this mission) may fly to any hex within its patrol zone (see Rule 19); the target hex must contain enemy air units in air combat.

B. Scramble. In addition to interception, a fighter may scramble during the interceptor movement step, if the fighter's airbase is the target hex of enemy air units. A scrambling fighter may fly to an airbase within range of its printed movement rating, landing at the airbase during the air return step. A fighter may not scramble to an airbase that is in the target hex of any enemy air units.

C. Escort. Fighters may fly escort missions during the air movement step. An escort (a fighter flying this mission) flies to a hex within range of its printed movement rating; the hex must be a target hex of other friendly air units. The purpose of escort is to protect the other friendly air units in the hex during air combat.

D. Transfer. All air unit types may fly transfer missions during the air movement step. There are two types of transfer missions.

1. Regular Transfer. A air unit may fly to any airbase within range of three times its printed movement rating. If the airbase is not within interception range of any enemy fighter, the air unit may continue to transfer to another airbase within range of three times its printed movement rating. The air unit may continue to transfer in this manner any number of times. An air unit transferring in this manner may not initiate a different mission in the same air movement step. Not that only the capacity of the airbase in which this mission is initiated is used.

2. Staging. An air unit may stage to an airbase within range of its printed movement rating and then initiate a non-transfer mission in the same air movement step. Note that the capacities of two airbases are used for a staging air unit, that of the airbase where the staging mission was initiated and that of the airbase where the second mission was initiated.

E. Transport. Transports may fly transport missions, carrying ground units during the air movement step. A transport may not carry any ground unit that is heavy equipment; all other ground units may be carried. The ground unit to be carried (the cargo) must start the air movement step at the airbase of the transport.

All air combat and antiaircraft fire that affect a transport also affect its cargo. If a transport is eliminated, its cargo also is eliminated. If a transport is aborted if turned back, its cargo returns to base with the transport. When two or more transports combine to carry a unit, then a result to any one of the transports also affects the cargo. Always use the most severe result to the

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transport as the effect on the cargo. For example, if one transport is turned back and the other is eliminated, the cargo is eliminated.

Each transport may carry up to 1 RE of ground units. A transport may fly to any airbase within range of twice its movement rating, landing there with its cargo during the air return step. Alternatively, a transport may fly to an airbase within range of its printed movement rating during the air return step. It may not carry cargo during the air return step. Note that only the capacity of the air base where this transport mission is initiated is used; the capacity of the airbase where the transport lands the cargo is not used.

F. Bombing. Any air units with a bombing strength greater than zero may fly bombing missions. Air units fly bombing missions during the air movement step.

Most bombing missions are resolved during the mission resolution step, after air combat and antiaircraft fire in the target hex has been resolved. Air units bombing a target may bomb it individually, or some (up to all) may combine their bombing strengths to make a single bombing attack. Exceptions to this general case are giving in the specific bombing missions.

Several bombing missions require the use of the bombing table to resolve bombing attacks. This table is used by cross-indexing the total bombing strength of the attack with the die roll to obtain a result. There are two possible results: M (miss) and H (hit). A miss has no effect on the target; a hit affects the target, as described in each bombing mission.

Except for defensive support, air units may only bomb enemy controlled hexes. For example, the Axis player may not bomb the port of Massawa if Massawa is currently Axis controlled. Note that this prohibits the bombing of targets in neutral Vichy territory.

1. Strategic Bombing. The following missions may be flown by air units with tactical bombing strengths greater than zero.

a. Air Units. Enemy air units at airbases (i.e., not flying missions) may be bombed. All fighters have their tactical bombing strengths increased by 1 when flying this mission. For example, a fighter with a tactical bombing strength of 0 would have a strength of 1 when flying this mission. For each bombing attack, the bombing table is consulted. A hit on an operative air unit renders it inoperative. A hit on an inoperative air unit eliminates it.

b. Airbases. Air units may bomb airbases. For each bombing attack, the bombing table is consulted. Each hit achieved on the air base decreases the capacity of the airbase by 1. When the capacity of an airbase is reduced to 0, all further hits against the airbase are ignored.

c. Ground Support. Air units may aid attacks made by friendly ground units. The air units fly to the hex occupied by enemy ground

units to be attacked. The air units remain in the target hex until the end of the combat phase, returning to base at that time. During the combat phase, the air units' tactical bombing strengths are added to the total attack strength attacking the hex. Terrain does not affect tactical bombing strengths. The total printed tactical bombing strength contributed to an attack may not exceed the total printed strength of the attacking ground units; bombing strength points in excess of this are ignored.

d. Defensive Support. During the owning player's air movement step, air units on this mission fly to the hex of the potentially defending friendly ground unit. (This hex may be unoccupied or enemy occupied, in anticipation that friendly units will occupy the hex at a later point.) The air units remain in the hex until the start of the next friendly air phase, returning to base at that time. This late return does not interfere with their ability to fly new missions in that air phase.

Defensive support air units add their tactical bombing strengths to the total defensive strength of the friendly ground units in the hex. Terrain does not affect tactical bombing strengths. The total printed tactical bombing strength contributed by the air units may not exceed the total printed strength of the defending ground units; bombing strength points in excess of this are ignored.

Prior to the resolution of the attack, the attacking player may fire antiaircraft against the defensive support air units in the hex (Rule 22.B). Air units affected by this fire do not contribute anything to the defense of the hex.

e. Harassment. For every two tactical bombing strength points delivered on a hex, every ground unit leaving the hex in the following player turn must spend an additional MP to do so.

f. Rail Lines. For each bombing attack on a rail line, the bombing table is consulted. A hit breaks the line in the target hex.

g. Ports. A tactical bombing attack may be made on a port in the same manner and with the same results as a strategic bombing attack on a port.

Rule 21 — Air Combat

Air combat occurs when interceptors fly to hexes containing phasing air units flying mission; air combat is resolved during the air combat resolution step. All air combat in a hex is resolved before any air combat in another hex is resolved. There are two stages to air combat: preparation and resolution.

In the following rules, mission force refers to all air units in the target hex flying missions other than those flying escort (the escorts) or interception (the interceptors).

A. Preparation. The player with the mission

force separates his air units into two groupings: the escort screen and the mission force. All escorts are placed in the screen. Fighters flying bombing missions (Rule 24.A) may jettison their bombs at this point and place in the escort screen.

The player with the interceptors separates his air units into two groupings: those that will attack the screen and those that will try to bypass the screen to attack the mission force. The player may divide his interceptors between these two groups as he wishes.

B. Resolutions.

1. Combat Results. Air combat results are: no effect (—), turn back (R), abort (A), and Eliminate (K). An air unit that is turned back no longer participates in air combat and may not execute its mission (such as bombing); it returns to base during the appropriate air return phase and remains operative. An aborted air unit is affected in the same manner as a turned back air unit, except that it becomes inoperative on its return to base. An eliminated air unit is removed from play.

2. Sequence. Air combat is resolved in a series of steps. Each step must be completed before the next one is begun.

a. Interceptors allocated to attack the escort screen engage the screen in air combat. All other air units in the hex are ignored during this step. An interceptor is allocated against each escort of the screen. If one side has more air units than the other, the owning player may allocate these extra air units against enemy air units he wishes. *Example:* Four interceptors attack a screen of two escorts. One interceptor must be allocated against each escort. The remaining two interceptors may be allocated either one against each escort for a total of two interceptors against each escort) or both against one of the escorts (for a total of three interceptors against one escort and one interceptor against the other escort).

Unengaged (i.e., extra) escorts are not required to be allocated against the interceptors attacking in the screen. Instead, they may attack the interceptors attempting to bypass the screen (step c).

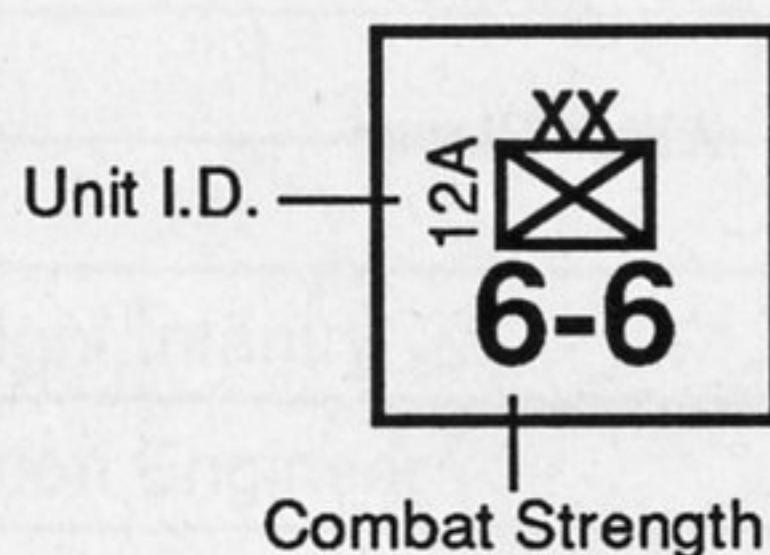
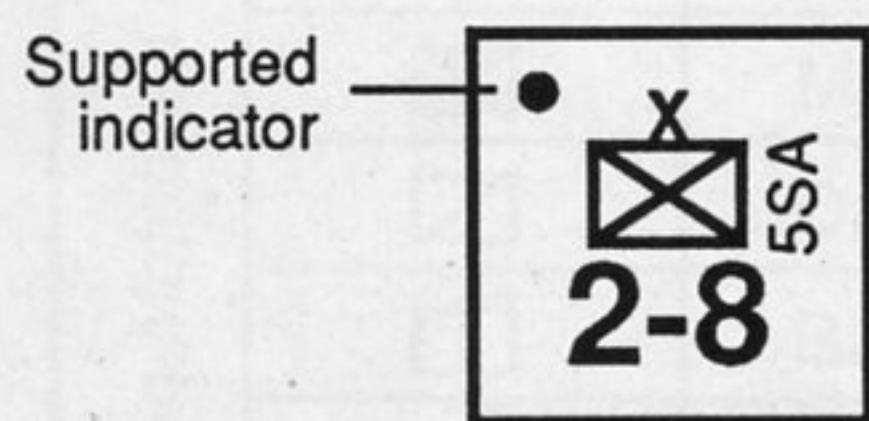
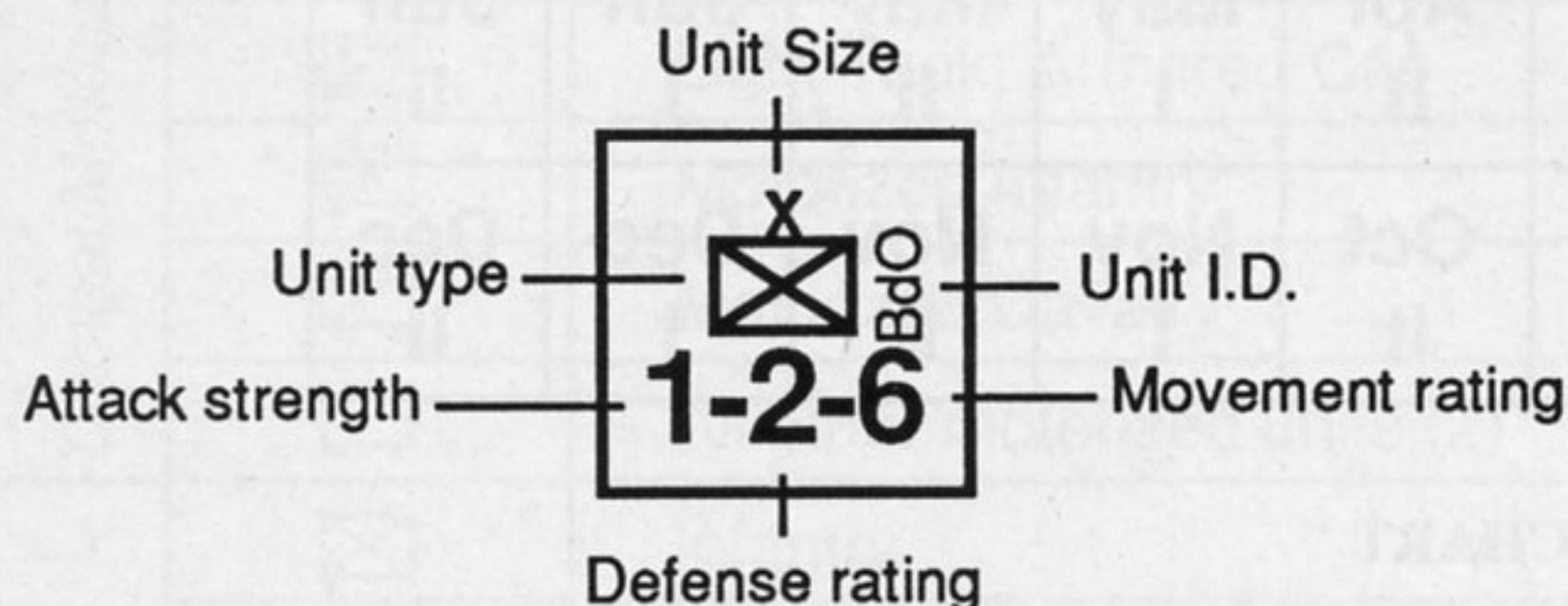
b. Air combat between the allocated air units is resolved. Each separate allocation is resolved as a simultaneous exchange of fire between the two opposing air units; combat results are implemented at the end of the exchange.

When several air units are allocated against an air unit, air combat is resolved as a series of exchanges of fire between the single air unit and each of its attacker, in the order determined by the player with the several air units. Combat results are slightly modified for the single air unit. A turn back result is implemented only at the end of the series. An abort result is implemented at the end of the series, but the air unit may not fire at air units attacking it in

AFRICA ORIENTALE

Unit Identification Chart

Unit counter Examples Ground Units

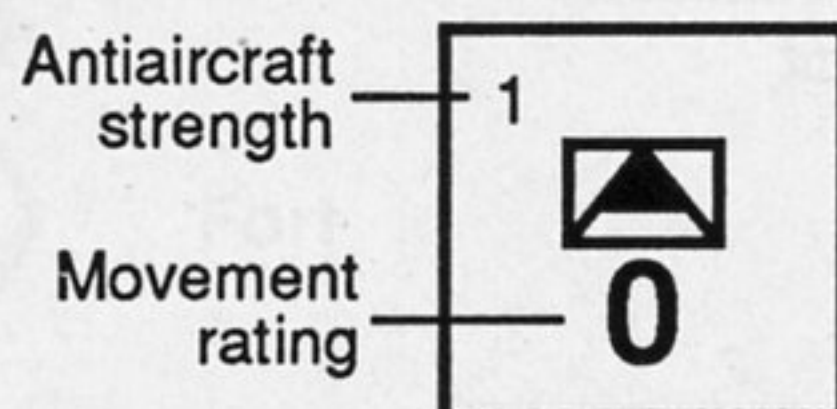


Division identification appears on the left side of the unit type box; identification of units smaller than a division appears on the right side.

Headquarters are distinguished by the flagstaff extending from the lower left of the unit type box. A headquarters unit has no combat strength, only a movement rating.



Static Antiaircraft Counters

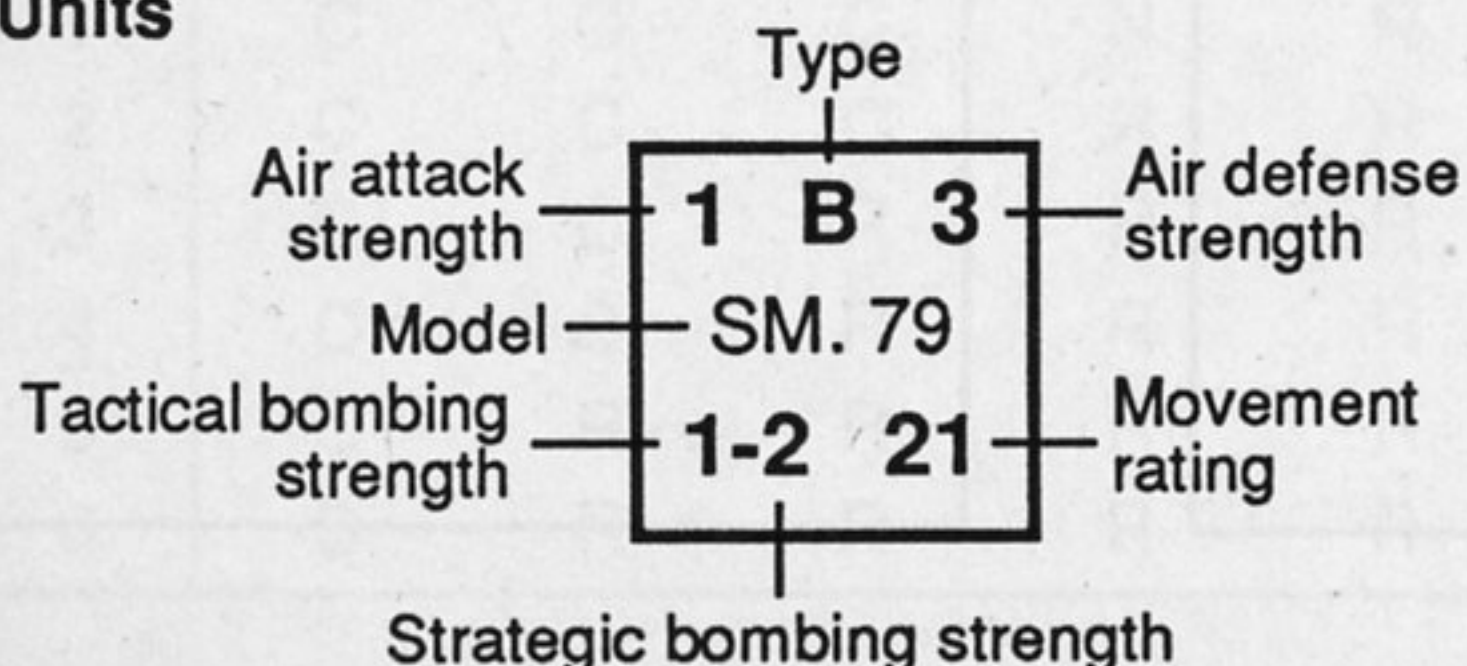


Unit Size Designators

XX	Division
X	Brigade, Group, Combat Command
III	Regiment
II	Battalion
DG	Divisionsgruppe
Cadre	Cadre

Unit size designators in brackets indicate units of a non-standard nature approximately of the size shown. Brackets are ignored for game purposes.

Air Units



Air Unit Types

Fighters

F

Fighter

Bombers

B

Bomber

Transports

T

Transport

Prefixes

N-

Night

Unit Colors

Allied

British Army, Royal Air Force
Br. Colonial (Indian, Sudan)
Br. Commonwealth
Free French
Belgian Colonial
Ethiopian

black on tan
brown on white
white on brown
black on olive
white on green
white on tan

Axis

Italian
Italian Colonial
African Rebels

black on light gray-green
white on dark gray-green
black/white on light grey-green

Vichy France Colonial

white on blue

PORT LIST

Major: Mombasa, Djibouti, Aden
Standard: Kismayu, Mogadishu, Massawa, Port Sudan
Minor: Obbia, Berbera, Zeila, Assab

REBELLION TABLE

Die Roll	ITEMS RECEIVED
1	1 x 0-1-5 BANDE [X]
2	1 x 0-1-5 BANDE [X]
3	1 x 0-1-5 BANDE [X]
4	1 x 0-1-5 BANDE [X] + 1 FORT
5	2 x 0-1-5 BANDE [X] + 1 FORT
6	2 x 0-1-5 BANDE [X] + 1 FORT + 1 STEP OF SUPPLY

AFRICA ORIENTALE

This page should be photocopied before play.

Turn Record Chart

Jan I	Jan II	Feb I	Feb II	Mar I	Mar II	Apr I	Apr II	May I	May II	Jun I	Jun II
Jul I	Jul II	Aug I	Aug II	Sep I	Sep II	Oct I	Oct II	Nov I	Nov II	Dec I	Dec II
1940	1941										

VICTORY POINT CHART

VICTORY POINT AWARDS

Axis Player

Allied Player

During each 6-month period:

- +10 for controlling Br. Somaliland
- +5 for controlling any city in the Sudan
- +5 for controlling any city in Kenya

Upon occurrence:

- +10 for capturing Khartoom
- +10 for capturing Port Sudan
- +10 for capturing Nairobi
- +15 for capturing Mombasa
- +2 per turn after Sept I if no Axis surrender
- 1 per RE missing from garrison per turn

- +5 for causing Axis surrender
- 1 per turn after Feb I the allies have not captured Massawa
- 1 per RE missing from garrison per turn

At the end of the game:

- +1 per RE in the enemy repl pool
- X2 above for enemy commando unit
- +2 per enemy air unit eliminated

- +1 per RE in the enemy repl pool
- +2 enemy per air unit eliminated
- +1 per accum repl point

Levels of Victory

VP Difference

- 6+
- 4, 5
- 2, 3
- 0, 1
- 1, -2
- 3, -4
- 5, or less

Level of Victory

- Allied decisive
- Allied substantial
- Allied marginal
- Draw
- Axis marginal
- Axis substantial
- Axis decisive

XX
7-8

7-8 Infantry XX
3 x 2-8 Infantry X

XX
6-6

6-6 Infantry XX
2 x 2-6 Infantry X
1 x 1-6 Infantry X

Allied
Replacement Pool

Axis
Replacement Pool

AFRICA ORIENTALE

Unit Identification Chart

	Symbol	Type	AECA	AECD	ATEC	HE(1)
Combat/Motorized		Tank	Full	1/2	1/2	*
		Light Tank, Armored Car	Full	1/2	Neutral	*
		Motorized Infantry	Neutral	Neutral	Neutral	*
		Motorized Cavalry	Neutral	Neutral	Neutral	*
		All other motorized units (2)	(Neutral)	(Neutral)	(Neutral)	*
Non-Motorized		Infantry	—	—	—	—
		Mountain	—	—	—	—
		Marine	—	—	—	—
		Cavalry	—	—	—	*
		Bande, Light Infantry	—	—	—	—
		Construction Engineer	—	—	—	—
		Light Antiaircraft	—	—	—	*
		Heavy Antiaircraft	—	—	—	*
Artillery		Field Artillery	Neutral	Neutral	Neutral	*

Markers

	Airfield
	Fort
	Hit
	Supply (two steps/one step)
	Transport Counter

Unit Type Symbols — Notes:

(1) **HE: Heavy Equipment:** Unit types marked with * in this column have heavy equipment.

(2) **Combat/Motorized Symbol:** Unit types having the supplementary motorized symbol are combat/motorized.

Weather Table

Die Roll	Sep I -Apr II	May I	May II	Jun I -Jun II	Jul I	Jul II	Aug I	Aug II
1	C	C	C	N	R	C	C	C
2	C	C	C	R	R	R	C	C
3	C	C	R	R	R	R	R	C
4	C	C	R	R	R	R	R	C
5	C	R	R	R	R	R	R	C
6	C	R	R	R	R	R	R	R

C=Clear
R=Rain
N=No Change

AFRICA ORIENTALE

COMBAT RESULTS TABLES

Ground Combat Results Table

		<i>Odds Ratio</i>											
		1:3	1:2	1:1	1.5:1	2:1	3:1	4:1	5:1	6:1	7:1		
Die Roll	-1	AE	AE	AE	AE	AE	AH	AR	EX	NE	HX	Die Roll	-1
	0	AE	AE	AE	AH	AH	AR	EX	NE	HX	DR		0
	1	AE	AE	AH	AR	AR	EX	NE	HX	DR	DR		1
	2	AE	AH	AR	AR	EX	NE	HX	DR	DR	DH		2
	3	AR	AR	AR	EX	NE	HX	DR	DR	DH	DE		3
	4	AR	AR	NE	NE	NE	DR	DR	DH	DE	DE		4
	5	AR	HE	HE	HE	HX	DR	DH	DE	DE	DE		5
	6	NE	HX	DR	DR	DR	DH	DE	DE	DE	DE		6
	7	NE	HX	HX	HX	DH	DE	DE	DE	DE	DE		7
	8	HX	DR	DH	DE	DE	DE	DE	DE	DE	DE		8

Note:

On all combat results tables: die rolls modified above the highest number of below the lowest number on these tables are treated as the highest or lowest number respectively. For example, a modified die roll of 9 on the ground CRT is treated as an 8.

Air Combat Results Table

		<i>Attack Differential</i>											
		-5 or less	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6 or more
1	A	A	K	K	K	K	K	K	K	K	K	K	K
2	A	A	A	K	K	K	K	K	K	K	K	K	K
3	R	A	A	A	A	K	K	K	K	K	K	K	K
4	—	R	R	A	A	A	K	K	K	K	K	K	K
5	—	—	—	R	R	A	A	A	A	K	K	K	K
6	—	—	—	—	R	R	R	A	A	A	A	A	K
7	—	—	—	—	—	—	R	R	A	A	A	A	A
8	—	—	—	—	—	—	—	—	R	R	R	A	A
9	—	—	—	—	—	—	—	—	—	R	R	A	A
10+	—	—	—	—	—	—	—	—	—	—	—	—	—

Roll two dice when using this table.

Modifiers: -1 type F vs type B/T; +1 type B/T vs type F.

Bombing Table

		<i>Bombing Strength</i>				
		2-4	5-8	9-12	13-16	17+
0	M	M	M	M	M	M
1	M	M	M	M	M	H
2	M	M	M	H	H	H
3	M	M	H	H	H	H
4	M	H	H	H	H	H
5	H	H	H	H	H	H
6	H	H	H	H	H	H

Modifiers:

-1 for night bombing missions

+1 for type D air units

Antiaircraft Fire Table

		<i>Total Antiaircraft Strength</i>							
		1	2	3-4	5-6	7-9	10-12	13-16	17+
2	A	A	A	A	A	A	A	K	K
3	R	A	A	A	A	A	A	A	K
4	R	R	R	A	A	A	A	A	A
5	—	R	R	R	R	A	A	A	A
6	—	—	R	R	R	R	R	R	A
7	—	—	—	—	R	R	R	R	R
8	—	—	—	—	—	—	R	R	R
9+	—	—	—	—	—	—	—	—	—

Roll two dice when using this table.

Modifiers: +1 when firing on type B

+1 when firing at night

Strategy & Tactics Flexi-Subs

If you're one of those who've resisted subscribing to *S&T* because you're not interested in all the game topics covered, we now offer you a "flexi-sub" plan.

The list below shows the games we'll be publishing in the magazine over the next two-or-so years. (If the game's title code is followed by a three-digit number, that's the exact issue the game is scheduled to appear. If there's no number, that means the game is well along in the design/development pipeline but is not close enough to being finished to have been given an exact slot yet. The list will be updated regularly — and, no doubt, some unavoidable changes in it will have to be made from time to time.)

If you're new to flexi-subbing, you must start your subscription by ordering a minimum of four (4) issues — at \$8.00 a piece. Already existing flexi-subscribers may be extended, even in increments as small as one new issue, at the same \$8.00 per issue price.

CODE X

COMPLEXITY: 1-3 = Introductory; 4-5 = Substantial Game, but with relatively straightforward mechanics; 6 = Average Complexity; 7 = Above Average Complexity; 8-9 Way Above Average Complexity.

- | | |
|------------------------------------|--|
| HD <input type="checkbox"/> | 129 HARVEST OF DEATH: THE SECOND DAY OF GETTYSBURG. A brigade-level treatment of the CSA assault on the Union left on 2 July, 1863. Command control, small arms fire and close assault are emphasized. Half map, 100 counters. Designed by Leonard Martin and David Millman. COMPLEXITY 5-6. |
| TU <input type="checkbox"/> | 130 TSUSHIMA. This treatment of the decisive 1905 naval battle between the Imperial Russian and Japanese fleets is based on Jack Greene's legendary <i>Fleet Admiral</i> design. Individual ship types, leaders, staggered sequential movement. Mini-scenario on the 1904 Ulsan battle also included. One half map, 100 counters. Solitaire playability. COMPLEXITY 5-6. |
| DF <input type="checkbox"/> | 131 DONAU FRONT. The final chapter in the <i>Central Front Series</i> , DF presents a situation likened to "the Ardennes of the 90s," as the attackers must get through rough terrain on the board's eastern half and then seize a huge multi-hex city (Munich) at the end. Soviets, Czechs, French and Germans mix it up at 4km per hex, three turns per day. Designed by Chuck Kamps. COMPLEXITY 6-7. |
| IC <input type="checkbox"/> | 132 IRON CROSS. Man-to-man combat on the eastern front. Each back-printed counter represents one soldier or support weapon. Based on Gameforms original game, <i>Combat</i> , this is the second of the <i>Company Commander</i> series. Rules have been much improved and streamlined. Three mini-maps, multi-scenarios, 200 counters. Designed by Mark Sprock and developed by Paul Dangel. COMPLEXITY 6-7. |
| BR <input type="checkbox"/> | 133 BATON ROUGE. Another in Richard Berg's legendary GBACW series, covering the CSA attempt to regain this Louisiana city in 1862. Unusual mechanics to simulate city street fights and riverine warfare from the CSS Ram, Arkansas. Half map, 100 counters. COMPLEXITY 7. |
| AB <input type="checkbox"/> | 134 ANZIO BEACHHEAD, 2nd ed. Originally done by David Williams in <i>S&T</i> no. 20. Savage operational-level game of strike and counterstrike on the Italian coast in 1944. Features include U.S. Rangers, Herman Goering Panzer Division, FLAK, air support (for both sides), fog-of-war, all-out attacks. Half-map, 100 counters. Redesignated by Vance von Borries. COMPLEXITY 5-6. |
| HW <input type="checkbox"/> | 135 HOLY WAR: AFGHANISTAN. For our 3rd Annual Modern War Issue. Covers the whole of the war, from Soviet invasion through pull-out a decade later. Chemical warfare, possible western intervention, air-mobile troops, air strikes, factionalism. By Joe Miranda. COMPLEXITY 6-7. |
| BK <input type="checkbox"/> | 136 BLITZKRIEG, 1941: THE FIRST YEAR OF THE RUSSO-GERMAN WAR. Army/Corps-level treatment of the famous Barbarossa Blitzkrieg, using a variant of the well-received <i>The Tigers Are Burning</i> system. Monthly turns with expanded summertime sequence. Game makes use of recent scholarship on this campaign to provide new insight into supply, strategy, order of battle, etc. One map, 200 counters. By Ty Bomba. COMPLEXITY 6. |
| AA <input type="checkbox"/> | 137 AACHEN: CITY OF DEATH. Goebbels promised this first German city to fall to American troops in WWII would become "a German Stalingrad." Troops of the US 7th and 19th Corps must cut through Westwall defenses and encircle the city and destroy its fanatic defenders before Nazi reinforcements can mount a relief. Forts, organizational flexibility, offensive momentum, weather, "to the last bullet" rules. Half map, 100 counters. By Paul Dangel. COMPLEXITY 6. |

RG ☐

138 RIO GRANDE: THE BATTLE OF VAL VERDE. Another of Richard Berg's GBACW series. Sibley's Army of New Mexico attempts to hold off Canby's Union forces. A river-crossing game (complete with sandbars and deep water in the Rio Grande) in which both sides constantly receive reinforcements — such as "Graydon's Spy Co.," and "Frazier's Arizona Rangers." Half map, 100 counters. **COMPLEXITY 7.**

ND ☐

139 NAPOLEON AT DRESDEN. The next in legendary designer Keith Poulter's *Bonaparte* series. A three-day battle with Russians, Austrians and Prussians vs. the French across city, field and forest. A downpour on the second day effectively split the battlefield into three parts and rendered all tactics but the bayonet largely ineffective. One map, 300 counters. **COMPLEXITY 6.**

BW ☐

140 THE BOER WAR. Strategic treatment of the 1899-1902 war that can now be seen as "the British Empire's Vietnam." Starts out as a conventional war but then quickly devolves into a guerrilla war quagmire. Leaders, Boer evasion tactics, armored trains. Monthly turns, one map, 200 counters. By Lew Fisher and Erich Faust. **COMPLEXITY 5-6.**

CW ☐

CHACO WAR. Regimental simulation of the bloody, but largely unknown, 1932-35 war between Bolivia and Paraguay. 15km per hex and 2 weeks per turn. Rules cover armor and air support, air supply, water shortages, forts, railroads, engineers, etc. One map, 200 counters. Designed by Bruce Farceau and developed by Paul Dangel. **COMPLEXITY 5-6.**

RB ☐

RED BEACH ONE. A solo-game covering the U.S. conquest of Tarawa atoll in WWII. Rules cover snipers, troop assembly and dispersal, leaders, heroes, the sea wall, anti-tank ditches, radio comms., ammo depletion. One map, 200 counters. Designed by Mike Joslyn. **COMPLEXITY 7.**

RR ☐

RACE FOR ROME: The Italian Campaign from September through November, 1943. A free-invasion game with regimental/battalion OB, 11 km to the hex, 4-day turns. Game features both tactical and strategic air, an inset tactical map of the Rome area, and the most accurate OB ever offered for this campaign. One map, 2-300 counters. Designed by Vance "Mr. Med." von Borries. **COMPLEXITY 6-7.**

DM ☐

ON TO MOSCOW! Strategic treatment of the 1708-09 Swedish invasion of Russia. Leaders, strength points for armies and fleets, severe weather, plagues, uprisings, partisans, sieges, supply, fortresses, scorched earth. One map, 200 counters. Designed by Peter Eglund. **COMPLEXITY 5-6.**

OT ☐

OBJECTIVE TUNIS. Next in von Borries' *Battle For North Africa* series. Two miles per hex, battalion/company OB, 12 hour turns. Covers the exploitation after the Torch landings, during which the Allies raced for Tunis to trap Rommel and his *Africa Korps* before he could be reinforced. This will be the last of the series, a follow-on rules set will allow for link-up of all the games into a giant monster. One map, 200 counters. **COMPLEXITY 6.**

IN THE PIPELINE: The following titles have been approved by the readership for magazine publication and are in various stages of the design/development pipeline. Do NOT order them until you see them moved from this section to the one above!

Sunrise of Victory, Sideshow (a.k.a. Guerrilla), Case Green, Zulu, Doomed Victory: Borodino, Cropredy Bridge, Zeppelin, Krim, Hannibal of Carthage, Crossroads Bastogne.

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Feedback Questions for S&T 128

VOX POPULI, VOX DEI

When answering these questions, "0" 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, "5" is an average rating, and all the numbers in between express various shades of approval or disapproval. (When it comes to rating S&T articles and games, "0" means "I didn't even read it.")

- ___ 1. Was this issue better than the last? ("0" on this means "about the same.")
- ___ 2. Assume you don't subscribe or regularly purchase S&T. Would this issue alone motivate you to be sure to get the next issue?
- ___ 3. Did you send in the feedback form for the last issue of S&T magazine?
- ___ 4. Pick the one era about which you would like to see more games and articles done: 1=Ancient and Dark Ages (3000 B.C. to 1000 A.D.); 2=Middle Ages and Renaissance (1000 A.D. to 1790); 3=Napoleonic (1790 to 1830); 4=American Civil War and Colonial Wars era (1830 to 1900); 5=World War I era (1900 to 1930); 6=World War II (1930 to 1945); 7=Modern (1945 to Present); 8="Future History;" 9=Well considered Alternate History.
- ___ 5. What single aspect of the magazine games is most in need of improvement? Pick one:
 - ___ Rules Clarity and Completeness
 - ___ Map Graphics
 - ___ Unit Counters
 - ___ Chart & Table Layout
 - ___ Other (specify) _____
- ___ 6. Roughly what percentage of your gaming is solitaire play? 0=less than 10%; 1=10 to 19%, 2=20 to 29% 3=30 to 30%, etc.
- ___ 7. If you had your "druthers," you'd (1) increase or (2) decrease or (3) maintain the percentage of solitaire gaming in your hobby time.
- ___ 8. What do you think of the general idea of the "Annual Modern War" issue? (1=keep 'em coming; 2=scrap the idea).

NEW GAME PROPOSALS: Please refer to the Outgoing Mail column in this issue and then vote on the proposed new titles here. "0" means you never want to see it published and feel I have permanently discredited myself by even daring to present so shabby and ill-conceived an idea to you. "9" means you'd trade away your immortal soul if only you could get a copy of this game NOW. One through eight express shades of opinion between those extremes.

- ___ 1. Action At Choiseul Island
- ___ 2. The Battle For Finland, 1939-40
- ___ 3. The Spanish Civil War, 1936-39
- ___ 4. Alexander Nevsky
- ___ 5. CSA
- ___ 6. Angola
- ___ 7. Waterloo
- ___ 8. Bekaa Valley, 1982
- ___ 9. Russian Civil War: The Northern Front

FEEDBACK FOR S&T 128 CONTENTS

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| ___ Africa Orientale Game (Overall) | ___ The First Golden Era |
| ___ Africa Orientale Graphics | ___ FYI |
| ___ Africa Orientale Rules (Clarity and Completeness) | ___ Outgoing Mail |
| ___ Africa Orientale Article | ___ Errata |
| | ___ Cover Art |
| | ___ S&T 128 Overall |

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CONVENTIONS

UMF-Con, Nov. 11-12

Revive the spirit of Halloween! This role-playing and wargaming convention will be at the Student Center of the University of Maine at Farmington, in Farmington, Maine. Expect miniatures, AD&D, TOP SECRET, DIPLOMACY, boardgames and contests. We also plan another murder-mystery. Admission: \$5 per day and \$2 per game. For information, please send a SASE to: Table Gaming Club, c/o Student Life Office, Student Center, 5 South Street, Farmington, ME 04938.

UMF-Con, Oct. 28-29

Get in the spirit from Halloween! This role-playing and wargaming convention will be at the Student Center of the University of Maine at Farmington, in Farmington, Maine. Expect miniatures, AD&D, TOP SECRET, DIPLOMACY, boardgames and contests. We also plan another murder-mystery. Admission: \$5 per day and \$2 per game. For information, please send a SASE to: Table Gaming Club, c/o Student Life Office, Student Center, 5 South Street, Farmington, ME 04938.

Colonial City Gamefest 1989, September 16-17

The Mt. Vernon Gamers Association is pleased to announce the Seventh Annual Colonial City Gamefest to be held on September 16 and 17, 1989 at the Mt. Vernon Memorial Building on East High Street in Mt. Vernon, Ohio. Among the many games planned for this year are AD&D, Harn RPG, Twilight 2000, Call of Cthulu, Gladiators, Circus Imperium, Historical Miniatures including WWII HO Armor, Micro-Armor and Micro-Naval, ACW and Colonials. 25mm Chainmail, Warhammer Fantasy Battle and 40K. And the ever popular Battle of Mt. Vernon 1862, the 2nd day. In addition to the gaming there will be a miniatures painting competition and an auction. Several retail vendors will be on hand selling the best in new games and accessories and running

demonstration games. Convention hours will be 10:00 am to 11:00 pm on Saturday and 10:00 am till 8:00 pm on Sunday. Admission is \$3.00 per day at the door or \$5.00 for the weekend, pre-registration only. For registration forms and additional information write: Colonial City Gamefest, c/o Mt. Vernon Gamers Association, P.O. Box 1184, Mt. Vernon, OH 43050.

QUAD CON 89 at Palmer Auditorium, Davenport, Iowa, October 13-15. Pre-registration starts August 1. Many RPGs, boardgames, micro armor, miniatures, a painting contest, a costume contest and many more events. For a copy of the pre-registration brochure, send a #10 SASE to RiverBend Gamers Associations, P.O. Box 8421, Moline, IL, 61265.

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AFRICA ORIENTALE

Terrain Effects Chart

	Terrain	Movement Effects			Combat Effects
		Mot/Art	Other	Exceptions	
Hexes	Clear	2(4)	2(3)		No effect
	Rough	4(8)	4(6)	2(4)- Cav	-1
	Woods	4(8)	4(6)	2(4)-Bande	-1
	Wooded-Rough	6(All)	6	4(6)-Cav, Mtn	-2
	Mountain	All (X)	6	4 (6)-Mtn	No AEC; attacker halved
	Sand	6	4		No effect
	Swamp	All	6	4-Cav, Bande	-2; No AEC, Mot/Art attacker halved
	Salt Marsh	Prohibited			Prohibited
Hexsides	River	+1 for all units			Attacker halved except artillery
	Major River	+2 for all units			Attacker quartered except artillery
	Wadi	+1 for all units			No effect
	Mountain	As mountain hex			As mountain hex
	All Sea/Lake	Prohibited			Prohibited
	Border	No effect			No effect
Other Features	Reference City	No effect			No effect
	Dot City	No effect			No AEC
	Transportation Line	See Rule 7			No effect
	Fort (counter)	No effect			-1; No AEC

Notes:

1. Mot/Art: All combat/motorized units and all artillery units.
2. The combat effects of terrain features other than hexes and hexsides are in addition to the regular combat effects in the hex.
For example, a rough hex containing a dot city has a combat effect of -1 (due to the rough hex) and no AEC (due to the city).
3. Rain: Parenthetical MP costs (when listed) are used in zone H during rain weather.
4. X: Movement prohibited during rain weather except on transportation lines.

Map Legend

Hexes:

Clear	—
Rough	Lt Brown
Mountain	Dk brown
Sand	Golden brown
Woods	Green
Wooded-	Green/
Rough	Brown
Swamp	Blue
Salt Marsh	Brown

Hexside:

Major River	Blue
River/Canal	Blue
Wadi	Brown
Mountain	Dk brown
Full/Sea	
Full Lake	Blue
Border	Black
Seasonal River	Blue
Provincial	
Boundary	Black

Other Features:

Dot City	Black
Reference City	Black
Railroad	Black
Road	Black
Perm. Fort	Black
Weather Line	Lt blue

Armor/Antitank Effects

AECA	
1/5 to 1/2	+1
1/2 up to full	+2
full	+3
AECD	
1/5 up to 1/2	-1
1/2 or greater	-2
ATEC	
1/5 to 1/2	-1
1/2 up to full	-2
full	-4

Supply Summary

Supply Condition	Defense Strength	Attack Strength	Overrun Strength	Movement Rating
Out of general supply	1/2	1/4	1/4	1/2
In general supply	full	1/2	full	full
In attack supply	—	full	—	—

AFRICA ORIENTALE

Rail Movement Rates

Movement Rating	Hexes per MP
8-10	3
6	4
4-5	5
0	0

Overrun Movement Costs

Unit Type	Odds
	10:1 12:1
All units	3 2

Miscellaneous Movement Costs

Action	MP Cost
Entraining	1
Breaking a rail line	3
Damaging an airbase	2
Shipping	2

Airbase Table

Type	Capacity
Dot City	3
Referemce city	1
Fortress	1
Airfield counter	3

Patrol Attacks

1:1 or less	6
between 1:1 or 2:1	5, 6
2:1 or greater	4, 5, 6

Air Unit Escape

Escape	1, 2, 3
Eliminated	4, 5, 6

How to combine *Africa Orientale* with *War in the Desert*.

All rules for both games are in effect unless excepted below:

Rule 7.1.6 (Add) The Nile Railroad. Allied units may move between Egypt and the Sudan by rail. It requires all of the unit's movement points to move in this manner. The unit must begin the turn in Khartoum or any city in the delta and may move to the other. The Axis may not capture this rail line or use it in any way. If the Axis player captures either mapege hex of the rail line, its use is denied to the Allies until four turns after they recover both hexes.

Rule 20.F.1.b. (Add) Massawa and Mombasa to the list of potential targets.

Rule 26.B.2 (Add) Emed capability is used for Persian Gulf, Indian Ocean, Red Sea, Suez Canal, and Emed Areas.

Rule 26.B.4 (Add) If the Axis player controls all hexes bordering the Suez Canal for four consecutive turns, he may use the canal until closed by the Allies. The Allies may

reopen the canal using the same procedure.

Rule 26.B.6 (Add) The Allied player may ship units and supply counters to and from the Red Sea and Indian Ocean Areas. It costs a unit three MPs to make this trip as well as 2 REs of shipping transit to/from the Emed and 3 REs of shipping if transit to/from the Persian Gulf.

Rule 26.D (Add) Any Allied naval transport in the Red Sea area south of the 1300 hexrow is subject to Axis naval interference as long as the Axis has not lost Massawa. All transport is checked on the six column of the naval table.

Rule 28.A.5 (New) The Axis maintains an air relay station at the Kufra Oasis in southern Libya. Any Axis air unit within range of at least 20 may transfer to and from Abyssina. The procedure consists of an extended range transfer mission between Addis Ababa and any airbase in Cyrenaica. The relay station functions until the Jan I 42 turn when it is captured by the Allies. The Axis cannot prevent its capture and the Allies cannot take it sooner.

Rule 28.B.2. (Add) The Allies must garrison Italian East Africa after it's surrender. This permanent garrison consists of all non-divisional units that start or enter the game there unless released as well as all static AA and supply steps. A unit is released if the *War in the Desert* OOB calls for it to be committed to that theater. There is no penalty for their use or elimination in Italian East Africa. In addition, the Allies must maintain a garrison of 6 REs and two HQs. Note: only the Indian and South African divisions are withdrawn from Italian East Africa for use in *War in the Desert*. All other units that are withdrawn are for other theaters and may not be retained.

Rule 28.C. (Add). If the Allies invade French Somaliland, the Levant co-operation roll is modified by -2. Also the French North Africa reaction die roll is modified by -1. If the Axis invade French Somaliland, the Levant co-operation roll is modified by +3 and the French North Africa reaction die roll is modified by +2. If due to the French North Africa reaction roll Vichy forces join the Axis, then those in French Somaliland also join the Axis, but at least 2 REs must remain in French Somaliland as a garrison. If all French North African colonies join the Allies the forces in French Somaliland also join the Allies with the same restrictions as the French North Africa colonies.

Rule 31. (Add) Add the victory point totals from *African Orientale* to the *War in the Desert* totals before determining the ratio.

Axis OOB. (Modify). The SM 79 arriving Jan I 41 actually arrives in Europe and can transfer to Italian East Africa via Kufra (28.A.5). The Axis player must transfer at least one air unit to Italian East Africa by Jan I 41 and this unit must remain there until Jun I 41 or the Axis loses 3 vps. If this unit is killed or otherwise is unable to return, no additional units need to be sent and any extra air units sent are not bound by this rule. All Axis air units sent are affected by the supply limitations and have a repair roll of one until an Axis supply terminal is opened in Italian East Africa.

exchanges following the abort. A second abort result causes elimination of the air unit. Elimination results are implemented immediately, as normal. *Example:* Two interceptors are allocated against an escort. The air combat is resolved as a series of two exchanges of fire, with each interceptor attacking the escort in turn. In the first exchange, the interceptor fires on the escort, aborting it, and the escort fires on the interceptor, turning it back. The escort remains in the combat but may no longer fire. In the second exchange, the second interceptor fires, also achieving an abort result, and the escort may not return fire. The series ends with the escort eliminated (having taken two abort results) and the first interceptor turned back.

All air units involved in air combat during this step have finished their air combat and are ignored for the rest of the air combat resolution in the hex.

c. Air combat between the unengaged escorts and the interceptors attempting to bypass the screen is now resolved. The escorts may be allocated against these interceptors as the owning player wishes. Following the allocation, air combat is resolved as in step b, except that none of the attacked interceptors may fire. Interceptors that survive this step may attack the mission force. *Example:* Three interceptors attempt to bypass the screen, and there are two unengaged escorts. The player with the escorts decide to attack two of the interceptors, each with one. (He could have allocated both escorts against a single interceptor.) each escort attacks, one turning back an interceptor and the other achieving no effect. The interceptors may not attack the escorts. One interceptor is turned back and two get through to attack the mission force.

d. Interceptors successfully bypassing the escort screen may attack the mission force. The interceptors may be allocated against air units in the mission force as the owning player wishes. Air units of the mission force not attacked by interceptors are ignored; they neither attack nor are attacked. Air combat between the allocated air units is resolved as in step b. All air combat in the hex is resolved on completion of this step.

3. **Differentials.** In an exchange of fire between two allocated air units, each air unit attacks the opposing air unit. For each attack, the attack differential is calculated by subtracting the air defense strength of the air unit being fired on from the air attack strength of the firing air unit. For example, in an exchange between a Glad (3F3) and a Sm 81 (1B2), the Glad would have an attack differential of $(3-2)=+1$ and the Sm 81 would have an attack differential of $(1-3)=-2$.

The attack differential determines the column used on the air combat results table. For each attack, two dice are rolled; the number rolled is cross-indexed with the correct column.

The dice roll is modified as follows:

- 1 if a fighter attacks a type B or T air unit;
- +1 if a type B or T air unit attacks a fighter.

Air Combat Example: One South African Mxd fighter (4F4) and one Glad (3F3) intercept one Ca 133 bomber (1B1) escort by one Cr 42 fighter (3F3) and one Cr 32 fighter (3F2). Step a: the Glad is allocated against the Cr 42, with the remaining interceptor trying to bypass the screen. The extra escort is not allocated against the interceptor attacking the screen so that it may attack the interceptor trying to bypass the screen. Step b the Glad attacks with a differential of $(3-3)=+0$; a 5 is rolled, aborting the Cr 42. The Cr 42 attacks at $(3-3)=+0$; a 10 is rolled, for a no effect. Step c: The unengaged escort attacks the bypassing interceptor. The differential is $(3-4)=-1$; a 7 is rolled, for a no effect. The interceptor may not attack the escort. Step d: They bypassing interceptor engages a bomber. The MxD attacks at $(1-4)=+3$; a 4 is rolled and is modified to a 3 (due to a fighter attacking a type B air unit), eliminating the Ca 133. The Ca 133 attacks at $(1-4)=-3$; a 4 is rolled and is modified to a 5 (due to a type B air unit attacking a fighter), for a no effect.

Rule 22 — Antiaircraft

Various units and counters have antiaircraft (AA) strengths and are able to make AA attacks against enemy air units. AA strengths are divided into two types: heavy and light.

A. Capabilities.

1. **Intrinsic.** Each division, headquarters, and cadre has a light AA strength of 1.

2. **Combat AA Units.** A combat AA unit is any unit with the AA symbol, a unit size, and a combat strength. A combat AA unit has its AA strength printed in the upper left corner of its counter.

3. **Static AA Counters.** A static AA counter has neither a combat strength nor a unit size; its AA strength is printed in the upper left corner of the counter. Static AA counters function somewhat differently than do regular combat units. They have combat strengths of zero. They are AECA, AECD, and ATEC neutral. When required to retreat, they may not retreat and are eliminated instead. There may be any number of these counters in a hex, as the stacking limit does not affect them. Each AA strength point of such a counter counts as 1/2 RE and has heavy equipment.

B. Resolution. AA fire is resolved during the mission resolution step, before air units perform their missions. All AA strength in a hex may fire on air units flying air transport or any bombing missions in the hex. AA strengths may not fire against air units flying all other missions. For example, AA may not fire against fighters flying escort in a hex.

Each AA strength counter may fire once on

each enemy air unit it is allowed to attack. For example, if four air units were bombing a hex containing a 3 strength point static AA counter, the AA counter may fire on each of the air units, making a 3 strength point attack on each.

All AA strength firing on an air unit is totaled; the total AA strength firing on an air unit determines the column used on the antiaircraft fire table. Two dice are rolled, and the roll is modified as follows:

- +1 if the air unit fired on is type B;
- + if the air unit fired on is flying at night (Rule 24.F).

The modified dice roll is cross-indexed with the column to obtain a result. Results are identical to those of air combat (Rule 21.B).

AA is not fired during the mission resolution step against air units flying defensive support missions. Instead, AA fire is resolved against these air units during the combat phase when units in the hex the air units are supporting are attacked. The AA fire is resolved immediately before combat in the hex is resolved. When firing AA against air units flying defensive air support, the AA strengths of the units attacking the hex are totaled and this total is divided by the number of hexes containing the attackers. Note that the units must be attacking the hex in order to use their AA strengths in this manner. *Example:* Axis air units are flying defensive support over Mogadishu, supporting Axis ground units there. The Allied player is attacking MOgadishu with units in tow adjacent hexes; his attacking units have 3 AA points in one hex, and 1 in the other. The Allied player has a total of 4 AA points, which is divided by 2 due to the number of hexes; thus, he may make a 2 strength point attack one each of the defensive support air units.

Rule 23 — Air Unit Repair

During the initial phase of a player turn, the phasing player may attempt to repair his inoperative air units. An air unit that is successfully repaired immediately becomes operative. One die is rolled for each inoperative air unit. For Italian air units, the air unit is repaired on a die roll of 1. For Allied air units, the repair die roll changes during the course of the game, as listed on the Allied order of battle. Initially, an Allied air unit is repaired on a die roll of 1 or 2. From the Jul I 41 turn, the repair die roll is 1, 2, or 3.

Rule 24 — Special Air Rules

A. Fighters on Bombing Missions. Any type F air unit flying a bombing mission has its air attack and defense strengths each reduced by 2 (but never below 1) for the duration of the mission. For example, a Cr 32 fighter (3F2) flying a bombing mission would have an air

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attack strength of 1 and an air defense strength of 1.

A fighter flying a bombing mission may jettison its bomb load during air combat preparation, at the option of the owning player. If this is done, the fighter reverts to its printed air attack and defense strengths, but it may not complete the bombing mission. The fighter is treated as if it were flying an escort mission.

B. Extended Range. Air units may fly bombing missions at extended ranges by carrying reduced bomb loads. The air unit may fly to a target hex within range of twice its printed movement rating, but its bombing strengths are reduced to one third of their printed values. A fighter may not fly an extended range bombing mission.

Transports may fly extended range transport missions by carrying half the standard cargo. A transport flying extended range may: 1) fly to any airbase within range of three times its printed movement rating, landing there during the air return step, or 2) fly to an airbase within range of twice its movement rating, landing cargo there during the mission resolution step and returning to base during the air return step.

Fighters may fly extended range escort missions. A fighter flying at extended range has its air attack and defense strengths each reduced by 2 (but never below 1). The fighter may fly to a target hex within range of twice its printed movement rating.

During the air return step, any air unit flying at extended range may return to an airbase within range of twice its printed movement rating.

C. Night Air Operations. Air operations are assumed to occur during the daytime; however, air operations during the night are possible. For the purpose of this rule, a night air unit is an air unit with an "N" prefix before its air unit type letter (such as NB); all other air units are day air units. The presence of the N prefix does not change the standard attributes of an air unit; for example, a type NB air unit is treated the same as a type B air unit in air combat. Night air units are not required to operate at night. Both day and night air units may fly night air operations; however, day air units operating at night risk crash landings.

Air units operating at night do not interact with air units operating at day. For example, a bombing mission made at night may not be intercepted by fighters.

Any air units may fly the following missions at night: strategic bombing, transport (regular), and transfer.

A day air unit flying a bombing mission at night has its bombing strength halved.

A day air unit flying any night air mission must be checked for a crash landing on return to base. A die is rolled for the air unit; on a roll of 6, the air unit has crash landed and immediately becomes inoperative.

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Rule 25 — Airborne Operations

There are no airborne operations in Italian East Africa.

Rule 26 — Naval Transport

The Allied player has naval transport capabilities, allowing units, and supplies to be moved by sea.

A. Ports. Naval transport is possible only between ports that the player controls at the start of the initial phase of his player turn. There are three types of ports: major, standard, and minor. All ports and their sizes are listed on the port list on the turn record chart.

A major port has a capacity of 8 REs and may take a maximum of 10 hits of damage. A standard port has a capacity of 4 REs and may take a maximum of 6 hits of damage. A minor port has a capacity of 2 REs and may take a maximum of 4 hits of damage.

1. Capacity. The capacity of a port is the total number of REs that may use the port for naval transport in a player turn. *Example:* The Allied player ships one infantry brigade (1 RE) and one step of supply (2 REs) to Mogadishu and ships one infantry brigade (1 RE) from Mogadishu. The Allied player has used the entire port capacity of Mogadishu this turn.

2. Damage. Ports may be damaged by bombing (Rule 20.F) and demolition (Rule 14.A). In general, each hit on a port reduces its capacity by one. A port may be damaged beyond its capacity, up to its maximum damage limit. Hits in excess of a port's damage are ignored.

B. Transport Procedure and Limits.

1. Reinforcements. Units, replacements, and supplies entering the game usually have to be shipped to ports from off-map in order to enter play (Rule 29). The entry of these items does not count against the player's shipping capabilities but does count against the port capacities of the ports where they land.

Reinforcements entering play are shipped during the player's initial phase. They may land at their destination ports either in that phase or in the following movement phase, at the owning player's option.

2. On-Map Shipping. The Allied player has on-map shipping capabilities: 6 REs per Allied player turn for the Indian Ocean. When Massawa is captured by the Allied player his shipping capabilities can also be used in the Red Sea.

On-map shipping takes place during a player's movement phase. A unit or supply counter may move to a port, be shipped to a friendly-controlled port, and then continue moving.

3. Shipping Costs. Shipping costs apply to all shipping. It costs a unit 2 MPs to be shipped; it costs a supply counter 0 SMPs to be shipped.

Rule 27 — Special Operations

The Allied player may plan and execute amphibious operations during the course of the game.

A. Amphibious Landings. General rules for amphibious landings are presented in this section.

1. Planning. All Allied amphibious operations must be planned in advance. Planning consists of the Allied player writing down (in secret) the turn of entry and invasion hex for each unit involved in the special operations. Planning occurs during the Allied initial phase. The planning for a unit's operations must be done at least 1 turn in advance of its operation. A unit may have an amphibious operation planned for its turn of arrival as a reinforcement.

The Allied player may cancel a plan during his initial phase on any turn up to (and including) the initial phase of the turn the plan is scheduled to occur. During the phase, if the plan is not canceled, the Allied player announces that he is executing a special operation and states the name of the country containing the invasion hex. The Axis player may use this information in that phase he as he wishes. For example, if special operation is announced against British Somaliland, the Axis player may then expend a supply step to place his units there in general supply.

2. Invasion. A unit participating in an amphibious landing does not have a ZOC during the player turn of the invasion.

Units making amphibious landings land in the movement phase. Units that make amphibious landings may not move from their landing hexes in the phase in which they land.

During the combat phase, units that made amphibious landings may attack. Units that land in an enemy occupied hex must attack the enemy units in the hex during the combat phase. Adjacent friendly units may join in the attack.

When differing sides occupy the same hex, combat is resolved as normal except that no-effect results are not used. If a NE is rolled, the die is rolled against until a different result is obtained. Retreating units are subject to the effects of all ZOCs they enter, including the ZOCs of enemy units in the hex from which the retreat is conducted. Units that land in unoccupied hexes may attack any adjacent enemy occupied hex, per the standard combat rules. All units that make amphibious landings have their attack strengths quartered for combat. This quartering is in addition to any other effects, such as terrain effects on combat. Due to naval gunfire support,

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all units making amphibious landings are considered to be supported during the player turn of their landing.

All units participating in an amphibious landing are in attack supply on the turn of their landing.

Rule 28 — Special Rules

A. Axis

1. **Supply Problems.** The Axis has no supply terminal, and has several additional problems because of the lack of supplies.

a. If Axis air units fly any air missions other than regular transfer, they must be checked for damage. A die is rolled for the air unit after the air return step; on a roll of 1 or 2, the air unit immediately becomes inoperative. If the air unit is already inoperative there is no further effect.

b. The Axis player may not voluntarily eliminate supply counters until has Feb I 41 turn.

2. **Axis Conservation.** The Axis player has several limitations before the Allied offensive. These limitations are ignored on the first Axis turn following the Allied offensive or Feb I 41, whichever comes first.

a. The Axis player receives no SMPs. Thus supply counters may not be moved, except by rail movement.

b. The Axis player can only move a limited number of units. Each turn one die is rolled, giving a number between 1 and 6, this is the number of units that can be moved that turn.

c. Axis air units may only fly regular transfer missions.

3. **Italian Colonial.** The Italian colonial units have some special rules that apply to them.

a. Any Allied attack against an Axis force that is one half or more Italian colonial (by RE), that is aided by Allied air units flying the ground support mission, has its combat die roll modified by +1. If the Axis force has at least one point of AA, at least one air unit flying defensive support, or has at least one air unit intercept the Allied air units (regardless of results) the combat die roll is not modified.

b. The Italian colonial moral collapses in any Axis initial phase that the Allied control cities worth 20 points. A reference city is worth 1 point, a dot city is worth 3 points, except for Addis Ababa which is worth 15 points. All cities held by the Axis at the start of the game are worth points. The effect of the morale collapse is that a die is rolled for each Italian colonial unit; one a roll of 1-4 the unit is removed from the game. No Italian colonial replacements are received after the collapse.

4. **Japanese Aid.** The Axis player receives one step of supply at Kismayu (5825) on the Jan II 41 turn if the port is still Axis controlled.

B. Allied.

1. **Allied Co-Operation.** For the purposes of replacement and withdrawals, the following forces are distinct from one another, British, Indian, South African, and African. The preceding restrictions also apply to the assembly of divisions.

2. **The Allied Offensive.** The Allies may declare an offensive to gain surprise on the Axis. The offensive can be declared before the initial phase of any turn before Feb I 41. Before the offensive (or Feb I 41 if no offensive is declared), the Allied player may not enter Italian East Africa or attack any Axis unit. Air missions may be flown into Italian East Africa before the offensive. If the Allied player declares the offensive he gains a surprise turn.

3. **Surprise.** On the turn of the offensive, the Allied player receives a special surprise turn, which consists of an initial phase, movement phase, air phase, and combat phase. In the movement phase, only the units in Kenya may move, and only these units may attack during the combat phase. In the air phase, only Allied air units based in Kenya flying ground support missions may fly, and Italian air units may neither make patrol attacks nor fly interception. After the surprise turn is played, the regular turn is played, starting with the Allied initial phase.

4. **Belgian Trucks.** On the turn the Belgian unit arrives as a reinforcement, it moves as a motorized unit with a movement factor of 10 and can move in the exploitation phase.

C. Neutrals.

1. **French Somaliland.** Either side may invade French Somaliland. If the Axis invades French Somaliland, then the Vichy forces there immediately join the Allies. If the Allies invade French Somaliland, then the Vichy forces there immediately join the Axis. Vichy French units do not surrender but may not leave French Somaliland. When French Somaliland is invaded the invading player is required to maintain a garrison of at least two REs of ground units. Only ground units with a defense strength greater than zero may count as a garrison. Failure to maintain this garrison costs victory points as explained on the victory point chart.

D. **Weather.** For purposes of the game, the map is divided into two weather zones: zone F consists of all hexes on or north of weather line F and all hexes south of weather line H, and zone H, consisting of all hexes on or north of weather line H and south of weather line F (The Abyssinian Highlands). Weather in zone F is always clear. Weather in zone H is clear from Sep I through Apr II. From May I through Aug II weather in zone H may be either clear or rain. At the start of each game turn in this period, the Allied player rolls one die and consults the weather table for the weather conditions for the turn.

In weather zone H during rain weather, the following conditions are in effect:

Units move using the mud MP costs. These costs are the parenthetical costs on the terrain effects chart.

Construction costs are doubled, per Rule 14.A.1.

AECA and AECD may not be used. ATEC is unaffected and may be used, per Rule 10.C.3.

All SMP costs are doubled.

The bombing strengths of air units bombing hexes in zone H are halved.

In all rain turns and the following turn, seasonal rivers are treated as rivers and not wadis.

E. **Fortifications.** There is only one type of fortification in the game: forts.

1. **Forts.** The combat effect of a fort is listed on the terrain effects chart. Forts may be built during play, per Rule 14.A.1. If a player gains control of a hex containing a fort built by the enemy, the fort is immediately destroyed. The fort counter in Gondar is never destroyed by changing player control, both players may use it immediately upon gaining control of the hex.

F. **Uncomplete Roads.** The road between hex 5327 and hex 5825 does not yet exist and has no effect on play until it is upgraded. It may be upgraded to a road by engineers under the following conditions. Each hex must have been friendly controlled before the engineer enters to begin construction and the hex must be in general supply throughout the construction process.

G. **Italian Intrinsic Defenses.** The Axis player has intrinsic defense strength points in various cities. The cities with intrinsic garrisons are listed in the Axis order of battle.

An Intrinsic defense strength of a city is an Italian combat unit with 0 attack strength, 1 defense strength, and 0 movement rating. Some intrinsic defenses are treated as a supported unit, some are unsupported; the Axis order of battle will show what a given defense is treated as. It does not have a ZOC or does not count against stacking. Its RE size is 1/2. It has no AEC or ATEC capabilities.

Rule 29 — Reinforcements and Replacements

The player's orders of battle specify all reinforcements, replacements, and withdrawals.

A. **Reinforcements.** A player receives reinforcements during the initial phase of his player turn. A player may delay the arrival of any of his reinforcements for any number of turns.

Various reinforcements arrive via naval transport, as specified below. These reinforcements are allocated to their destination ports in the initial phase and may land during that phase or during the following movement phase, at the owning player's option. Their arrival does not count against the player's on-map ability, but

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does cost them 2 MPs and does count against the capacities of their ports of arrival.

All reinforcements are in general supply on the player turn of their arrival. Reinforcements appearing at ports or cities must appear at friendly controlled ports or cities. If there are no friendly controlled ports or cities available, then the reinforcements' appearances must be delayed. Similarly, air units appear at friendly controlled airbases and must be delayed if none are available.

1. **Allied.** The Allied order of battle specifies the locations where reinforcements arrive, as detailed below.

Mombasa. Units arrive at Mombasa, via naval transport. Air units arrive at Mombasa.

Aden. Units are placed at Aden.

Port Sudan. Units arrive at Port Sudan, via naval transport.

Nairobi. Units are placed at Nairobi.

East edge. Units arrive on the map edge within 1 hex of 2733.

2. **Axis.** The Axis air unit that is a reinforcement, arrives in the air return step at Addis Abada, landing from an extended range air transfer mission.

B. Replacements. Eliminated ground units may be brought back into play through the use of replacement points (RPs). There is only one type of RPs in *Africa Orientale*: infantry. In addition, RPs are specified by nationality, and RPs of one nationality may not be used to replace units of a different nationality.

When a ground unit is eliminated, it is placed in its replacement pool. If possible, an eliminated division is broken down into its unsupported components plus its headquarters, and these are placed in the replacement pool. (Certain divisions do not have breakdown components and thus are placed in the replacement pool intact.)

A player receives RPs per his order of battle; he may use them that turn or accumulate them for future use. A player spends RPs during initial phase. One infantry RP replaces one RE of non-armored units. (An armored unit is any combat/motorized unit with the armor unit symbol. For example, a light tank unit is an armored unit.) A player may spend half of an RP in order to replace a battalion. To replace a division in the replacement pool, one infantry RP must be spent in addition to RPs equal to its RE size. For example, the Axis player must spend 3 infantry RPs to replace an Italian infantry division.

1. **Axis.** The Axis do not receive RPs, however they get colonial RPs. These RPs arrive at any friendly controlled dot city in Italian East Africa. These RPs may be used in the turn they arrive or they may be accumulated for use in later turns. Colonial ground units replaced by RPs are placed in the cities where the RPs appeared.

2. **Allied.** Allied ground RPs must be sent to an Allied supply terminal. RPs that arrive at a supply terminal during the initial phase may

be used that phase; RPs that arrive at a supply terminal after the initial phase must be accumulated for use in later turns. Allied ground units replaced by RPs are placed in the supply terminals where the RPs were sent.

C. Withdrawals. The orders of battle require some ground units to be withdrawn from play. Any unit of the correct nationality, size, type, and strength must be withdrawn. Specific historical designations may be ignored for withdrawals. For example, when an Indian 2-8 infantry brigade is to be withdrawn, any Indian 2-8 infantry brigade may be withdrawn.

If a withdrawal is specified and there is no appropriate unit in play, then an appropriate unit is removed from the replacement pool. In this case, the player loses 2 victory points and forfeits RPs of the appropriate type equal to the replacement cost of the unit. These RPs are taken from the player's accumulated replacements if any; otherwise they are taken from the next-arriving replacements.

Rule 30 — Preparing for Play

The counters should be sorted by nationality, type, size, and strength; air units are sorted by nationality and model. It is recommended that the divisional identifications of units be used, but this is necessary only for those divisions that break down into specific components (Rule 15.C.1). In general, individual unit designations are given for historical information and may be ignored for initial deployment.

The orders of battle specify the initial deployment of the players' forces. The Axis player deploys first, then the Allied player. The Axis player deploys all Axis and neutral units; the Allied player then deploys all Allied forces listed at start. When deploying forces, a player may not violate the stacking limit and may not place air units at an airbase in excess of the airbase capacity.

At the start of the game, the Axis player controls all of Abyssinia, Eritrea, Italian Somaliland and British Somaliland as well as all hexes occupied by Axis units. French Somaliland is neutral. The Allied player controls all other land hexes.

Rule 30 — Victory

During the game, each player gains or loses victory points because of various events. Each player must maintain a running tally of his victory points as play progresses. At the end of the game, victory points are awarded for the final situation, and the players compare their totals to discover the victory.

A. Game Length. The game starts with the Dec I 40 turn and ends with the Dec II 41 turn.

The game may end sooner if the Allies force an Italian surrender. The Axis player surrenders when all dot cities and the reference city of Gondar are Allied controlled at the end of any player turn.

B. Victory Points. Victory points awards and penalties are listed on the victory conditions chart.

1. **Six-month Periods.** Certain victory points are awarded at the end of each six month period: at the end of each Jan II and Jul II turn. A player receives victory points for the listed conditions if he fulfilled them at any time during the six month period. Note that the first period (ending Jan II) is only four turns long. If the game ends before a six month period, then the six month victory points are awarded at that time.

2. **Units.** Italian colonial units are not counted for victory point purposes. Vichy French units (if invaded) count for the invading player if eliminated.

3. **Capture.** For victory point purposes, the Axis player captures a city when he gains control of it for the first time. If he loses it and recaptures it, the victory points are not awarded again.

C. Levels of Victory. At the end of the game, the Axis victory point total is subtracted from the allied total and is compared to the victory table to determine the level of victory.

Rule 32 — Optional Rules

1. **2nd Eritrean Brigade.** The 2nd Italian colonial brigade is immune to colonial collapse if it has not been replaced.

2. **Japanese Aid.** On the turn of arrival of the Japanese aid, the Axis player rolls a die. On a 1-3 the Axis player may choose any friendly port in the Indian ocean region for its arrival.

3. **Native Revolt.** There is a possibility of a native revolt in Kenya, because of Italian encouragement. Starting on the Jan I 41 turn, the Axis player rolls a die in his initial phase, on a result of a 1 the revolt occurs. He then rolls on the rebellion table to determine the forces available. All rebel units are not Italian colonial units and not subject to the morale collapse or any other rules that effect the Italian colonial units. If the supply step and/or the fort are received they must be stacked with a rebel unit. If the supply step is received the Axis player must remove a step of supply from Addis Abada, however, if he does not wish to remove the supply step the revolt receives none. Rebel units may cross borders but can move no further than 10 hexes from their placement hex. If more than one unit appears, they must be placed in adjacent hexes. Initial placement is any hex in Kenya within three hexes of 4132.

AFRICA ORIENTALE

Designer's Notes

This game represented the same kind of challenge that the invasion of Poland did: namely how to present a campaign that one side could not win (in terms of the objectives of the people involved.) The Italians, cut off from supply and reinforcement, could only delay the inevitable and they knew it. The Duke of Aosta's plans were to disperse supplies and the garrison so as to avoid expending valuable resources just in getting to the battle. He succeeded to an extent that an interesting game is possible.

Rules: I tried to use *War in the Desert* (Europa XI) rules wherever possible to remain compatible with the Europa system. Having received permission from GDW to use those elements necessary (all Europa material is still copyrighted by GDW), it was still required to develop those aspects of the game unique to topic. The surprise rule was taken from *Western Desert* and adapted to meet the differences of this theater. The Italians were expecting the attack out of the Sudan and actually withdrew from their forward positions just before the initial onslaught, and this is why only the southern forces get the surprise turn. The limits on Axis movement and supplies is due to the Duke's wait for the attack plan. He reasoned that to shift units and supply dumps without good reason would only use up valuable resources. The colonial collapse rules are to show the nature of the

colonial forces in the Italian Army. Most units fought well until it became evident that the campaign was lost. By early April, with the fall of Addis Ababa, many Italians (both military and civil) requested Allied help in controlling mobs of deserting native soldiers threatening the Italian civil population. Not all of the colonial units fell apart however; some units fought until the bitter end with the Italian garrison of Gondar.

The Italians maintained a considerable squadron of light naval units at Massawa, and these threatened Allied shipping in the Red Sea. The various rules concerning this port reflect this and the Allied desire to remove this threat. (this was one of the prime reasons for the whole campaign). Mombasa was a major Royal Navy base and became supremely important when the Japanese drove them from the eastern Indian ocean in early 1942. The Japanese, in a rare display of Axis cooperation agreed to send supplies to help the Italians out, but the ship arrived 3 days after the British captured the port.

Orders of Battle. I would like to thank Vance von Borries for the excellent work done here and in some other areas. The Allied OOB was pretty straight forward with a few exceptions. The Indian marine unit is an amalgamation of the former garrison of British Somaliland and other Indian troops sent to land at Berbera to support the campaign. The SA construction units are composites of a dozen or so line of communica-

tion companies and a handful of Bantu labor units. The SAAF is made up of a bewildering collection of lanes, and the numbers reflect the average ability of the planes present.

The Italians are another matter. With only a few exceptions, the units represent composites of various assets to numerous to mention. The colonial units were raised locally and were of mixed quality. The second brigade was one of the best units in the entire Italian army. The bands were tribal units with Italian officers and NCOs. They, too, varied in quality. The Italian air force was crippled due to a lack of spare parts. Apart from a few squadrons of SM 79s sent via Kufra, nothing was received after the war began. The original air garrison suffered during the Italian offensive in British Somaliland and in other actions and I will admit that I may have overrated their starting number somewhat.

Vichy French. French Somaliland proved an interesting diversion to the game. Either side may invade (with detrimental results elsewhere) to gain the major port or railcap. Their units represent those forces present at the time. The names are for the most part educated guesses. I was originally going to leave the French out but decided to leave them in to help show the overall Vichy situation.

Liking with War in the Desert. This proved to be less difficult than at first thought. The Allies could move by sea (the Near East naval rules covered most of this) or by rail up the Nile. I did not allow for Axis use of this rail because even a small force retreating up the Nile could deny it's use. I do allow the Axis to capture and use the Suez Canal. As it is a sea level canal, I allowed two months to remove mines, blockships, etc. Modify this to suit your taste. I do believe that if the British lost the canal, they would have abandoned the eastern Med. to the Italian navy. The Axis could then have (upon reopening the canal) projected their naval power into the Red Sea.

If anyone has any doubts about the qualities of the African divisions, they should read an account of the Burma campaign of 44-45. Both of these divisions (and others) fought there with distinction. The rest of the units in this area spent the war involved in garrison duty. The air units also had the important job of searching for German and Japanese raiders and submarines in the western Indian Ocean. I hope you have as much fun with this game as I had in designing it. I really enjoy the Europa system. (Jeff Brown)

The *Light Division*, *Tomorrow The World*, and *Hitler's Last Gamble* board games are now available for immediate shipping, at \$28.00, \$35.00, and \$40.00, respectively, (Plus 15% shipping & handling). There are also a few *Red Sun/Black Cross* left at \$80.00 — but enquire about that by phone before ordering.

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AXIS ORDER OF BATTLE

Initial Forces

Hex 1806
1 x 1-6 INF X 5 (Col)

Kassala (1812)
1 x 1-6 ARM II AOI
1 x 2-6 INF X 12 (Col)

Hex 1911
1 x 1-6 INF X 41 (Col)

Hex 1912
2 x 1-6 INF X 8, 16 (Col)

Hex 2007
1 x 1-6 INF X 44 (Col)

Keren (2108)
1 x 1-8 CAV X 3 (Col)
1 x 1-6 INF X 42 (Col)
1 x 1-10 MOT INF X ERIT (Col)

Hex 2113
1 x 1-6 INF X 43 (Col)

Hex 2213
1 x 1-6 INF X 45 (Col)

Hex 2216
1 x 2-6 INF X 4 (Col)

Massawa (2307)
1 pt hv AA
one step of supply

Asmara (2308)
1 x 2-6 ART III 3
1 x 0-6 CONST III NORD
1 x 2-6 INF X 2 (Col)
2 pts lt AA
seven steps of supply

Hex 2313
1 x 0-1-5 BANDE III WOL (Col)

Hex 2415
1 x 0-1-5 BANDE III AMN (Col)

Hex 2512
1 x 1-6 INF X 80 (Col)

Gondar (2514)
1 x 1-6 INF X 6 (Col)
two steps of supply
fort counter

Hex 2611
1 x 1-6 INF III 1 CCNN

Hex 2621
1 x 0-1-5 BANDE III ROL (Col)

Hex 2623
1 x 1-6 INF X 10 (Col)

Hex 2811
1 x 0-1-5 BANDE III TIG (Col)

Debra Tabor (2815)
1 x 2-6 INF X 21 (Col)

Hex 2816
1 x 1-6 INF III 2 CCNN
1 x 1-6 INF X 19 (Col)
1 x 0-1-5 BANDE III ATL (Col)

Hex 2817
1 x 1-6 INF X 25 (Col)
1 x 1-0-10 LT ARM II FIAT

Hex 2820
1 x 1-2-6 INF X 11 (Col)

Hex 2917

1 x 1-0-10 LT ARM II LAN
1 x 1-6 INF X 22 (Col)

Debra Markos (3017)
1 x 1-6 INF X 3 (Col)

Ghimbi (3122)
1 x 1-6 INF X GHI (Col)

Dessie (3213)
1 x 1-6 INF III 4 CCNN

Assab (3305)
1 x 1-6 INF X ASSAB (Col)
1 pt lt AA
one step of supply

Hex 3307
1 x 0-1-5 BANDE III SAR (Col)

Hex 3316
1 x 1-8 CAV X 8 (Col)

Hex 3318
1 x 1-6 INF X 14 (Col)

Hex 3319
1 x 1-8 CAV X 4 (Col)

Hex 3324
1 x 1-2-6 INF X 86 (Col)

Hex 3326
1 x 1-6 INF X 1 (Col)

Hex 3411
1 x 0-6 CONST III EST

Hex 3415
1 x 0-1-5 BANDE III NIL (Col)

Hex 3416
1 x 1-8 CAV X 16 (Col)
1 x 1-6 INF X 7 (Col)

Addas Ababa (3417)
1 x 5-6 INF XX 65
1 x 2-6 INF XX CdA
2 x 2-6 ART III 1, 2
1 x 1-8* MTN II SAV
1 x 1-6 INF III 11 CCNN
1 x 0-6 CONST III AOI
1 x 8 TRANSPORT
2 pts lt AA
six steps of supply

Hex 3419
1 x 1-6 INF X 61 (Col)

Gimma (3423)
1 x 0-6 CONST III SUD
one step of supply

Hex 3617
1 x 1-6 INF X 60 (Col)

Hex 3713
1 x 1-8 CAV X 2 (Col)

Zella (3806)
1 x 1-6 INF X 17 (Col)

Dire Dawa (3811)
1 x 1-6 INF III 3 CCNN
one step of supply

Hex 3818
1 x 1-8 CAV X 6 (Col)

Hex 3820
1 x 1-10 MOT CAV X 1 (Col)

Hex 3821
1 x 1-6 INF X 85 (Col)

Hex 3923
1 x 1-6 INF X 18 (Col)

Jijiga (4010)
1 x 1-10 MOT INF X 15 (Col)

Harar (4012)
1 x 1-6 INF X 13 (Col)

Hex 4022
1 x 0-1-5 BANDE III GAL (Col)

Berbera (4205)
1 x 0-1-6 INF X 70 (Col)

Neghelli (4321)
1 x 1-8 CAV X NEG (Col)

Mega (4325)
1 x 1-6 INF X 9 (Col)

Moyale (4525)
1 x 1-6 INF X 23 (Col)

Hex 4705
1 x 0-1-5 BANDE III 101 (Col)

Hex 5023
1 x 0-1-5 BANDE III 5 (Col)

Hex 5207
1 x 0-1-5 BANDE III 103 (Col)

Hex 5322
1 x 1-6 INF X 92 (Col)

Hex 5423
1 x 1-6 INF X 20 (Col)

Hex 5623
1 x 2-6 INF X 91 (Col)

Hex 5723
1 x 1-8 CAV X 7 (Col)

Kismayu (5825)
1 pt hv AA

Hex 5819
1 x 0-1-5 BANDE III SOM (Col)

Mogadishu (5916)
1 x 1-6 ART III 121
1 pt lt AA
1 pt hv AA
six steps of supply

Regia Aeronautica
Addas Ababa:
2 x Ca 133
1 x SM 81
1 x CR 32
1 x CR 42
Italian Air unit repair 1
SMPs. 20
Intrinsic Garrisons (one strength point)
supported:
Massawa (2307)
Kismayu (5825)
Mogadishu (5916)
unsupported:
Gondar (2514)
Assab (3305)
Addas Ababa (3417)
Dire Dawa (3811)

Reinforcements and Replacements
Jan I 41
Addas Ababa:
1 x SM 79
Feb I 41
Replacements: 1 Col Inf
Apr I 41
Replacements: 1 Col Inf

AFRICA ORIENTALE

Jun I 41

Replacements: 1 Col Inf

Aug I 41

Replacements: 1 Col Inf

Oct I 41

Replacements: 1 Col Inf

Dec I 41

Replacements: 1 Col Inf

ALLIED ORDER OF BATTLE

Initial forces

Port Sudan (1205)

1 pt Lt AA

one step of supply

Khartoom (1317)

1 pt Lt AA

Within 1 hex of 1511

2 x 2-8* INF X 9 (IND), 10 (IND)

1 x 2-1-8 ART II 68

four steps of supply

Within 1 hex of 1917

1 x 2-8* INF X 29 (IND)

two steps of supply

Anywhere in the Sudan within 8 hexes of 2729

3 x 0-1-6 INF X SF (SUD), SEC (SUC), SEAC (SUD)

Stacked with any other Allied unit in the Sudan

2 x 0-1-6 INF X 1 (ETH), 2

(ETH)

1 x 0-1-8 INF X SDF (SUD)

Aden (3701)

1 pt Lt AA

Hex 4733

1 x 2-8* INF X 2 SA

1 x 1-6* INF X 25 EA

1 x 10 TRANSPORT

two steps of supply

Nairobi (5034)

1 pt Lt AA

one step of supply

Mombasa (6034)

1 pt Lt AA

Within 6 hexes of Mombasa (6034)

2 x 2-6* INF X 21 EA, 22 EA

1 x 2-8* INF X 1 SA

1 x 1-10 LT ARM II 1 EA

2 x 2-6 ART X 1 M (SA), 4 (SA)

1 x 0-1-8 CONST X 1 SAEC (SA)

1 x 1-6 LT AA X 1 (SA)

1 x 10 TRANSPORT

two steps of supply

RAF

Any airbase in the Sudan

1 x Wellesly

1 x Glad

Aden (3701)

1 x Blen I

SAAF

Any airbase in Kenya

STRATEGY & TACTICS #128

1 x Mxd F

1 x Mxd B

Initial Conditions

Sudan SMPs: 15

Kenya SMPs: 20

Supply Terminals: Mombasa, Khartoom

Air Unit Repair: 1, 2

Sudan Rail Capacity: 4

Kenya Rail Capacity: 4

AVAILABLE FOR ASSEMBLY

11 AFR XX (6-6)

5 IND XX (7-8)

Reinforcements and Replacements

Dec I

Mombasa:

1 x 2-8* INF X 5 SA

1 x 10 TRANSPORT

AVAILABLE FOR ASSEMBLY

1 SA XX (7-8)

Dec II

Port Sudan:

1 x 10 TRANSPORT

Jan I

Port Sudan:

1 x 2-8* INF X 11 (IND)

one step of supply

Mombasa:

two steps of supply

Aden:

1 x 2-4 MAR X ADEN (IND)

Jan II

Nairobi:

2 x 2-6* INF X 23 NIG, 24 GC

1 x 1-6* INF X 26 EA

Mombasa:

1 x 10 TRANSPORT

Port Sudan:

1 x 2-8* INF X 5 (IND), 7 (IND)

1 x 1-6 MAR II 51 CDO

AVAILABLE FOR ASSEMBLY

1 IND XX (7-8)

12 AFR XX (6-6)

Feb I

Mombasa:

1 x 10 LT ARM II 6 (SA)

1 x 0-1-8 CONST X 2 SAEC (SA)

two steps of supply

Port Sudan:

1 x 1-2-6 X INF X BdO (FF)

Mar I

Mombasa:

two steps of supply

Port Sudan:

one step of supply

Mar II

East edge:

1 x 2-6 Z 5 (BEL)

Apr I

Replacements: 1 SA INF

Mombasa:

two steps of supply

Port Sudan:

one step of supply

Withdraw:

1 x 2-8 INF 5 (IND)

Apr II

Withdraw:

3 x 2-8 INF X 7 & 11 (IND), 5 SA

1 x 8 HQ 4 (IND)

1 x 10 TRANSPORT

May I

Mombasa:

one step of supply

Port Sudan:

one step of supply

Withdraw:

1 x 1-2-6 INF X BdO (FF)

Jun I

Mombasa:

one step of supply

Port Sudan:

one step of supply

Withdraw:

1 x 2-8 INF X 2 SA

Jun II

Withdraw:

3 x 2-8 INF X 9 (IND), 10 (IND),

1 SA

2 x 8 HQ 5 (IND), 1 SA

Jul I

Nairobi:

1 x 1-6* INF X 28 EA

Withdraw:

1 x 2-8 INF X 29 (IND)

Mombasa:

SAAF

1 x MXD B

one step of supply

Aug I

Mombasa:

one step of supply

Sept I

Mombasa:

one step of supply

Oct I

Mombasa:

one step of supply

Nov I

Mombasa:

SAAF

1 x MXD T

one step of supply

Dec I

Mombasa:

one step of supply

VICHY FRENCH ORDER OF BATTLE

Djibouti (3706)

1 x 2-6* INF X SEN

1 x 2-6 INF X DJB

Hex 3508

1 x 0-1-5 LT INF III ISSA

With Any Unit

one step of supply

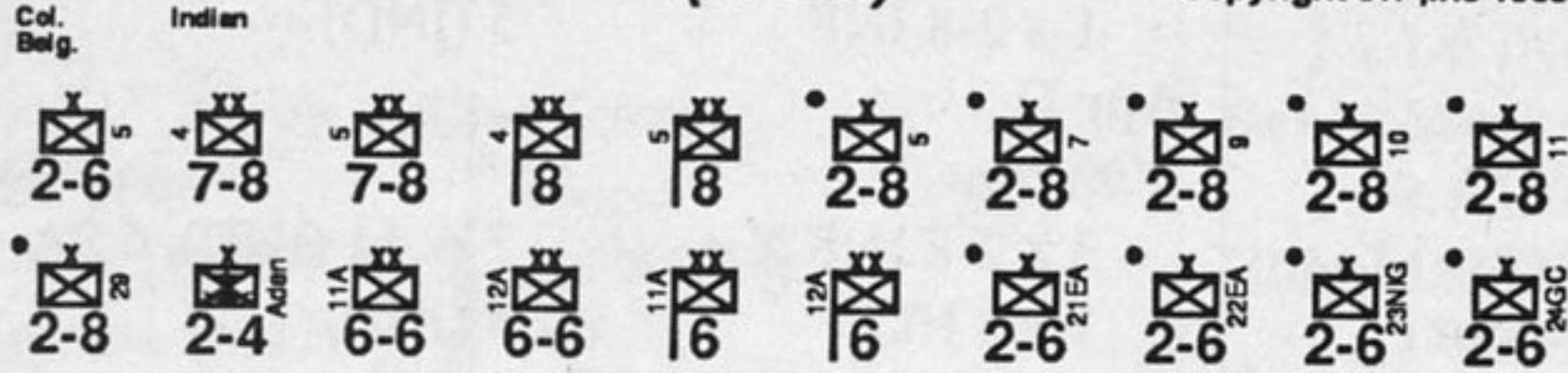
Initial Conditions

Rail Capacity: 2

AFRICA ORIENTALE

AFRICA ORIENTALE (Front)

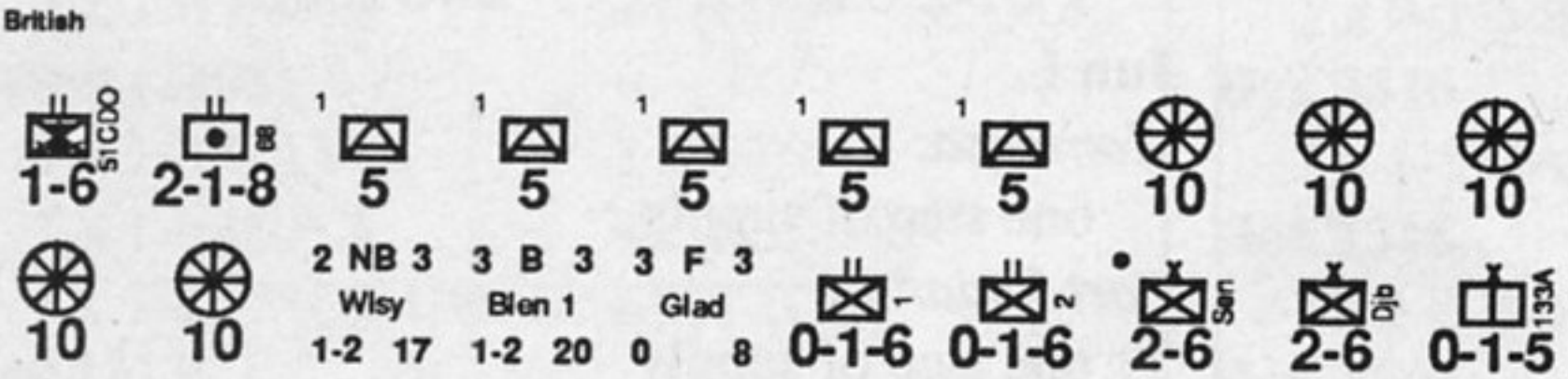
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South African



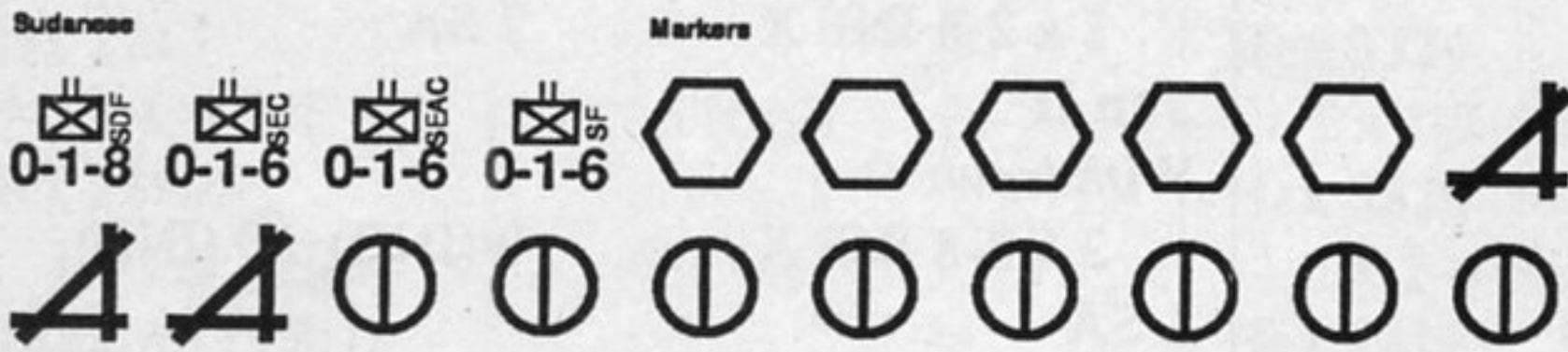
Free French



Eth. Part.

Vichy Fr.

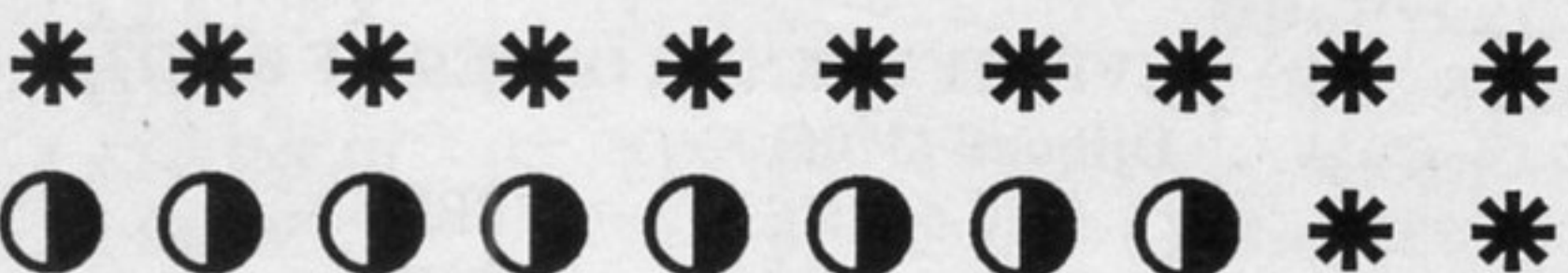
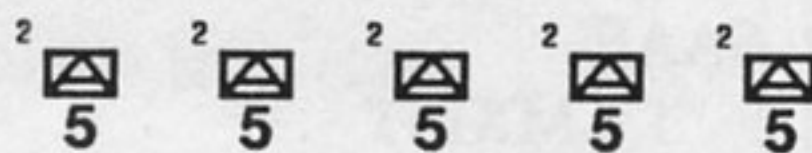
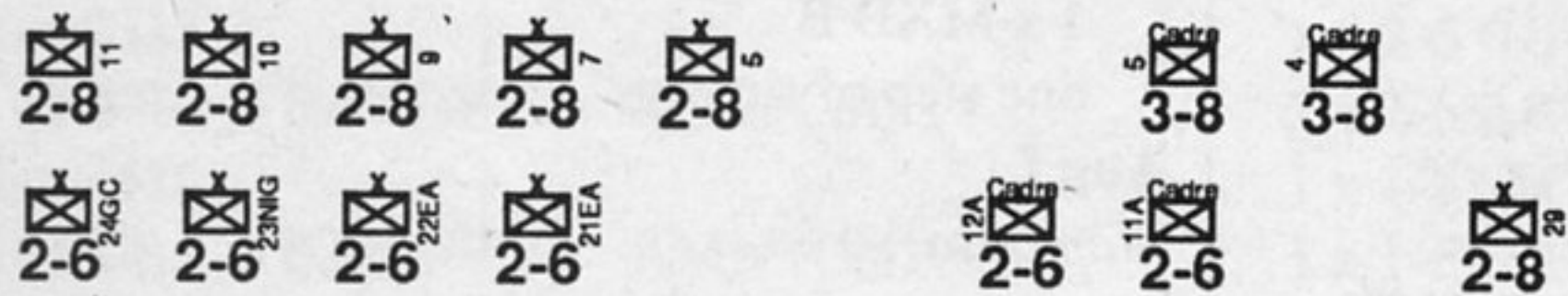
Col. Fr.



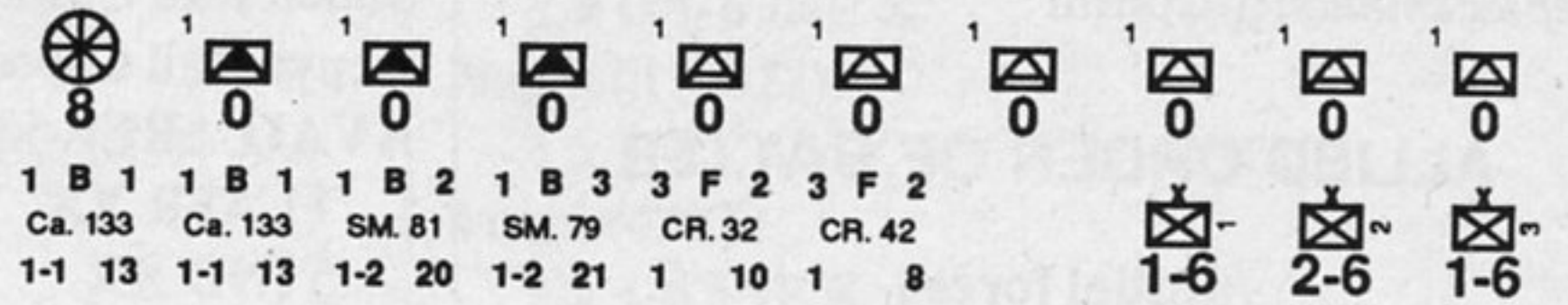
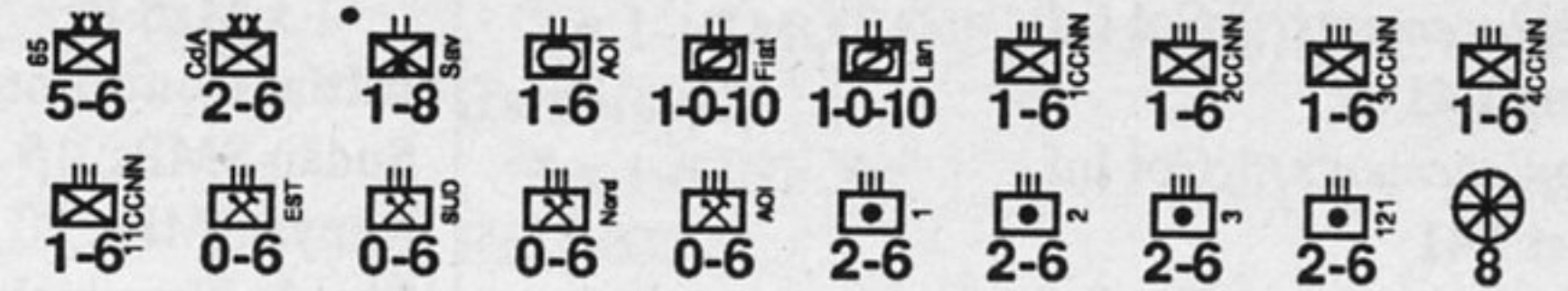
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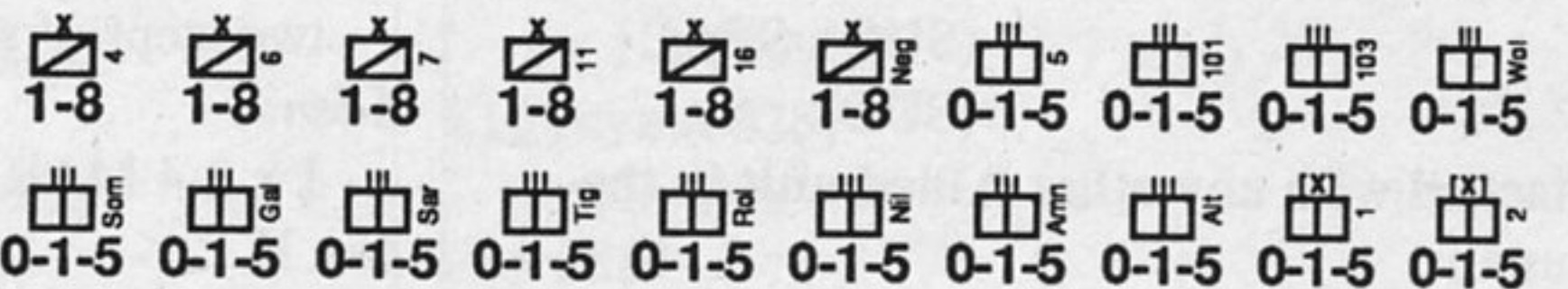
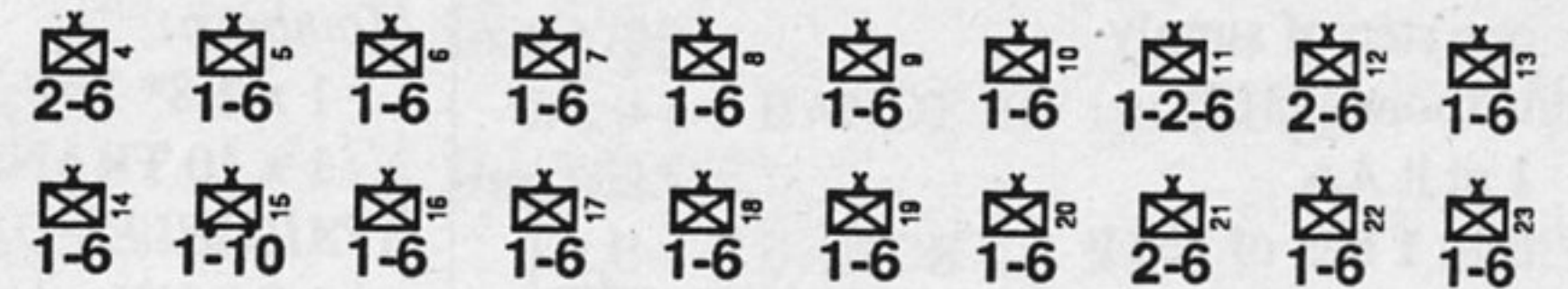
AFRICA ORIENTALE (Back)



Metropolitan Italians

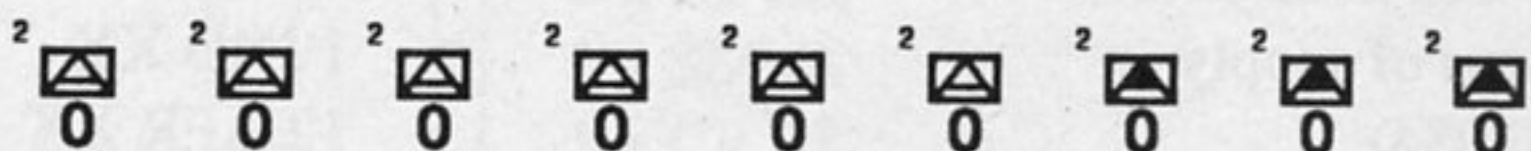


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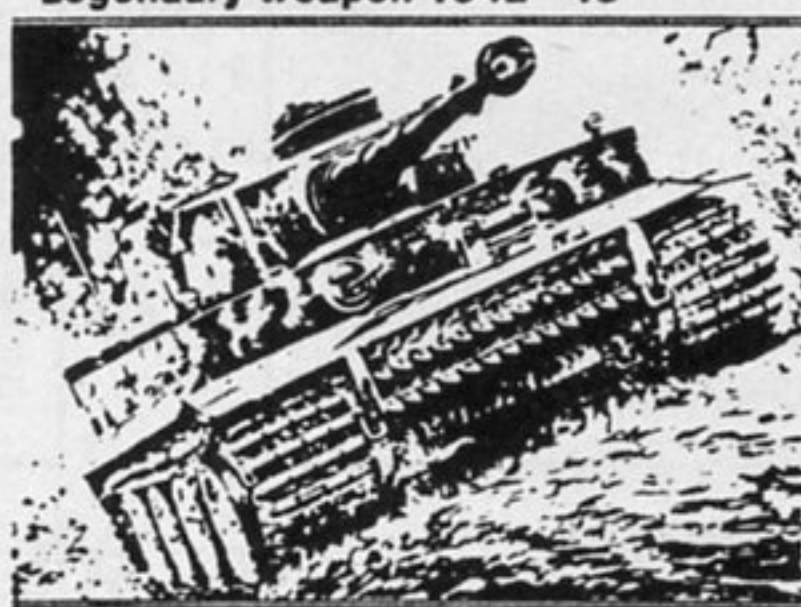
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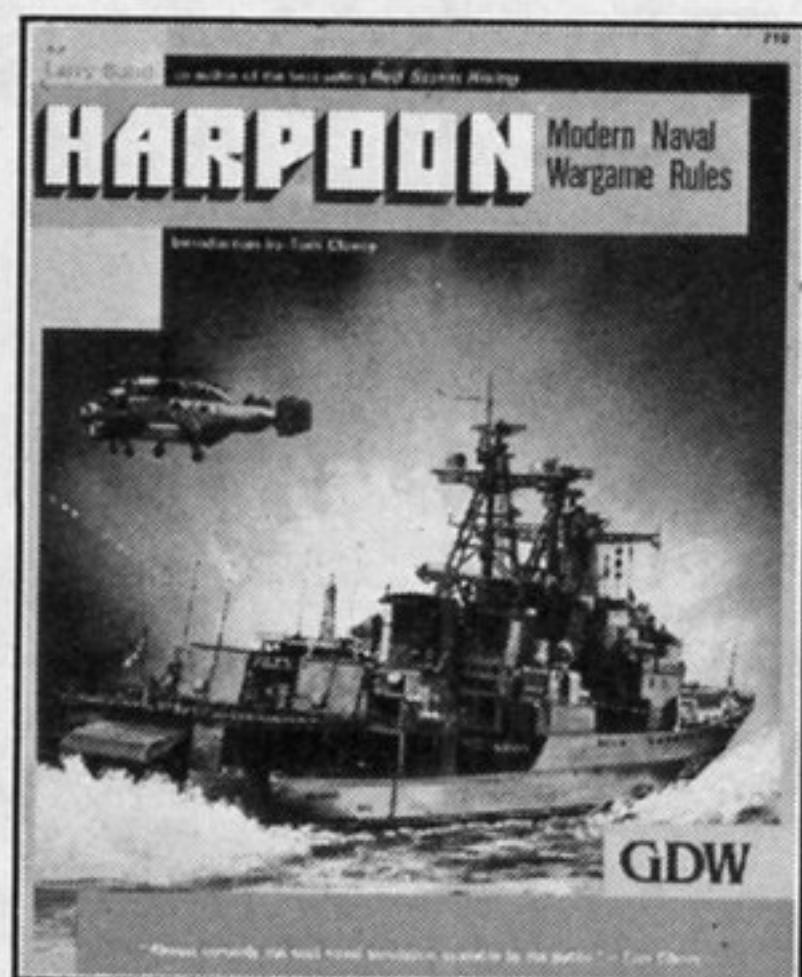


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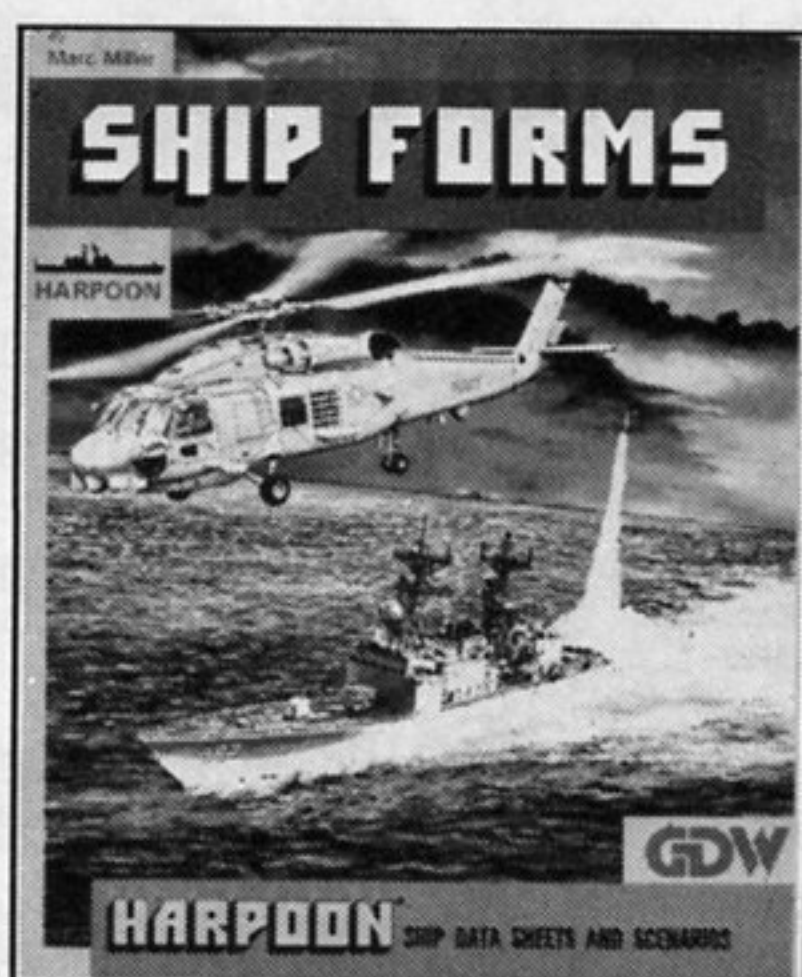
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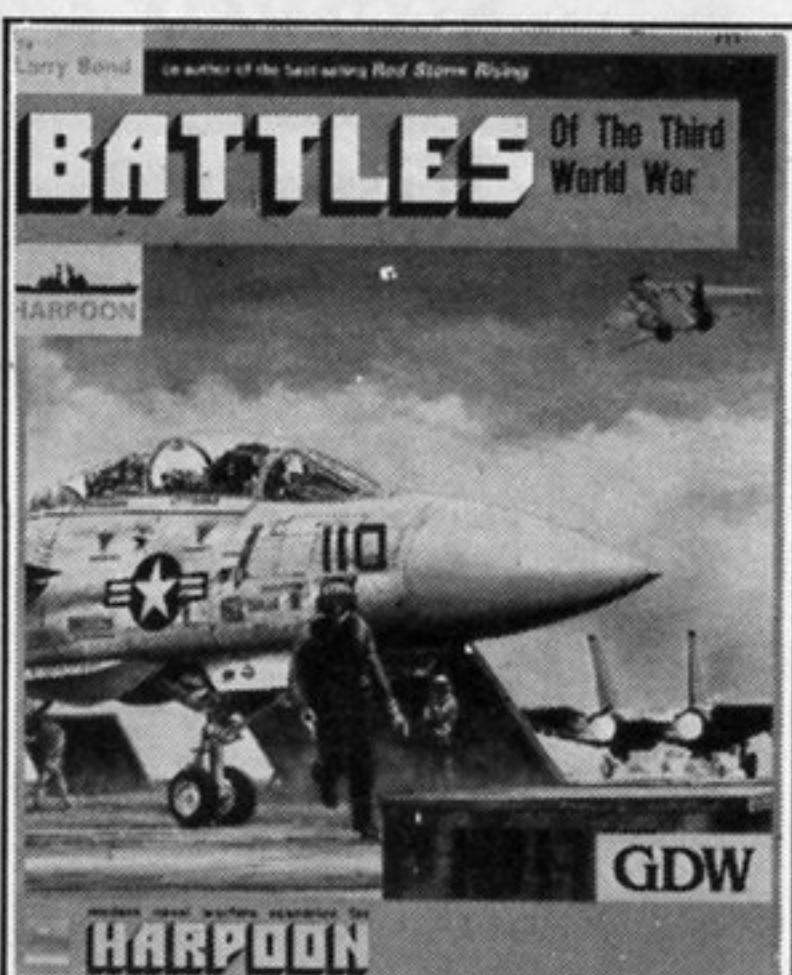


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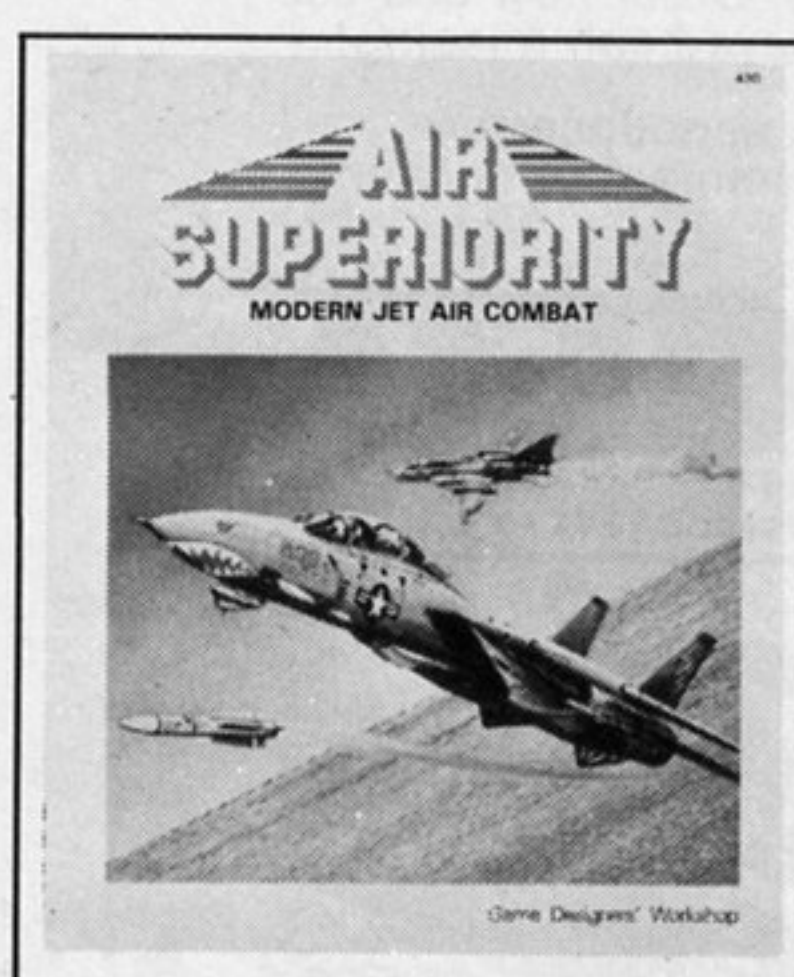
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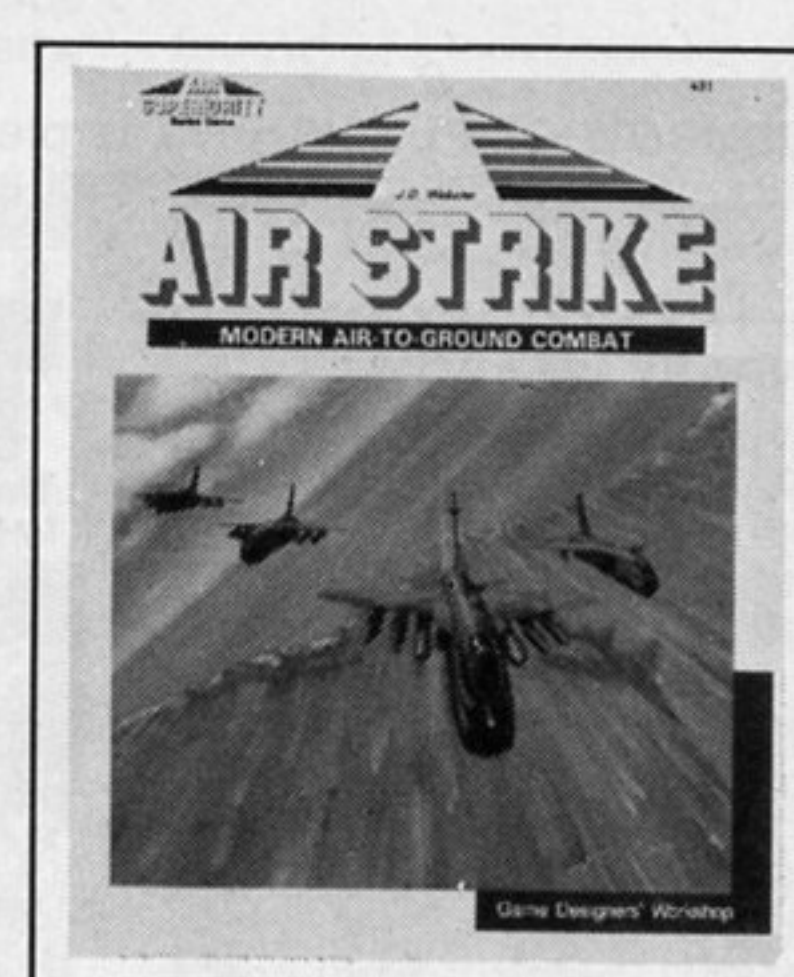
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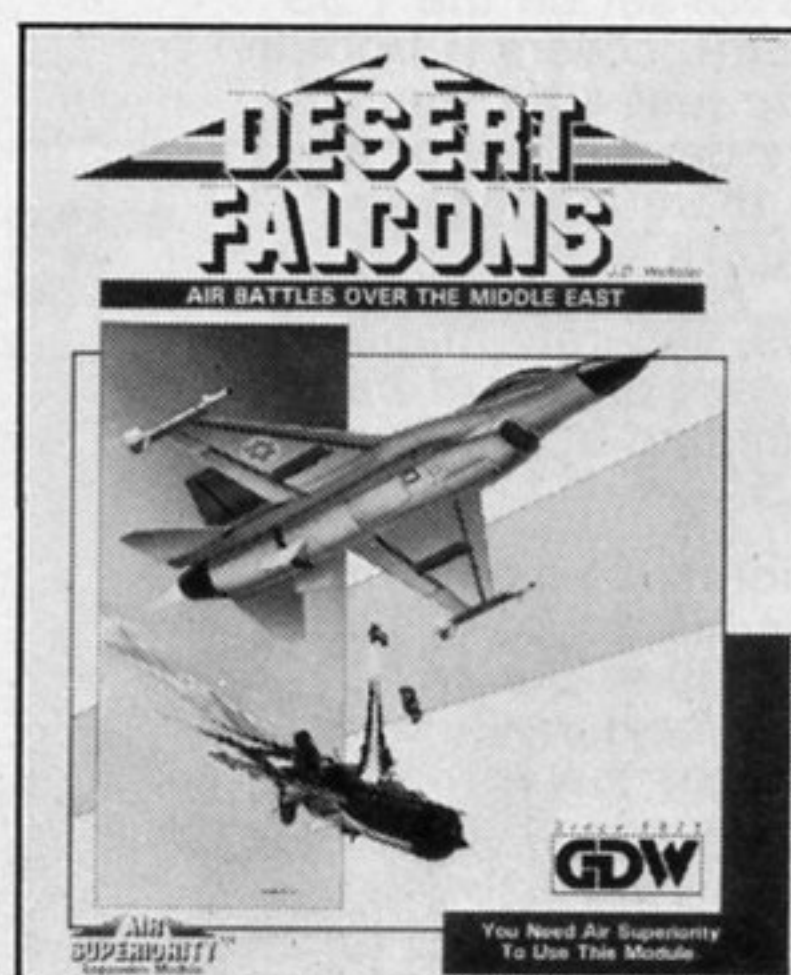
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The First Golden Era

Ed's Intro: Here's three more thoughtful pieces by some old-time SPIers: Joseph Bal-koski, David C. Isby and Al Nofi. In tone they vary from fond nostalgia to, I think, some suppressed anger and frustration. I can sympathize with that whole range of emotion—I have my own golden-age memory. In 1974, when I first got my bachelor's degree, I applied for a job with SPI. I offered to start as warehouse boxboy *cum* Friday night playtester and work my way up. They never answered my letter. Funny how things work out.

S&T and ME:

Reminiscences of the Early S&T
By Al Nofi

It was the best of times, it was the worst—oops, wrong revolution. Let's see, how did it all begin? I guess it was 'way back in the Spring of '66, when Victory Madej, then northeastern regional editor of *The General*, gave me a ring. "Al," says he, after a few unkind remarks about a piece of mine which had recently run in the Avalon Hill house mag, "How'd you like to meet the guy who's designing A/H's next game?" Like a fool, I said "Yes."

That Friday afternoon I found myself at the Bay Ridge digs of Jim Dunnigan, playing something called *Jutland*. That was pretty much how it all began. Things start to run together after that. Over the next couple of years there were many such Fridays, as we munched pizza and guzzled beer and tried out new games.

Meanwhile, in '67 Chris Wagner, then working for his Uncle Sam in Japan, began publishing something called *Strategy & Tactics*. All things considered, the game business looked good, and there seemed to be room for more than one or two new games a year. So Jim got the idea of coming out with a line of super-cheap games which could be marked through Wagner's magazine. Being the only member of the crew regularly employed—as a teacher in a high school in East Harlem—in the Spring of '69 I lent Jim a hundred. Then I headed for Europe, where I had a summer job as a cook on a sailing yacht. Malcolm X's remark, "You never know where you're gonna end up," was a pretty apt one. By the time I returned to New York, a return delayed by reason of having to spend 18 days on a raft in the middle of the Atlantic when our ship went down, I discovered that I was one of the editors of *S&T*. The rest, as the saying goes, is history.

There really is too much to tell. There was the cellar we shared with a pornographer, which resulted in the accidental shipment of some hard core with a game order. There were the water pistol fights which for a time made going to work an exciting prospect. These continued long after we moved out of that tuberculosis-breeding ground, when we finally got successful enough to get up to 23rd Street into what must have been the only building in New York still operating on direct current. The water pistol fights were only the first of what eventually became a number of company traditions. One of the most enduring was the weekly Friday night pastafests at Jim's place on the demon-haunted Lower East Side, when we'd chow down on a kilo or two of the stuff whilst discussing business. We also occasionally raided the company treasury for a more formal dinner at one or another of the more interesting eateries in New York. The annual company snowball fight was always an event to which we looked forward, though, New York weather being what it is, there were years when this was a sorry affair. We had some pretty good graffiti, too, a practice which began in Jim's Lower East Side apartment and spread to the company bathrooms. There were genuine classics there, and in a couple of dozen languages.

Among my fonder memories were the hex-sheet sized paper 'planes wafting over the traffic at Park Avenue and 23rd Street. Our "experimental history" Agincourt, although a one-time only event, was a memorable one, as the whole staff helped create the battle in the rather spacious company library, armed with rolled up hex sheets, so that Jim and I could test some of our ideas about fighting space and the effects of dead bodies on both attackers and defenders. Then there were the traffic jams on several occasions which a certain extraordinarily attractive young thing caused in the reception area while endeavoring to visit yours truly. And, of course, there was the time we bounced a check on General Adan, who fortunately didn't react in the traditional Israeli fashion for getting even. But most of all I remember the people, in all their interesting variety.

The ones that come to mind first, like Jim Dunnigan, Redmond Simonsen and John Young, are the obvious ones, talented all, and equally interesting: Jim, pretty much my oldest friend, with his unique talent for immersing himself in the data and emerging hours later with a usually elegant way of getting it all down on paper; Redmond with an extraordi-

nary ability to turn things into charts and tables and diagrams that actually worked, even if he had a proclivity for dark colors; And John, a bear for hard work, with meticulous attention to detail, who's untimely death was an enormous loss to gaming, not to mention his friends. Then there was Dave Isby, the last survivor of the British Empire, whose talent for obscure information exceeds my own. (Not only did Dave turn some unpromising topics into unusually good games, but years later he did wonders for my standing with the students when the DIA sent a curvaceous blond to question me for his security clearance.) There were others, Terry Hardy, Howie Barash, and Manny Milkun, to name but a few, all of whom did excellent work. But most often, when some of us are gathered together to hoist a few—iced teas in Jim's case—the conversation touches upon the lesser known folks. One person who always comes up is Bob Champer, a talented gamer and artist who drew the most pornographic tank ever devised, and once climbed out a ninth floor window in order to see what would happen when we looked up to see him gone. Then there was Nick Maffei, who made his living hustling chess when he wasn't playing war-games. Or John Mohr, an earthy army lifer—and my childhood friend—who occasionally drifted in and out of town and got along famously with Ken Hoffman, the New England prep schooler half his age. And there was the talented female gamer who never seemed to lose against the adolescent boys who did most of our testing, there not being anything in the rules about low cut blouses. Nor would it be improper to mention the rodent control staff, Shazam and Sister Mary, who retired to the country when SPI folded, where Shaz died gallantly defending his turf against an eighteen wheeler.

Looking back, it's remarkable how much we accomplished. During the approximately 11 years that Jim Dunnigan was editor of *S&T*, the firm published more than 60 issues of the magazine, plus several dozen issues of *Moves*, a couple of dozen *Ares*, about 300 games, several books, and a number of odd publications, amounting to several tens of millions of words. Not bad for an operation that began on a shoe string and never operated with the wolf very far from the door.

In the beginning there was *S&T*. But we had too much material for the magazine, and some material that was interesting but not really suitable for *S&T*, so *The S&T Supplement* was created, edited by Nick Maffei. Coming out in the months when *S&T* wasn't published, and done by a cheaper process, the *Supplement*, which was about the same size as its parent, proved moderately successful. Meanwhile we were developing a "stable" of authors, designers, and testers and brought out *The S&T Staff Bulletin*, a two- to four-page monthly newsletter designed to keep the

troops up to date on what was going on, fill them in on current projects, and pass on useful tips like how to fill out their income taxes. The following year *The S&T Guide to Conflict Simulations, Periodicals, and Publications in Print* was born, edited by Martin Campion and George Phillies, a complicated fanfolded newsletter which listed all currently available games, magazines, and fanzines, with a mini-profile and some critical comments on each. The following winter we brought out *Game Design*, a monthly newsletter intended for people interested in the problems of designing games, which Jim and I edited. By late '72 it was clear we had too many irons in the fire. The ancillary publications were taking up a lot of time. Redmond came up with the notion of combining the *Supplement*, the *Guide*, *Game Design* and the *Staff Bulletin* into one professionally produced magazine which would focus on the problems of gaming and game design, to come out in the months between



Jim Dunnigan (seated) and Al Nofi in 1969

issues of *S&T*. Thus was born *MOVES*, which Redmond edited. Over the next year or two SPI began using computers to process orders and data for game design. Bob Felice, our resident bytehead, began exchanging bits of lore and info with other hackers. The result of these informal exchanges was *DataBus*, possibly the first computer business newsletter, which lasted for a couple of years until Bob moved away. Through the late '70s science fiction and fantasy games began to become popular and in 1980 *Ares* was created under Redmond's direction to cash in on this burgeoning market. Meanwhile, a column called "For Your Eyes Only" had been running in *S&T* for some time, with increasing popularity. On the basis of a pole of the readers, the column was spun off as a special monthly publication, which Jim edited. This was pretty much where matters stood when *S&T* began to go through a series of changes in management and ownership that would, by the late '80s see it finally pass to 3W, which has managed to restore it to the quality which prevailed in the late '70s. But along the way the magazine's sister publications fell by the

wayside. *Ares* collapsed after 17 issues, *MOVES* held on until 43, and *F.Y.E.O* passed to a different owner entirely.

Information-jammed pamphlets on major campaigns, *Kampf* ran through three issues, "Battle for France," "Ardennes," and "Guadalcanal," before the pressures designing games, publishing the Poultron Press line, and getting *S&T* out intervened. My notes for the issues which I was going to do eventually became my North Africa and Waterloo articles.

The Perils of Youth

The Lighter Side of SPI

By Joseph Balkoski

The most memorable day in my SPI career was the one in which a young shipping clerk ate a cockroach for five dollars. Up until that time, the roaches and the shipping room workers had a relatively amicable relationship. In truth, the SPI roaches *had* to be treated with respect. They were all of that giant New York City species — so fast and nimble that catching one called for the reflexes and hand-eye coordination of a fighter pilot; so large that crushing one resulted in a large gob of primordial goo that ruined the black rubber soles of spanking new Nikes. The roaches, in fact, became remarkably bold, prancing and jitterbugging around our huge piles of game components, showing no concern whatsoever that they could be smashed.

During one particular slow day, a bored worker declared that if any of his fellow game-assemblers ate one of these little monsters, he would fork over five dollars to the brave eater. Most SPI shipping clerks were paid minimum wage; furthermore, five dollars was not something to be brushed aside lightly in those days. Therefore, we were not surprised when one of our more adventuresome souls eagerly accepted the challenge. Of course, the details had to be worked out: A live or dead roach? What size? could a liquid be used to wash it down? Did it have to be chewed? While the ground rules were established, word of the impending event spread throughout the office like wildfire. Curious spectators gathered in the shipping room looking like they were about to watch a Marx Brothers movie. The deed was accomplished with the aid of a can of root beer. When it was over, the five dollars were gracefully handed over and everyone went back to work. Later that day, I saw the roach-eater clutching his stomach. But he was five dollars richer!

The young fellow who lost the five dollars was mortified. For the next few days he negotiated with the roach-eater about various outrageous acts he could perform to win back his

five dollars. Agreement was finally reached that if he could drink three quarts of milk in an hour — and hold it in — he would win back his money. Compared to eating a roach, we thought this was a piece of cake. But it wasn't.

The milk-drinker easily managed to down the three quarts in the allotted time; it was holding it in that caused a problem. The poor fellow was only two or three minutes away from winning his money back when his eyes suddenly widened, his body froze, and his face turned an ever-so-slight shade of green. He had a sheepish little smile on his face revealing deep embarrassment about losing yet another five bucks. Suddenly he bolted toward the bathroom, his hand over his mouth. He didn't make it.

Further negotiations resulted about ways in which this unfortunate soul could redeem himself. There was serious discussion about eating three cans of Nine Lives "Tuna 'N Liver" cat food for lunch. But in truth, I don't remember if this ever came about.

Pranks of this sort were commonplace in the SPI shipping room. I suppose outrageousness was the best way of surviving the tedium, for if any reader thinks it was an interesting task to assemble and box one thousand copies of *Global War* while being paid minimum wage, he should try it sometime.

In the mid-70s, SPI's customer service problems were legendary. The main reason for this was that so many games were mis-assembled in the shipping room. I remember Jim Dunnigan coming down hard on us about this problem, declaring that if the percentage of mis-assembled games didn't drop significantly we would all be fired. He established the policy of putting a Customer Service complaint card in every game. Each card declared that the accompanying game was "Inspected by Number 3" or "Number 9" or some such number; each shipping room worker was assigned one of these numbers and a corresponding set of Customer Service cards to insert in the games he assembled. Thus, the mis-assembled games could be traced to specific sources. Jim even had a back-up system. He made me and another fellow "Quality Control" checkers. Our job was to randomly check boxed games, all of which were ready for shipping, to see if they were properly assembled. These were all good ideas that should have worked. But they didn't.

Most of the game-assemblers in our shipping room were young students from nearby Stuyvesant High School. They were a wild bunch. I still remember the shock of my first day at SPI when these kids started a "counter war," flinging around *Napoleon at Waterloo* countersheets at one another like frisbees. It hurt like hell to get hit by one of these missiles, not to mention the financial hurt sustained by the company due to the hundreds of damaged components.

I strongly suspected that one of these people was primarily responsible for the vast majority of the mis-assembled games. He was an intelligent guy, but unfortunately had the attention span of a five-year old. We nicknamed him "Einstein" because of his frequent foul-ups. I remember approaching Einstein and telling him in no uncertain terms that mis-assembled games could now be traced back to him because of the Customer Service cards. I also warned him that we would be checking some of his games before they were shipped. He knew that he had to shape up or ship out.

The next week I check a batch of *Blue and Gray* Quad games Einstein had assembled after he had been read the riot act. The first copy I looked at had five *Cemetery Hill* maps and no maps at all from any of the other three games. The next copy had something like seven copies of the Standard Rules and none of the four Exclusive Rules whatsoever.

Poor Einstein had incredibly bad luck. After he was unceremoniously removed from the game-assembly process, he became the SPI messenger. His main job was to deposit checks in the bank, which was only a block away. We didn't think he could blow it, but he did. The most memorable foul-up occurred when Einstein, check in hand, was waiting for the elevator. When the elevator arrived he stepped forward to board, but the check dropped out of his hand. The check, which was for a few thousand dollars as I remember, floated gracefully to the ground, watched intently by several SPI staffers and elevator passengers. As if it had a mind of its own, the check suddenly plunged directly into the tiny crack between the floor and the elevator passenger compartment, disappearing forever into the elevator shaft. The odds against this had to be a million to one, but I swear it happened. As Casey Stengel used to say, "You could look it up." Just look in the bottom of elevator shaft at 44 East 23rd Street in New York and you'll find that 1975 check there — a real piece of SPI history. After this incident, not many people associated with Einstein anymore. We thought his bad luck would rub off on us.

Once, when Einstein was on his way to deposit a check, we heard on the radio that someone had just jumped off the roof of a tall building on 23rd Street directly adjacent to SPI's bank. Not only had the person killed himself, but he had landed on a passerby and killed him, too. Everyone concluded that with Einstein's luck, the jumper must have landed on him. But much to our relief Einstein was safe and sound. Fortunately his luck was not that bad.

Einstein was the butt of hundreds of practical jokes. Once some game assemblers tried to squeeze him into a bidg cardboard box and ship him to California by UPS. Another time someone cut a gash in the bottom of a huge box of 10,000 dice so that when someone

picked it up, all the dice would cascade to the floor. The prankster went to Einstein and told him to bring the box to the shipping room because he had run out of dice at his game assembly table. We all waited for the inevitable crash. When it came it sounded like the derailment of a subway train. Much to his credit, Einstein was unmoved by the whole episode. When we arrived at the scene of the dirty trick, he was calmly picking up all the dice one by one, a task which probably took him two or three days.

Of all the people at SPI, the one I admired most was shipping room manager Carl Jacobson. Carl had one of the most cheerful and fun-loving personalities of anyone I had every met. He was almost totally blind, but he had such a perfect knowledge of the SPI warehouse and carried himself with such self-confidence that it was hard to believe he was handicapped. The day I first met him I was puzzled about why such a seemingly friendly fellow had refused my outstretched arm when I offered to shake hands. Only the next day did I realize he was blind. One young high schooler didn't grasp this fact for three or four months.

At the 1977 Origins on Staten Island, SPI hosted one of its famous "Roasts," during which customers got the chance to vent their frustrations directly at the staff. Since this Origins was in New York, almost the entire SPI work force showed up for the Roast. At one point an angry young gamer in the audience rose. "I'm sick and tired of buying games from you guys that have the wrong components," he complained. "Are you guys blind or what?"

Carl rose. "Yes," he said. That brought the house down.

My fondest memories of the SPI years are of the SPI co-ed softball team. To this day, I remain amazed that a company like SPI, with at most 40 employees — none of whom were truly good athletes — could compete with, and sometimes defeat, corporate giants like Time, McGraw-Hill, and Doubleday in the New York City Publishers League.

Since SPI was essentially a bunch of people interested in military history, our team took on a military look. On the backs of our uniforms we had our names printed accompanied by an appropriate military symbol: power-hitting Mark Herman was an armored division; captain Brad Hessel was a headquarters company; slow-footed Marty Goldberger was a static division; boss Jim Dunnigan was a supreme headquarters; some poor guy (I don't remember who) was a supply dump. We named ourselves the "SPI Chits" after the infamous "Randomizer Chits" that were included in games in lieu of dice in the mid-70s because, as the enclosed note stated, "of the world-wide petro-chemical shortage." (I don't think anyone believed that one.) We even had a weekly newsletter called *Softball*

Trash which dissected each game with more precision than the *Wall Street Journal* evaluated the stock market. One day after we defeated a particularly poor team, the *Softball Trash* headline blared, "Chits Nip Dips."

We even gave the opposition military nicknames. One incompetent manager of an opposing team was christened "General Burnside." The Doubleday second baseman, who stood about six-foot-three, was nicknamed "Sally Jagdtiger" after the massive German World War Two tank destroyer. I'm not sure if she thought she was being praised or insulted.

We played in Central Park in a huge meadow that should have been used for five or six games simultaneously. Instead, since the field was about the only decent-sized open space in the borough of Manhattan, about 20 games were played there at once. Fields overlapped one another to an alarming degree. Center fielders in one game stood back-to-back with pitchers in another game. Once I was playing shortstop and found myself standing next to an outfielder who was playing in another game. During a break in the action in this fellow's game, he unzipped his pants, went over to our second base bag, and urinated on it.

On another occasion, an opponent hit a solid line drive between our outfielders. The batter tried to stretch the hit into a triple, but Ted Koller, our left fielder, cut the ball off nicely, whirled and fired a perfect bullet to the third baseman. Unfortunately, it was the third baseman on another team. This poor fellow, of course, was completely unprepared for the throw, which hit him squarely in the crotch. As he doubled over in pain, the whole SPI team doubled over in laughter.

Our manager, Brad Hessel, loved to keep statistics. Sometimes, however, he went too far. When we had just barely enough players to field a team, Brad went out into the field with his glove in one hand and his scorebook and pencil in the other. After each play was completed, he recorded it meticulously in his scorebook. Once he took a little too long to do this and was still writing with his head down when the next batter hit a little roller directly at him. Oblivious to the situation, Brad kept right on scoring as the ball rolled right by. We game him an "E" for error and didn't let him score in the field after that.

When I look back on those years, it's hard to believe that SPI accomplished so much in so little time with such young people. In SPI's "glory years," say 1975 through 1979, very few employees were over 30 years old — and I can't remember anyone over 40. Most of the best work was being done by people in their early twenties.

How times have changed! In 1989, the number of board wargamers in their teens or early twenties is, sadly, remarkably small. The inability to attract a new generation of

gamers to the board wargaming world is, without doubt, the gravest single failure in the industry over the past 10 years. The negative repercussions are just now being felt throughout the industry. As Pogo used to say, "We have met the enemy and he is us." At SPI, our very youth, which had so many beneficial effects on the company, was probably the main cause of our downfall. None of us — not even our president — had our hearts in running a multi-million dollar cut-throat business. Most of us were simply interested in making games, games, and more games.

I don't think a day goes by in which I don't think about SPI and its people. Since SPI was my first place of employment, it took me a long time to realize that it was hardly a typical American working-place. When I left the company, however, I came to understand that actually looking forward to work in the morning is a rare feeling, one that should be savored. I will never forget the place.

Twenty Years On:

SPI, The Rise and Fall

by David C. Isby

Almost 20 years ago, on 23 January, 1970, I became the first employee of SPI (or Poultron Press, as it was then). I left nine years, to the day, later. By that time, the great experiment was well on its way to its ultimate failure, both financial and creative, although it would be a few years before the last beakers were washed. I wrote a nostalgia-tinged retrospective for Issue 100, that failed to ring true. It was a unique enterprise, it had its moments, and it also did a lot of things that brought about its end. I met a lot of interesting people (not only the ones at SPI) and worked on a lot of interesting projects. I received two Charles Roberts Awards. While I regret SPI's passing and the often counter-productive and self-defeating way it moved towards its demise, I enjoyed most of the trip along the bitter and twisted way.

Certainly the end of SPI was not an uncommon phenomenon. In the late 1970s I was writing essays in *S&T* complaining that things were sinking like a torpedoed destroyer and exhorting the gamers — especially the 2000 to 5000 *grogards* who were always the backbone — to demand better products. Those certainly crystallized (if in a circumspect form) what I saw of late SPI. Indeed, one of the many demoralizing points on SPI's sinking was when some games started to be pushed out the door without much in the way of development or research. There were too many cheap and nasty efforts, too many things done for the short term. The *grogards* got tired of being asked to shell out for games that never appeared (remember *Air Cav*?) or were flawed when they did. The retailers became tired of not having the products to stock when they asked for them. The

playtesters stopped coming around on Friday nights. It became the sad story seen throughout American business, of the entrepreneur failing to manage, of the eclipse of profitability as a goal, or the failure to look beyond the next quarter. It was not inevitable.

But we all had a few chances to do the proverbial neat stuff before the end. Perhaps the best part was the ability to try new approaches. Doing so many games certainly gave scope for this, as well as a desire to out-do other designs and designers. SPI's output had more innovation than seen before or since. There really were more ideas than we could exploit. Adventure-game books — the narrative decision trees — that have become popular among the young today were one idea we considered. I can remember discussing them with Al Nofi, his feet upon a second-hand white wooden desk, sipping a carton of orange juice in the basement offices in the summer of 1970. Their prototype was a novel of that period, *State of Emergency*. But we decided that they were inherently more limited than the standard game format. The Victorian space-opera *Space: 1889* that is now thriving (and while I have never been a fan of role-playing games, the things do pay the rent) was the product of an SPI feedback proposal which resulted from an R&D staff meeting that ended up as a discussion of the movie, *The Man Who Would Be King*, quickly degenerated into analyzing whether space aliens would need European officers to be effective. A feedback proposal followed. We all thought there would be time to do them all, and do them right. Even if a game was fouled up there seemed there would be time to do it right, again.

The enemy, "lack-of-time," has become stronger in the decade since I left SPI. On the other hand, this decade has brought computers to the reach of most gamers. Computer simulation solves easily many of the problems I used to try and solve mechanically. Flight simulatory programs handle flying much better than I could in *Air War*. Back in 1972, I put the first solitaire scenario where the enemy moved and fired mechanically (an idea that came from the decision-tree books) into *Soldiers*. Today, a computer can provide a

much better solitaire opponent. Limited intelligence, another mechanically difficult item, is easy with a computer.

Demographics has another villain in much of "bust" that characterized the 1980s wargaming as "boom" characterized the 1970s. As the original audience became older, had less time, and generally faded away, there were no replacements for it. Even if SPI had been producing games at the rate it did at its height (and when it was decided not to do this, the path to oblivion became steeper) there would have been no market for them. Still, while Avalon Hill/Victory and GDW are far from flooding the market with traditional boxed games, they have done well in the years since the end of SPI, and many of their designs are quite good. I hope 3W will continue their good start with *S&T* by producing a line of boxed games. But I urge them to remember that, as the number of games has decreased as has the number of gamers and time available to play games, it is incumbent upon them to produce the games to the highest standard of accuracy and completeness. Traditional simulations, therefore, will have to offer something more than the emerging generation of computer-driven games. To do this is the challenge facing whoever would wish to create in the 1990s what SPI created in the 1970s.

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(Continued from page 6)

being able to solve all the problems that inevitably crop up. My solution was to do each job a few times before selecting others to do it. I was a decent designer, a thorough developer, a pretty good editor and barely adequate in the graphics department. With computer games my weak spot is programming, basically because I get obsessed in diddling with the code. Sound familiar? After cutting a fair bit of code on the old TRS-80 Mod I, I decided to leave the hacking to those with a knack for it. Fortunately, programmers today have lots of excellent debugging and analytical tools available. This not only helps the programmer but makes it possible for the editor to easily stay on top of the source code. In the "Neo-S&T" there would be a dozen teams at work at any one time. While this would be a lot for an editor to handle, there are various techniques available to make it a lot easier. First, there would be the use of game systems. Certain types of battles use the same system and if you do several battles from the same period, you can use the same system. This makes programming a lot easier, as all you have to do is load a new OB and terrain array into the source, plus some rule modification, recompile, debug, verify and there you are. Second, computer games are a lot easier to test than manual versions. I am one of those people with "poison fingers." Give me a piece of code and I'll smoke the bugs out in short order. The mainline software firms that I beta test for are kept quite busy with the quirks I manage to coax out of otherwise bulletproof code. Just goes to show you that even the most insidious traits have some use. In addition to testing for the robustness of the code, there is also a need for constantly checking up on the historicity of these programs.

This brings us back to the authors. There are a tremendous number of actual or potential game designers. The manual wargames were big with only one generation but that was a big and well educated, one. As they got older, many stayed with it. And most of them got microcomputers. The programmers largely come from the next generation that came of age in the late 1970's. Many of these folks can cut the code but have no publisher. There are hundreds of rather well done games dumped into the electronic bulletin boards and that's as far as many of them get. The Neo-S&T would give many of these authors an outlet, not to mention some money for S&T publication of their code, a more finished product and a shot at a much wider distribution (and royalties). The Neo-S&T would also carry the usual history articles, but with somewhat more analysis because of the capabilities of the software.

AFRICA ORIENTALE

So much for alternative histories. I thought you might also be interested in some observations on how S&T and its progeny have influenced the "real" wargames of the Pentagon variety. The use of these games and techniques by the military and the government is something I have maintained an involvement in. This takes less time than designing and publishing games and fits in with my concept of public service, causing trouble whenever possible and good works in general. When we last spoke (late 1980), I had just visited the Pentagon and agreed to produce a global wargame covering how one would keep the fight going after a nuclear exchange. Mark Herman picked up that project after I left and the game is still being used at the National Defense University (etc.). There are also several alumni working on game design at various Defense Department organizations or contractors that support them. As I have mentioned in several of my books, there is another approach to gaming widely used in Defense Department circles. This is the Operations Research (OR) style of gaming. I know a lot of OR type people, and a lot more know of me and our type of gaming. Manual wargames actually use a lot of OR techniques, although most manual game designers are without formal training in OR techniques or awareness of how they are reinventing the OR wheel to make their games work. The big difference between OR wargames and the type we are familiar with is the reluctance of many OR oriented designers to learn from history. This, I am happy to report, is rapidly changing. Not only are more manual wargamers working their way up in the OR world, but many others are learning and adopting historical gaming techniques. Many of you may find this hard to believe, but most of the wargames, models and simulations the Department of Defense uses have little or no connection with the results of historical combat. When these models were put to the historical test, a few could, with a bit of tweaking, replicate an historical battle. But most were found quite wanting. I was called down to the Army War College in 1976 to help reintroduce wargaming there. There were a few officers dedicated to using the lessons of history instead of relearning them at great expense in combat. Helping move this process along has been a very satisfying activity for the last 15 years. I doesn't pay much, in fact is usually costs me money. But as one insider in DC told me, "You know the business without being a part of it." This has been a considerable advantage. I turn down about one job offer a year from DC. It's awfully tempting at times, but being the permanent outsider has its advantages. For one thing, I can tell it like

I see it without worrying about stepping on the toes of someone in my own chain of command. My remarks rarely offend, as anyone asking my advice knows they are getting it from an independent source. I do take some heat from contractors ("beltway bandits") occasionally because I often urge government agencies to do their design work in house instead of contracting it out. The in house approach is catching on and I get blamed for some of that. Breaks my heart.

As you can see, and as I anticipated over 20 years ago, these games have a lasting effect on people. Historical gaming allows you to experience history and exercise your own imagination and skills on events that are not only in the past but also very much a part of the present and the future.

We now return you to our regularly scheduled programming.

Item 1 — As many of you no doubt already know by now, "Higher Authority" has decreed that, starting next issue (129), the cover price of S&T will rise to \$12.50. Regular subscriptions will still be available at \$40.00, but that now brings you only 6 (six) issues instead of the annual 8 (eight). A year's subscription now costs \$50.00, and flexi-subscriptions now go for \$8.00 per issue. (What can I say? The Exxon/Valdez fiasco continues to send its shock waves through the entire economy.)

Item 2 — Yes, you were right, the cover of 126 was NOT supposed to have turned out like that. The problem was we were working from a slide. Stupidly, I did not check back when the technical people assured me there'd be "no problem" involved in blowing it up much. Right, no problem at all, it just gets fuzzy. Anyway, I didn't see it again until we got to the "blue line" stage (for those who don't know, that's just before presses roll, and it is the last chance you have to make any changes). To correct it then would've involved a delay (to generate the new color separations) long enough to lose our scheduled press time. Thus the decision came down to an on-time magazine with an ugly cover or a nice cover three or five weeks late. Right. *Mea culpa.*

Item 3 — Here's a Case Geld progress report from developer Terry Shrum:

The presidential elections of 1936 found the Republican candidate Alfred M. Landon soundly defeating incumbent president Franklin D. Roosevelt and his administration's failed New Deal policies. Landon's administration would be more conservative and isolationist and would place more emphasis on domestic and public works programs and less on the military industrial complex to revive

the depression ravaged U.S. economy. The new administration would divorce itself from the internal problems of Europe and the war between Japan and China. President Landon and his administration felt America had enough to deal with in their own hemisphere.

However, President Landon's problems increased in September, 1939, when Germany invaded Poland and plunged Europe into World War II. Poland collapsed within days and Hitler began preparations to carry the war to France and England the following spring. On May 10, 1940, German air and land forces invaded the low countries and France, and within weeks defeated the Dutch, Belgian, and French armies and drove the British from the continent. On June 22 the French government signed an armistice with Germany.

Fearing the French navy might fall into German hands, Prime Minister Winston Churchill and the War Cabinet devised a plan to neutralize the French navy. Code named Operation Catapult, the plan called for the British navy to eliminate the French fleet by attack if political negotiations failed to do so. The terms for neutralizing the French fleet amounted unmistakably to an ultimatum the French admirals could only refuse. Unknown to the British, the French began to prepare for battle with their former allies. Operation Catapult was to be executed on July 3, 1940.

On the afternoon of July 2, fighters, diver bombers, and torpedo planes of the French air force were flown to bases near Mers-El-Kebir to reinforce those already stationed there and all French shore batteries and naval units were put on alert. At midnight on the morning of July 3, the French cruiser squadron at Alexandria slipped by British harbor patrols and sped toward ports in French Syria. At dawn on July 3, French air patrols set out to search for the British fleet and before long the Hood's battlegroup consisting of the Rodney, Nelson, and attendant cruisers and destroyers were sighted; followed shortly by the sighting of the Ark Royal's group. The French airfields were alerted and all French naval units went into action stations and put to sea.

Shortly after full sunup, the French and British fleets sighted each other. The British commander was surprised to find the French on the open sea. Following orders, the British admiral asked the French to surrender their fleet. Following the French refusal, the British opened fire. As the first salvos landed, Swordfish torpedo planes were launched from the Ark Royal. History will show it was the British who fired first; it was the French who answered the challenge.

As the first British torpedo planes rolled

down the deck of the Ark Royal, French pilots are told that hostilities have commenced and that they may begin their attacks. A lookout on the Ark Royal shouts a warning as French torpedo planes and dive bombers begin their attack runs. Within minutes the Ark Royal has taken five bomb and three torpedo hits leaving her burning from amidships to stern with torpedoes and planes exploding on deck. Nearer to Mers-El-Kebir, the French navy returns fire on the British ships. But once again it is the French air force that proves the difference. Without effective air cover, the British ships are hounded by dive bombers and torpedo planes. In the end, the Hood, two cruisers, and one destroyer are sunk; the Nelson and Rodney and several other ships are damaged. Two days later the French join the Axis. Using French and Italian bases, the combined French, Italian, and German navies and air forces clear the Mediterranean of all British interference. At the end of July, Hitler offers England peace conditions in hopes of ending the war. The British government refuses and the Axis powers see no alternative but to take the war to the British Isles. Operation Catapult is a dismal failure.

Beginning in early August, preparations for the invasion of England begin. Between August 13 and 18 the German and French airforces succeed in causing irreplaceable pilot and aircraft losses to the Royal Air Force in southern England, forcing the remaining elements to withdraw from the area and giving the Axis local air superiority over the English Channel. On September 20 Operation Sealion commences with invasion units being covered by French and German air and naval units. A last ditch sortie by the Royal Navy supported by the remains of the Royal Air Force results in the loss of numerous ships to French and German naval gunfire, torpedoes, and aerial attack.

Despite furious British resistance between September and December, the Axis forces overrun the British Isles with London falling in early October and forcing the Royal Family to flee to Canada. The British government, realizing that Britain cannot be held, begins evacuating to Canada and sets up a government-in-exile in Ottawa. In late December, with the defense of the British Isles collapsing, President Landon—winning reelection the previous month—asks the Congress for a Declaration of War against Germany. The declaration passes with marginal support because the U.S. is woefully unprepared for war. The U.S. is unable to provide anything more than token support to the British and the Commonwealth because U.S. industrial strength has not been mobilized and the armed forces are still in training. Meanwhile

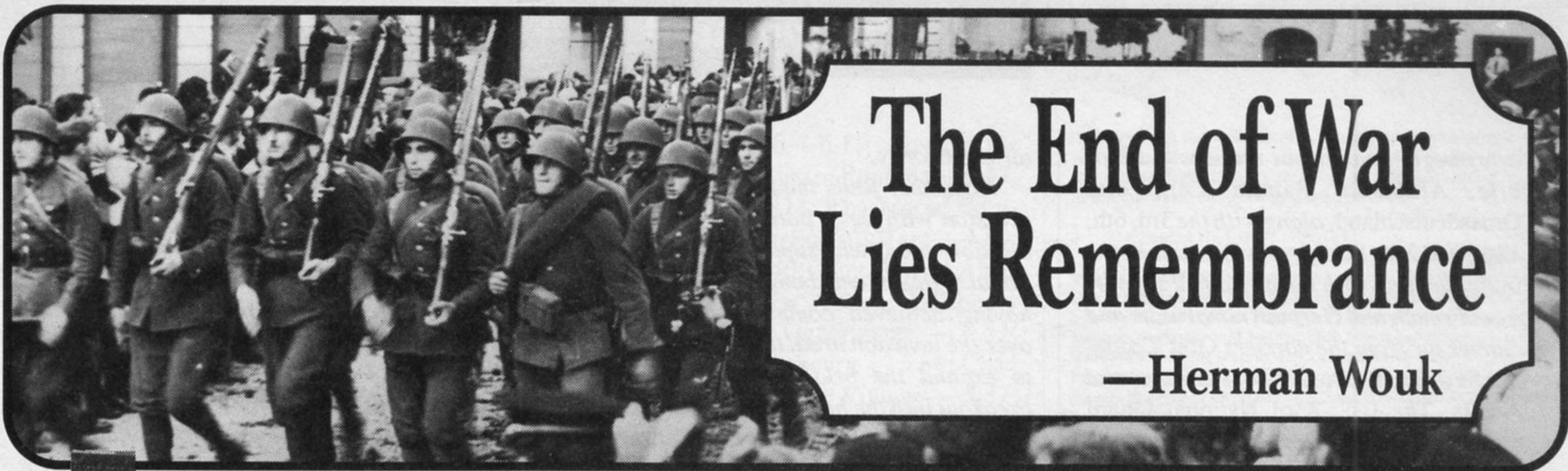
in the Far East the Japanese begin placing additional pressure on British colonies, hoping to gain concessions without fighting in the wake of British defeat in Europe. These demands force the U.S. to impose oil and other economic embargoes on Japan.

Mostly light naval skirmishing ensues between the Allies and Axis forces all through the first half of 1941, resulting in light losses to both sides. However, during late May a large, lightly escorted, Axis grain and meat convoy leaves Argentina headed for French ports. The U.S. high command devises a plan to ambush the convoy near the Cape Verde islands. The plan fails when the table is turned on the U.S. fleet and the battleship Pennsylvania is sunk by U-boats and the battleships Arizona, Nevada, and Oklahoma are attacked and sunk by carrier aircraft from the Axis carriers Seydlitz, Joffe, and Aquila. With increased U-boat activity on the Atlantic seaboard and Axis surface units prowling the Atlantic, the U.S. Joint Chiefs of Staff decide to remove the Allied fleet to San Diego on the west coast. To help insure its safety, the U.S. First Marine Division is sent to garrison the Panama Canal Zone. During this period Germany and Japan hold several secret meetings and agree to invade the North American continent to force the U.S. and Commonwealth governments into agreeing to peace. The Allies, thinking they are secure behind the Atlantic and Pacific oceans, do not pay attention to increasing Axis trans-oceanic capabilities until two weeks before September 7, 1941. But then it's too late.

On August 23, 1941, while on patrol off the Azores, the U.S. submarine SS173, the USS Pike, sights a very large concentration of French, Italian, and German naval transports and warships and notifies headquarters in the U.S. Before further information can be gathered, several French destroyers depth charge the Pike for several hours. By the time the destroyers depart and the Pike returns to periscope depth, the Axis shipping has left for points unknown. The ships are not seen again until dawn on September 7.

Several days before the invasion, U-boats begin landing special agents in several Central American and Caribbean countries with money and promises of German help if they would come over to the Axis cause. El Salvador refuses the German overtures and shoot the agents on the spot. Rebels in Panama and Cuba overthrow their established governments and throw in with the Axis. Cuba prepares to receive Axis troops and supplies while the Panamanians are prevented from seizing the Panama Canal by the U.S. First Marine Division.

On September 7, 1941 units of the German



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army begin landings at and around Mobile, Alabama. Panzer Lehr and Grossdeutschland, along with the 3rd, 6th, 18th, and 24th Infantry divisions make the initial landing with naval gunfire support from French and German naval units and carrier air from the carriers Graf Zeppelin, Seydlitz, Bearn, Joffre, Painleve, and Aquila. The U.S. 33rd National Guard Motorized Division is overrun and Mobile is captured. Axis engineers immediately expand several existing airfields and build new ones, and within days Axis fighter and bomber units begin arriving from off-shore transports. Italian naval units and U-boats are sent south to seal off the eastern outlet to the Panama Canal to prevent Allied naval units from interfering with the invasion. Allied planners decide to evacuate the Pacific and deploy air, land, and naval units to the west coast to offset any Japanese moves in the Pacific and not be caught flat-footed. The U.S. reaction to the invasion is swift but largely ineffective, but manages to encircle the invasion area with three National Guard and four line infantry divisions with two armored divisions in reserve in and around Birmingham, Alabama, and Patton in command of a strong three-division armored corps covering the Memphis-Birmingham gap. Even so, by the end of the month, the Axis lodgement is 20 to 50 miles deep and 150 miles wide.

During October there are more revolutions in Central America that see Costa Rica joining the Axis cause and the revolutionaries in El Salvador and Nicaragua — along with their Axis supporters — being rounded up and shot. To counter the unrest in the region, the U.S. 10th Mountain Division and a Commonwealth infantry division are sent to El Salvador to protect Mexico's southern borders. Meanwhile, Rommel and Guderian launch attacks towards New Orleans with both panzer divisions and supporting air and naval units and succeed in destroying the 24th Motorized Infantry and 35th National Guard Motorized Infantry divisions. Panzer Lehr is ordered into the gap and reaches the outskirts of the city. As a counter, Patton attacks the eastern flank of the invasion area with five armored divisions, severely mauling the German 6th and 18th Infantry divisions and destroying rear area support units. Allied air power is starting to arrive in force over the invasion site, but Axis carrier air and land based air have effectively countered any move by the Allied air forces. However, neither side can as yet claim

air superiority.

November finds the Axis reinforcing the invasion with three panzer and six infantry divisions along with support troops and additional fighters and bombers. With the Axis having achieved complete air superiority over the invasion area, they begin their drive to expand the bridgehead and attempt a breakout into the heart of the Old South. 10th Panzer, Panzer Lehr, and GD Panzer divisions, with air and naval support, attack and destroy the U.S. 40th National Guard Division, opening a gap in the Allied lines 50 miles wide. With the Invasion area now over 300 miles wide and 50 to 100 miles deep, the Allied High Command realizes that the invasion cannot be contained and begins falling back to the Mississippi River — Memphis — Tennessee River — Wilmington defensive line. Commonwealth units are rushed south from Canada to help fill the gaps left by destroyed U.S. units. Seeing future problems in Central America, two Commonwealth infantry divisions are sent to Panama to help tighten the grip on the canal zone.

Observing the success of the Axis invasion of the U.S. and having pro-Axis leanings, Argentina declares war on the Allies in early December and immediately invades Belize in British Honduras with two infantry and one mountain divisions eliminating the small British garrison. Meanwhile in the U.S., Rommel and Guderian attack New Orleans with the 10th, Lehr, and GD Panzer divisions, along with air and naval support. After heavy fighting the U.S. 66th and 75th Infantry divisions are destroyed and the city taken. In northeastern Florida, the 1st Panzer, 30th, and 219th Infantry divisions attack and take Jacksonville, destroying the U.S. 104th Motorize Infantry Division, while in the process of isolating all of southern Florida. The Allies continue to stiffen the Tennessee Line and pray a very harsh winter arrives soon. In response to the Argentine Declaration of War and invasion of British Honduras, the Allies send two more infantry divisions to El Salvador.

January, 1942, finds the U.S. gripped in the effects of very mild but wet weather for that time of year. However, at this time Japan declares war on the Allies by launching a surprise invasion of California and taking the city of Los Angeles. The Allies counterattack the Japanese invasion site and a series of carrier and surface engagements follow, with the loss of several battleships by both sides and well over 600 naval air units, but the Allies are unable to stop the invasion. Despite wet weather in the south, the Axis are not only able to strengthen their lines with the arriving reinforcements, but are also able to take the

lightly defended cities of Tampa and Miami. In a surprise move, the Axis High Command decides to send the elite 7th Parachute and 22nd Air Landing Divisions and air transport aircraft to British Honduras to threaten southern Mexico and the Panama Canal. Central America is becoming a severe drain on the Allied cause, but the Panama Canal must be held. Even with all the reserves, the Allies begin to take hope as U.S. industrial power kicks into high gear and the first P-47 and P-51 advanced fighters take to the air to combat the German Me-109's and French D-520's, which can only mean the regaining of local air superiority. The War continues.

Item 4 — And here's one from developer Nickelson on March on Moscow.

March on Moscow

by Ron L. Nickelson

The highly trained invaders are poised at their jumping-off positions inside Poland. Their objective: Moscow. The defenders of Mother Russia facing them are formidable in number, but dispersed and ill-led. On the fringes, the various minor allies and ethnic groups will be playing their own (perhaps pivotal) roles.

Sound familiar? Perhaps a bit like the Nazi invasion of 1941? In fact, the year is 1708 and the invader is not Hitler but the very able Charles XII of Sweden. (Yes, Sweden!!) Opposing him is the much-less-able Peter the Great. To pull the invasion off, Charles will have to confront many of the same problems that would cause Napoleon and Hitler to stumble: Severe weather, logistical problems, rear area security, and the vast expanses of Russia herself.

The game itself is a modified Frederick the Great system and will be a real gem for you FTG fans. The colorful units are the interchangeable "money"-type and are immobile unless activated by a leader. In addition, each side will be assisted by small contingents of Polish troops as well as the obligatory supply wagons and siege artillery, plus sundry naval units. The map itself is littered with Fortresses (big and small), but sieges will be rare in matches between good players. Instead, the play of the game is a tense see-saw of forced marches and "positioning." (With astute play, most Fortresses will fall without a shot being fired.) This 16-turn game can literally be lost by either side on turn one through faulty positioning!

To win, the Swedes must capture Moscow. This will only be accomplished with proper attention to supply and mobility. Supply (or more properly, the lack of it) can easily become an Achilles' heel, as it did historically.

Mobility must be used properly every turn to keep the Russians from concentrating their strength.

The Russian's task is no less demanding. The classic Russian defense of "trading space for time" must be used, of course, but this in itself will not be enough to hold Moscow. Peter must concentrate his forces while at the same time staying out of Charles' considerable reach for several game turns. All in all, a game to tax the finest strategist!

Expect to see March on Moscow in your mailbox on or about early '91.

Item 5—And here are the feedback results from issue 126.

Beirut '82 (overall)	6.23
Beirut '82 Graphics	5.87
Beirut '82 Rules	6.84
Beirut '82 Article	6.40
Low Intensity Conflict	6.15
Grenada Article	7.11
Angola Article	6.12
FYI	7.17
Outgoing Mail	7.48
Incoming Mail	5.77
Cover "Art"	3.94
126 Overall	6.28

The feedback for the new game proposals broke out like this.

Laurel Cochran: Southwall, 1940 — 4.17; Wellington's Road — 5.31; Crucible, 1944 — 4.60; The Cockpit — 5.08; Seven Torrents — 5.37; Army of Italy — 4.97; Southwall, 1943 — 5.28; Plunging Fire — 4.74.

Paul Dangel: Fortress Aachen — 6.22.
Faust & Fischer: The Mexican Revolution — 4.77.

Mike Joslyn: Guadacanal — 6.18; Porkchop Hill — 6.21; The Darkest Hour — 5.40; Operation Aztec — 6.14; Ancient Tactical Warfare — 5.11.

Chuck Kamps: The Vietnam War — 5.65.
Martin & Millman: Harvest of Death, 6.45; The War Nobody Won — 6.11; Syracuse — 6.02; The Red River Campaign — 6.18; Princeton, 1777 — 6.65; Bunker Hill — 6.54; Cowpens — 6.94; Pennsylvania Bucktails — 6.07; Ball's Bluff — 5.57.

Rob Markham: The Peloponnesian War — 6.65; Claudius God — 5.77; Conquest of Justinian — 5.22; Sword Over Richmond — 5.62.

Joe Miranda: Remember Pearl Harbor! — 6.31; Seven Years' War — 6.02; The French Revolution — 4.85; Iran — 4.11; Vietnam Quadrigame — 6.11; U.S. Small Wars Quadrigame — 5.80.

Mark Seaman: The Siege of Delhi — 4.54; The Battle of Brandywine — 5.94; Washington vs. Howe — 5.77.

AFRICA ORIENTALE

Young Turks: Kadesh — 6.15; ...Invaded the USA Today — 4.51; Lion of Ethiopia — 6.17; Pars Occidentis — 5.14; The Marne Campaign — 5.74; War To End All Wars — 4.80; Freeman's Farm — 5.40; Campaigns of Alexander — 5.71; The War Without An Enemy — 5.60; Night Drop Quadrigame — 5.51; Deguello — 5.48; Cherbourg — 5.68; Chad — 6.65; Trampling Out the Vintage — 5.37; Stalin Hits Back — 5.34.

All those with ratings of 6.10 or higher will be added to the production schedule.

As to the rest of the feedback for that issue, not too many surprises here except for how much extra comment the politics question drew. (The winner of this issue's "nod o' the editorial head" goes to the guy who marked the "Reactionary" block, then crossed that word out, wrote "Patriot" in its place, along with the admonition, "No need to use communist terminology here, Bomba!" Right.)

Honestly, fellas, I had no "hidden agenda" (as several of you suggested) with this one beyond satisfying my own curiosity. Nor do I intend to use the data to give the magazine any particular political slant. Further, I do hereby disavow any knowledge of any covert ... o.k.?

Phew! Anyway, a majority of you are what I'll term, just to anger you, "paranoids." That is, 36 percent of you chose to answer by marking the "none of your business" block. As to the rest, 2 percent described themselves as Reactionary, 31 percent as Conservative, 19 percent as Moderate, 8 percent as Liberal, and 4 percent as Radical.

Virtually everyone would like the games rating chart returned, listing all companies' games. I'd like to comply with this one immediately, but I'm the one who'll need to do the compiling if this is indeed going to get done, and presently all our massive data processing capacity is taken up with mundane business stuff already. So as time and new computers allow, I'll work toward reviving this.

Item last—only nine new game proposals for you this time.

1. **Action at Choiseul Island: J.F.K. and PT 59's Rescue Mission:**
This boardgame deals with the U.S. Marine battalion that invaded Choiseul Island in the Solomons in 1943 as a diversion to the invasion of Bougainville. The battalion was cut off from supply by Japanese forces and had to be rescued. The closest available boats were two PT's including John Kennedy's PT59 which he commanded after the destruction of PT109. Kennedy did rescue the marines after much danger. The map will be 22" x 17" and there will be less than 100 counters. The complexity is low, the scale tactical. The U.S. player has two objectives: 1) capture the key points of the island for a major victory, or, 2) rescue the marines for a minor victory. The Japanese must prevent these two objectives in order to win. Each turn is two days. The map covers land and sea; the counters are land and naval units. Designed by Adrian McGrath.

2. **The Battle for Finland: Soviet Aggression in the Arctic, 1939-40:**
This boardgame deals with the Russo-Finnish War; the map will cover all of Finland and the border with the USSR, in hexes. Counters will be 100 or less. Map is 17" x 22". Terrain will feature forests, lakes, rough terrain, cities, railroads, and everywhere there will be snow. Complexity is low, scale is strategic. There will be rules for limited intelligence, ski troops, Soviet incompetence, Finnish

leadership and fortifications. The combat and movement systems will be basic allowing the players to concentrate on strategy. Counter mix includes tanks, infantry, ski troops, air units, and artillery. Each turn is one week. Designed by Adrian McGrath.

3. **The Spanish Civil War: 1936-1939:**
This boardgame deals with the revolt in Spain between Franco with the Fascists and the Republican Loyalists. Aid was given to each side by many nations including Germany, Italy and Russia; this will be reflected in the game. The 17" x 22" map will cover all of Spain and the complexity will be low. Each turn is one month. Franco's forces win by taking Madrid, the Loyalists win by taking Burgos, the Fascist stronghold. Combat and movement will be basic allowing the players to concentrate on strategy. Special rules will cover terrain, supply and reinforcements, leadership, morale, foreign intervention. There will be die roll modifiers for troop quality and weather. Counters will represent land, sea and air units. Scale is strategic. Designed by Adrian McGrath.

4. **Alexander Nevsky: Battle on the Ice, 1242 AD:**
The battle deals with the invasion of medieval Russia by the Teutonic Knights and the battle at Lake Peipus. The scale is tactical; and the complexity is low. The map is 17" x 22" and there will be less than 100 counters. Counters represent foot soldiers and mounted knights. In the battle the mounted German knights charged with force across the frozen lake at Nevsky's line. Although Nevsky was weaker, not unlike Hannibal at Cannae, the Russians flanked and enveloped the Germans. As the knights retreated the ice broke at spots sending the invaders to an icy death. This battle, like Borodino, was used in WWII by the Soviets as propaganda to raise morale. (German invaders with superior troops being defeated by clever and courageous Russians.) There will be rules for facing, ice breaking, leadership, morale. Turns will be measured in hour parts, and there will be die roll modifiers. This battle was made famous by Prokofiev's music and Eisenstein's film. Designed by Adrian McGrath.

5. **CSA.: 1861-1865:**
This game covers the entire American Civil War. The map 22"x 17" covers the Confederate States of America (CSA); there will be 100 counters. The map will be divided into areas within states. The scale is strategic and the complexity is low. Combat and movement will be basic. Movement will be from area to area. In each area is a major city of strategic importance. It can be taken either by siege or force (i.e. battle). Defenders will be placed either in the major or minor cities or in the area. There will be die roll modifiers. Railroad movement is possible as is limited sea movement. Limited intelligence should be used. Victory conditions are determined by the number of Southern State capitals taken by the North and held by the South at the end of the game. Each turn is a season. There will be optional rules for morale and leadership, weather and supply. Designed by Adrian McGrath.

6. **Angola—Battles of Resolution:**
This 200-counter, brigade/battalion-level game covers mid-1987 to mid-1988 when the most powerful conventional armies ever seen in southern Africa fought one another to a standstill. The escalation of the Cuban Expeditionary Force during this period and its moves toward Namibia were major factors in bringing the South Africans to the peace table. The map is of southern Angola, with parts of Namibia and the Caprivi Strip. Air game is a vital component. Rainy seasons, water supply, fluid ZOCs, helicopter gunship support versus Stinger availability, UNITA or SWAPO guerrilla and semi-conventional units, the tough "Buffalo Battalion" and the powerful but casualty-shy SADF regular brigades, Cuban/FAPLA combined-armed regiments and special counter-insurgency OGPZ battalions. Four short two-hour scenarios can be linked to a campaign game. By Jim Dingman and Richard Jupa.

7. **Waterloo: The End of Empire**
Waterloo is a grand tactical examination of Napoleon's last battle against the determined "Sepoy defense" of Wellington, and Blucher's Prussian relief force that saved the day. *Waterloo* uses the *Doomed Victory: The Battle of Borodino* game system, from noted designer Gary "Mo" Morgan, (*Flight Leader* and *TAC AIR*). *Waterloo* uses a game scale of 200 meters per hex and each game turn simulates 30 minutes of real time. Unit counters are infantry and cavalry brigades, and corps artillery groups. Each unit always assumes a formation, which varies its movement capability, combat strength/influence, and also dictates its vulnerability to attack by other enemy arms and formations. Successful play hinges on skillful employment of combined arms concepts and tactics (infantry, cavalry, and artillery). Players may either play the historical scenario with historic deployment of forces, or may play some of the exploratory variations, resulting from different outcomes of the nearby battle of Wavre. The game uses a differential CRT and column shifts modify combat power and results. Game complexity is introductory/intermediate. One map, 200 counters, for S&T. Designer Gary "Mo" Morgan.

8. **Bekaa Valley, 1982: High Tech Massacre:**
Bekaa is an operational depiction of the high-tech, air/land battle fought in the Bekaa Valley during 8-10 June of 1982. During this battle, an Israeli corps led by Maj. Gen. Ben Gal invaded Lebanon and came into contact with scattered Syrian units in south-

(Continued on page 58)

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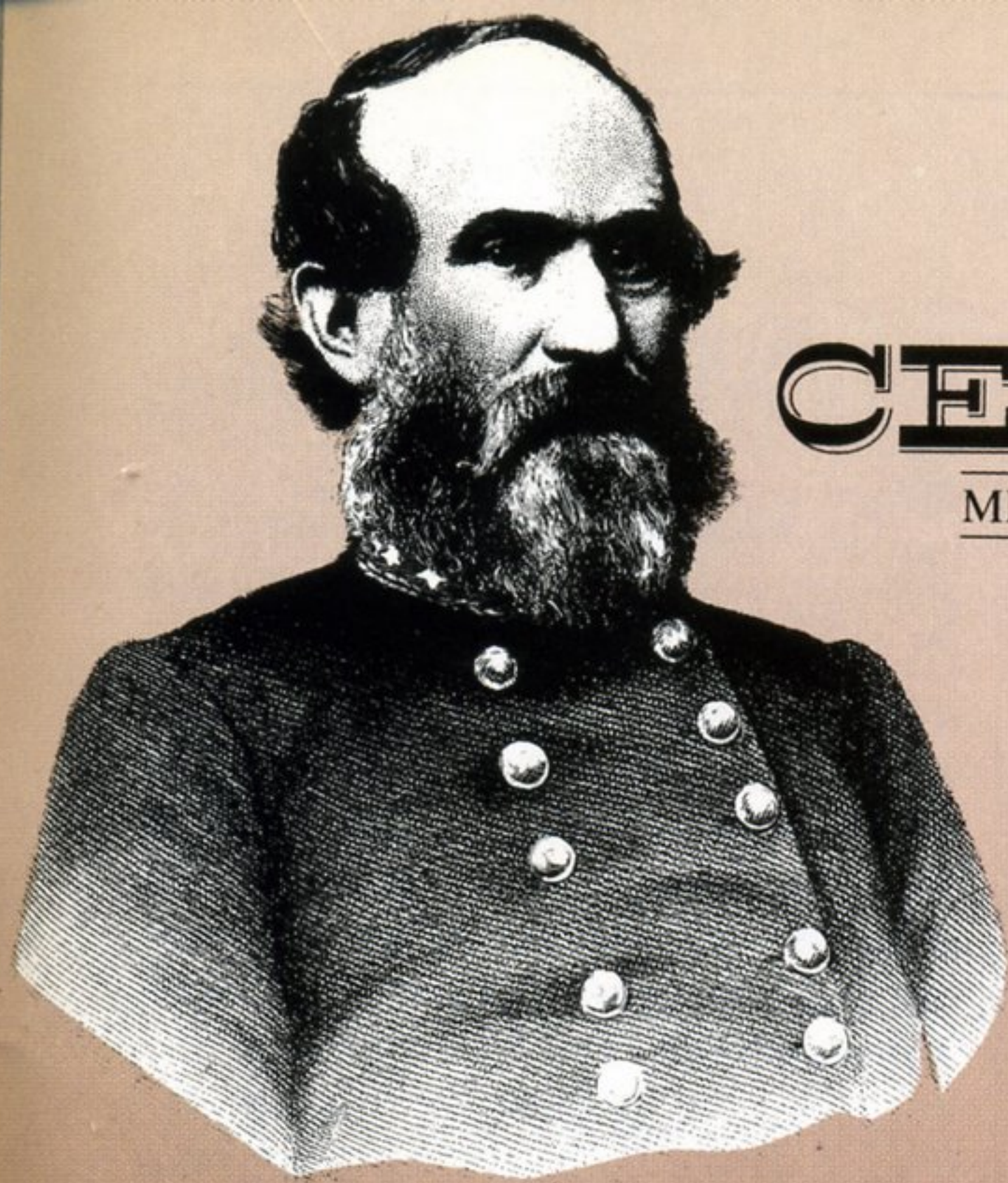
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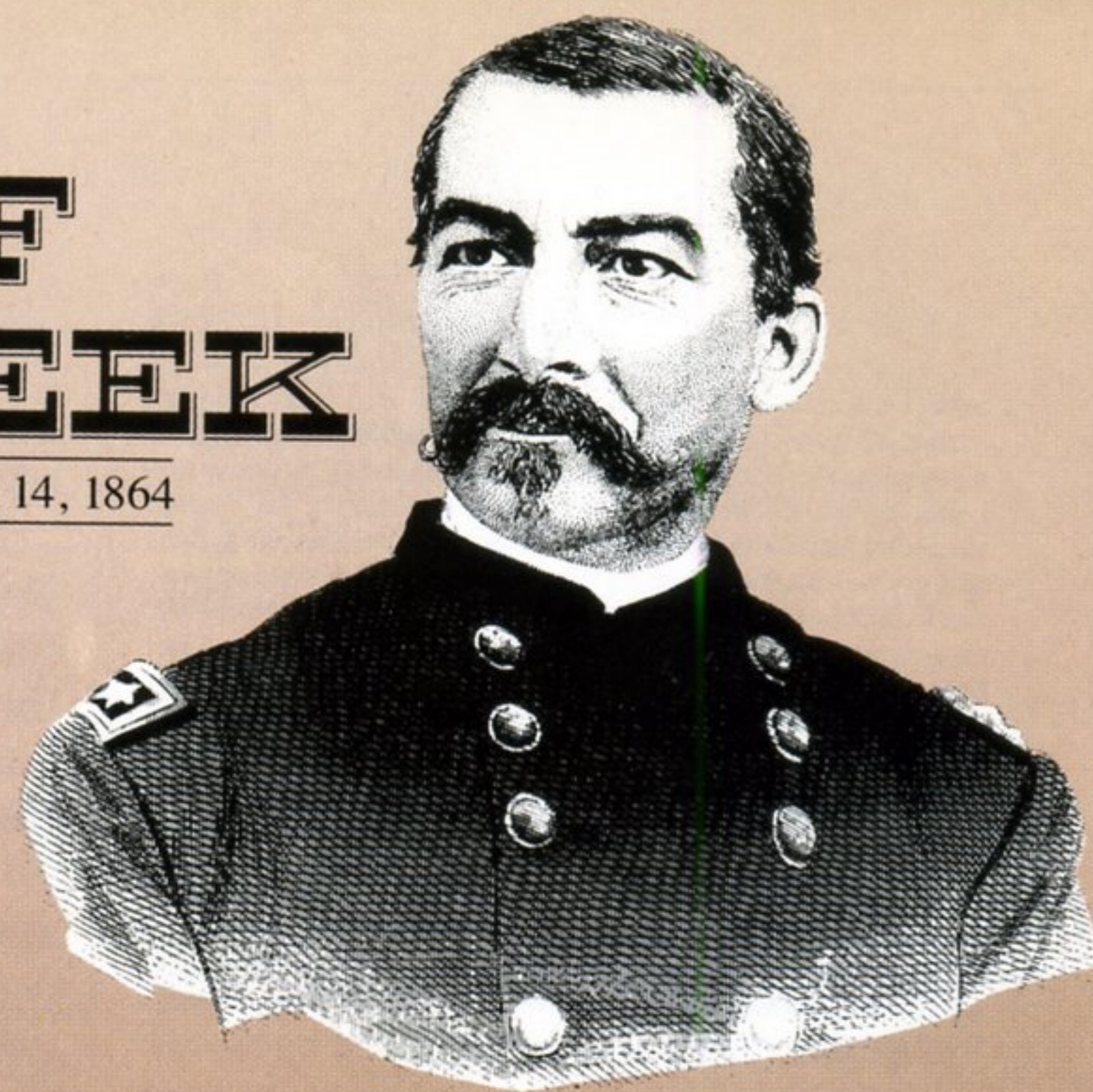
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GUNS OF CEDAR CREEK

MIDDLETOWN, VIRGINIA—OCTOBER 14, 1864



J. A. Early

Phil. H. Sheridan

Hidden by the fog, three main forces of **General Jubal Early** attacked the Federal encampment at Cedar Creek. The rudely awakened Northern forces crumbled as they awoke to the screaming rebels. As the early morning sun burns away the fog, elements of **Joseph B. Kershaw** and **John B. Gordon** have full possession of the Federal breastworks.

Driven by this victory, General Early attacked the Union Sixth Corps and sent them running to the rear. With over 30,000 troops engaged, the battle raged without a clear-cut victor. As mid-morning approached, **General Sheridan** returned from Winchester to rally and lead the broken Union army.

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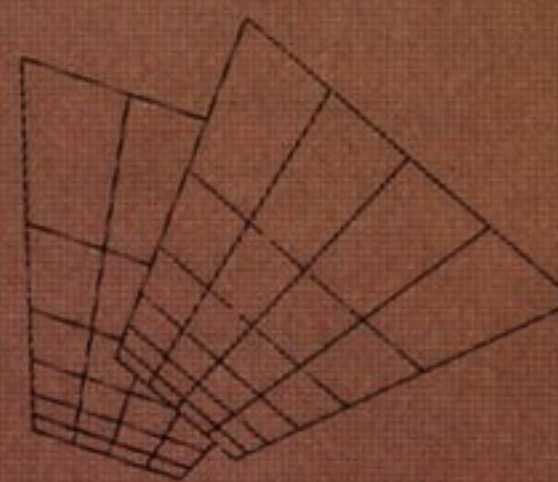
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(Continued from page 55)

eastern Lebanon. This contact developed into an intense artillery exchange, then attacks against Israeli ground forces by Syrian aircraft. Israeli aircraft later supported armored Israeli thrusts to the north through the Bekaa Valley by first annihilating the Syrian surface-to-air missile defenses, then by nearly decimating the Syrian air force without friendly losses. The advance rates by Israeli ground forces, and the systematic achievement of complete air superiority by the Israeli air force are some of the most notable in modern warfare. *Bekaa* simulates this action through the use of designer Gary "Mo" Morgan's TACAIR tactical/operational scale air land battle system. Ground maneuver units are armored or artillery battalions. Also included are surface-to-air missile (SAM) and anti-aircraft artillery (AAA) integrated air defense batteries, and flights of two to four tactical fighters each, to contest air superiority and provide tactical air support. Each hex represents one nautical mile across, and each game turn represents three hours of real time. The game map contains terrain elevation levels, which affect line-of-sight. Game complexity is Intermediate. One map, 200 counters, for S&T. By designer Gary "Mo" Morgan.

9. Russian Civil War: The Northern Front:

An operational, regiment/brigade scale game of an Allied intervention in North Russia 1918-1919. The Allied force, consisting primarily of British, French and U.S. units, attempts to drive south from Archangel and runs into rugged terrain, the brutal Russian winter and the new revolutionary army of the Bolsheviks. This 200 counter, low to medium complexity game features rules for naval gunboats, armored RR trains, aircraft and actions by Bolshevik partisans. The 22" x 33" map covers from the port of Archangel to Vologda and Kotlas and includes tundra, thick forests, trails and rivers.

The historical scenario captures the intensity of the Allied drive south, which culminated in withdrawal only one year after it began. Two speculative scenarios cover continued action by the Allies and the White Russian Army. All scenarios are playable as two-player or solitaire games.

This game would be for publishing in S&T, by new designer Charles T. Stephanian.

Rusty Ethington: Please get in touch with me. We need to talk about *Kadesh*.

ERRATA

Rush To Glory

Corrections & Clarifications

Set-up: The Mexican unit starting in El Paso is a "Regular."

"California" consists of San Francisco, Santa Barbara, Los Angeles, and San Diego.

2.0 THE MAP

The friction point number on the route between San Diego and Mazatlan should be 30, not 31.

The only locations in Texas are: Austin,

Corpus Christi and San Antonio.

6.0 MOVEMENT

6.3 Movement Example

The reference to the "29+" column on the Unit Disintegration Chart should be to the 26+ column.

Unit Disintegration and Class Table:

On the 26+ column a strength point will Disintegrate on a roll of 3, 4, 5, 6.

The Disintegration result on a roll of "2" is incorrect.

8.0 LEADERS

8.1 Leaders and Movement

A leader moving without strength points may only enter Friendly and Captured locations.

If a leader loses his entire force to disintegration solely by voluntary movement (not retreat mandated movement) the leader is placed back in the location immediately preceding the one in which his force ended its movement.

Example: Leader Davis with (2) regular inf. strength points moves from San Antonio to El Paso to Chihuahua. The force has a friction point total of 27 (5 + 11 + 11) and the Disintegration Table die roll causes both strength points to be lost. Davis is placed back in El Paso. El Paso is considered captured but not Chihuahua.

If more than one leader is present in a force only one leader's efficiency rating may be used to modify the disintegration die roll. The highest efficiency rating may be used even if it does not belong to the highest ranking leader in the force.

9.0 COMBAT

9.1 How to Resolve Combat

Example: The (2) seasoned inf. strength points with 5 frictions points actually have a class of 2, not 3. This gives the force a total of 8, not 7; and an average of 2.6, not 2.3, which is rounded up, not down, to a final class of 3, not 2. (Whew!)

Minimum Combat Odds (Addenda to Addenda)

A force that enters an enemy occupied location and drops below 1-1 odds (including all applicable odds column shifts) due to disintegration, immediately returns to the location it left to enter the enemy location. This retrograde movement is not counted as a "move"; i.e., no additional friction points are accumulated and no additional disintegration die rolls are made.

9.5 Leader Loss

A leader that is alone in a location that is entered by enemy forces is automatically eliminated.

11.0 INVASION OF VERA CRUZ

2. Roll of 2-5 — may invade on GT 11, not 22.

The withdraw of strength points is optional not mandatory. The leader Worth must be withdrawn if present on the map.

16.0 REINFORCEMENTS

United States Game Turn Eight

If the United States decides to invade Vera Cruz, withdraw from the map up to (4) seasoned inf., (4) regular inf., (3) field art., and the leader Worth who must be withdrawn if present on the map.

Errata for *Beirut '82*:

4.1 (add to last sentence) ... so long as IDF occupation continues. Once left unoccupied, however, the camp can again become part of the PLO replacement system.

5.0 (add) A friendly unit sitting in a hex into which an enemy zone of control is being projected *negates* that zone of control for all purposes *other than* movement.

12.0 (add) Terrorist units can single out a leader unit for attack even if that leader is stacked.

13.0 (add) Fractions involved in ceasefires project no zones of control against each other's units while the ceasefire remains in effect.

INCOMING MAIL

Dear Mr. Bomba:

Permit me to thank you and your reviewer, Mr. Bruce Farcau, for the highly complimentary review in your current issue of my book, *A Time for Trumpets: The Untold Story of the Battle of the Bulge*.

Unfortunately, the hardcover edition whose publisher Mr. Farcau cites, William Morrow and Company, is now out of print, but the book is available in a quality paperback for \$11.95 from Bantam Books, New York.

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(Continued from page 18)

heights and at times the going was so rough it took 12 men to evacuate one wounded man. Tactically, as the covering barrage lifted to allow an infantry assault, there was enough time for an alert defender to recover and shower attackers with small grenades and mortar fire. A counterattack at the crest usually capped a successful defense. Italian positions were well sited and well prepared. Italian forces seeing action at Keren totaled 39 battalions and 36 batteries comprising some 30,000 men and 144 guns in all.

After a renewed but equally unsuccessful attack on 10 February there followed something of a lull in the north as both sides maneuvered to control the flanks of Keren.

Invasion From The South

For long, London had been dissatisfied with the inactivity of the many British troops in Kenya and wished to transship many to Egypt or at least to the Sudan. South Africa on the other hand wished to keep its troops in a single body, preferably in Kenya, and to complete their training. Again, London's views were overruled, so South African troops remained, though more because of the lack of transport to Egypt. In November 1940 South African Prime Minister Jan Smuts visited his troops in Kenya and he too urged action, recommending an offensive aimed at the Somali ports of Kismayu and Mogadishu. He found instant agreement with Lt. Gen. Alan Cunningham, who took command in October.

Given approval from Cairo, Cunningham proceeded with plans for invasion under the code name Operation Canvas. The greatest problem he faced was that of sustaining a move of sufficient forces across the Chalbi and southern Ogaden Deserts. There was no road from Kenya to Somali and no water. Water was vital to the offensive. The lack of it and the difficulty of road construction caused Cunningham to request a delay of the offensive until May 1941, after the period of the "Long Rains" in Kenya which would have made logistical support too difficult. That the offensive actually began earlier was due to the great efforts of the South African engineers and their native laborers. In mid-January 1941 they discovered water at Hagadera on one of the routes to Somalia. Suddenly there were enough trucks released from supply duty to make available a striking force of four brigades for a short term offensive. All turned on a tight timetable of 10 days. If supplies could not be brought into Kismayu port by then, the offensive would end.

On the Italian side was Maj. Gen. Carlo

de Simone, who had commanded the main central column that invaded British Somaliland. He had only recently arrived in the Juba district so he had not had time to modify his predecessor's defense plan. Previously, Italian command believed that the British would be unable to cross the desert with anything more than raiding forces, but of late they expected a main British effort directed at the center of the Juba Line. The best bet for the defense of the Line seemed to be to deploy all main forces along the river with only light covering forces ahead. This front of some 360 miles was inadequately manned by only 11 colonial battalions, a number of lightly armed dubat and bande detachments, and various static forces. In reserve but deployed too far to the rear was the 15th (Amhara) Colonial Brigade, temporarily motorized and which included some white troops but no armor. While slightly superior to the leading British forces, the Juba force was essentially immobile and too scattered. More importantly, its morale had dropped as a result of successful British raids, so it had surrendered the initiative. Italian forces on the Juba and southern fronts never made a move which seriously threatened Kenya.

In January, coordinating with the move from the Sudan, South Africans of 2nd and 5th SA Brigades began a move toward the Galla-Sidamo region of southern Ethiopia. Occupation of the border post, Moyale, and the main center, Mega, would open the south to Ethiopian Patriot bands. Both positions were fortified and each held with a strong colonial brigade. After some early difficulty with the approach march over the Chalbi Desert, the South Africans finally crossed the frontier on 31 January. Minor posts were taken first, then after considerable fighting the main objective, Mega, fell on 16 February. With the unopposed occupation of the final objective, Moyale, on 22 February, south Ethiopia was now open.

Meanwhile, Cunningham began Operation Canvas. On 11 February his force of four brigades (1st SA, 21st EA, 23rd Nigerian, and 24th Gold Coast — 22nd EA Brigade was held in reserve) crossed the Somali frontier and that same day dispersed light Italian covering forces at Afmadu. From this road junction, Cunningham split his forces, normally a poor strategy but which seemed reasonable due to his judgment of poor Italian morale and the lack of Italian reaction. The 1st SA Brigade moved south and took the now evacuated Kismayu on the 14th, well ahead of schedule. Under fire it established a bridgehead across the Juba at Yonte, the bridge at Gobwen having been destroyed. On the 19th, 1st SA Brigade de-

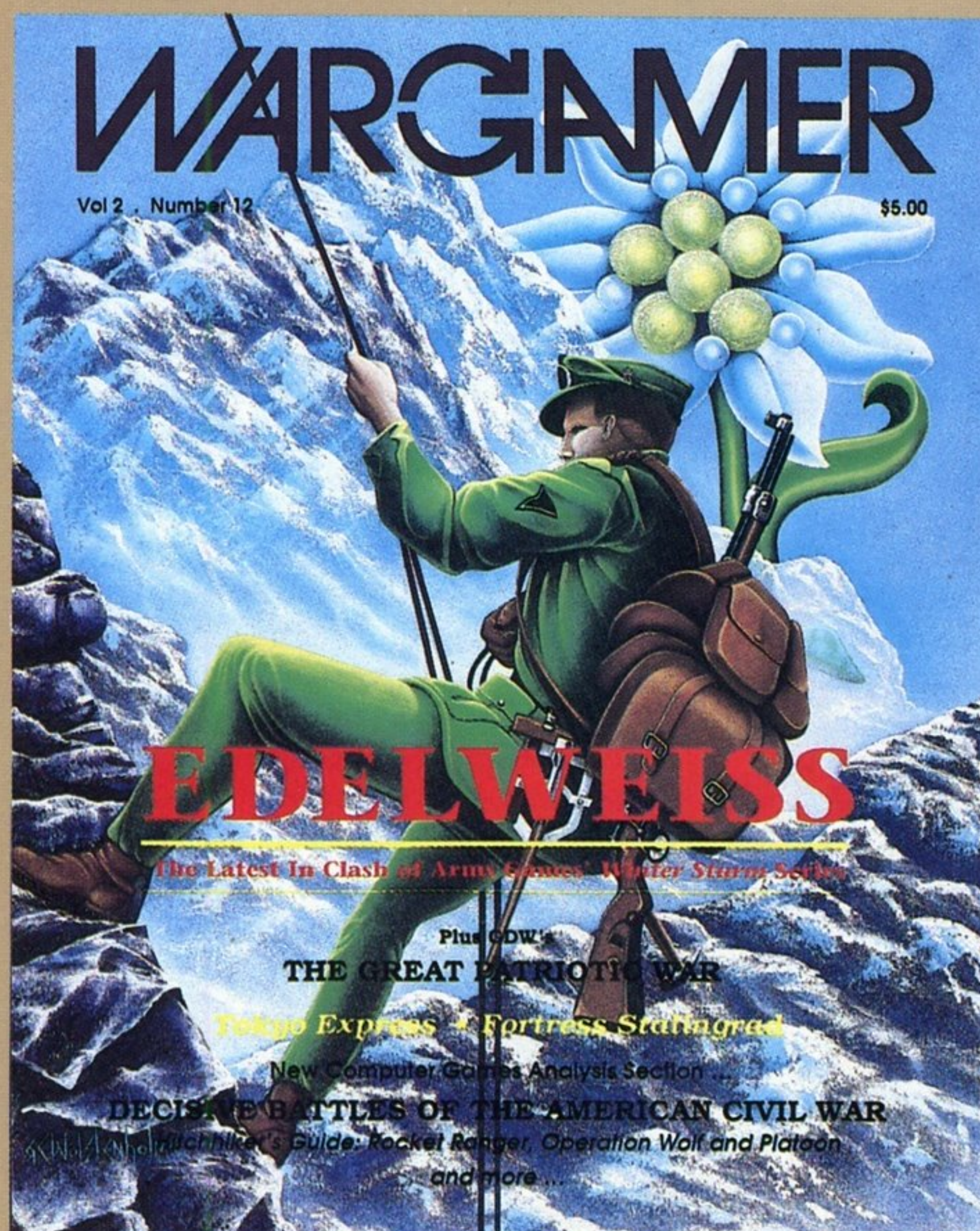
stroyed Italian remnants at Jumbo, thus opening the road north. The 24th Gold Coast Brigade, meanwhile, advanced straight to the Juba. Encountering strong resistance at Bullo Erillo, it detoured north and found a crossing point at Mabungo. There it was joined by 22nd EA Brigade and together on the 19th they turned south to take Jelib in a pincers action in conjunction with 1st SA Brigade moving north from Junbo. Jelib was the key. There they destroyed the only Italian reserves, the 15th Colonial Brigade, while 23rd Nigerian Brigade held the Mabungo crossing against a counterattack from the north. With the capture of Jelib on the 22nd, Italian resistance along the Juba was at an end. Everywhere, what few Italian forces remained were in full flight. Following up on this victory, the 23rd Nigerian Brigade was loaded into trucks and it and other motorized forces raced ahead, 235 miles in three days, to capture Mogadishu unopposed on the 25th.

As the Italian defense crumbled before him, Cunningham considered that if he stripped his Kenya forces of trucks he could send three brigades across the Ogaden to Harar and maintain them. On 22 February he proposed just this to Wavell in Cairo and further suggested that forces from Aden land at Berbera in British Somaliland. If that port were opened, his overland communications would be shortened by about 500 road miles. These plans were approved, and with the capture of Mogadishu there came a brief pause for reorganization. Italian remnants from the Juba were collecting at Neghelli to which it was expected the British would soon push. They were encouraged in this belief by the drive of 21st EA and 24th Gold Coast brigades in that direction, but this was just as much a relief of the South Africans. The 2nd and 5th South African Brigades returned to Kenya to be ready for shipment to Egypt. The capture of vast stores at Kismayu and Mogadishu, though, made the real difference. There, enough fuel was found to make possible the renewed offensive.

On 11 March Cunningham's force of three brigades (1st SA, 22nd EA, and 23rd Nig.) set out, crossing 660 miles of the Ogaden Desert along the single available road, the Strada Imperiale. According to plan forces from Aden landed at Berbera on the 16th. Since no opposition was encountered, the port was quickly put into operation and on the 23rd the 2 SA Brigade was landed to support the advance inland, being diverted from Egypt. On the 17th the overland force gained its first objective, Jijiga, and came up against resistance at Marda Pass.

(Continued on page 62)

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(Continued from page 59)

Here de Simone had collected 5000 Italians and 26,000 colonial troops and deployed them widely over a position that by nature was nearly as strong as that at Keren. Yet here the Italians were too scattered, lacking cohesion, and were of nearly the lowest morale. Colonial troops deserted in droves. On 21 March the British began their assault and by that night Italian forces were withdrawing. On the 22nd they were driven out of the Babile Pass and then on the 26th they gave up a position on the Bisidimo River and declared Harar an open town. On the 29th Italian officials appealed to the British to hurry and occupy Direedawa as they were beset by uncontrollable native deserters. The care of Italian civilians was now becoming increasingly difficult as the threat of massacre grew. Fortunately, excesses were avoided thanks in part to flexible British surrender terms which allowed many Italians to remain lightly armed to keep the peace. This arrangement was used to best effect at Addis Ababa where some 10,000 Blackshirts and Carabinieri were allowed to keep personal weapons. After a brief battle on the Awash River, the British entered Addis Ababa on 6 April. After an advance from Kenya of some 1700 miles the campaign in the south and east was essentially over. Even where the ground greatly favored the defense, the unreliability of the colonial troops and the general lack of will to resist prevented effective use of the many opportunities for delay. Mobility was the key to this campaign. It kept British momentum high, forming an impression of speed and invincibility which never allowed Italian forces a chance to settle in as they did at Keren.

Breakthrough At Keren

On the Keren front preparations were being made for the final battle. 5th Indian Division was withdrawn for mountain training and was soon joined by 9th Indian Brigade. The 7th Indian Brigade moved as planned along the Red Sea coast, successfully fought an engagement on 23 February at CubCub, and closed on Keren from the rear. The RAF began using the forward landing grounds at Agordat and from there was able, at last, to practically drive the Italian air force from Eritrea. The RAF also dropped leaflets, mostly directed at the Ethiopian levies of the 6th and 11th Colonial Brigades, who deserted in increasing numbers. The Italians responded with an attack that drove Indian troops from their advanced position but failed to break the main line.

The Italian attack did not upset the British. Plans for the final push continued and on

1 March they had taken shape. The 4th Indian was to begin the attack on the left of the Dongolaas Gorge, followed by the 5th Indian on the right. The artillery of both divisions would be massed and could cover first one division then the next. The 7th Indian Brigade to the north, now reinforced by two French battalions, was to create a diversion. On 8 March the 5th Indian returned to the front and soon all was ready for the attack to begin at first light on the 15th.

At 7 AM the artillery opened fire with a concentration not seen again in Africa until El Alamein. The 4th Indian led the assault but everywhere the Italians held firm; attack was met by counterattack. At length, with the last British reserves committed, it looked like yet another failed assault. Even 7th Indian Brigade had failed in the north.

Between 18 and 22 March the Italians counterattacked no less than seven times to regain lost positions and suffered about 5000 casualties, 1135 killed including Gen. Lorenzini, as well as several other capable commanders also killed or wounded. Gen. Fusci reported daily to the Viceroy that his troops were suffering heavily and from 20 March onwards the reports became increasingly anxious.

Early on the 25th the British renewed their assault with 9th and 10th Indian Brigades. They met much artillery, mortar, and machinegun fire but reached their objectives beyond the roadblock and captured 500 prisoners, many of them Bersaglieri. British sappers had earlier examined the roadblock and declared that if it were secured they could clear it within 48 hours. This time, Italian counterattacks either failed to develop or were scattered by artillery fire. By afternoon of the 26th, a passage was cleared. At dawn the next day the final attack began, led by Matilda tanks. Strangely, it found the central position deserted. The Matildas, followed by armored Bren carriers, swept through the plain, arriving at Keren at 8 AM but encountered no opposition. During the night Gen. Frusci had decided the situation was hopeless and ordered a withdrawal which by morning was substantially complete. The 53 day battle for Keren was over.

Keren was the decisive battle of all operations in AOI. The British had lost 536 dead and 3229 wounded and doubtlessly many more were out of action due to sickness but these losses could eventually be made good. The Italians were broken. Gen. Frusci estimated 3120 Italian dead and 4760 wounded but many thousands more had been captured or had deserted. For the first time ever Eritreans were deserting and the defeatism was spreading to the whites. Two

days later at Ad Teclesan, a position even more difficult for the attacker than Keren, the Savoia Division's 10th Regiment broke the first day. On the 31st, Gen. Frusci evacuated Asmara and declared it an open town leaving the garrison at Massawa as the only organized resistance remaining in Eritrea. When it fell on 8 April after a three-day siege all organized resistance in Eritrea ended.

As the fates would have it, the Italian collapse occurred just as their salvation became imminent. A German armored force had arrived in Libya and on 31 March began a counter-offensive that was to carry them to the Egyptian frontier by 11 April. In response to the German threat the 4th Indian Division was withdrawn almost immediately after the conclusion of the Keren battles. Yet Italian command had practically no information about these events. Frusci correctly concluded that he had lost his best troops and a complete collapse would occur if he did not withdraw. Frusci's troops continued their retreat south, making no stand until the final battle at the mountain fortress Amba Alagi. There, Frusci's remnants joined with the remains of the Viceroy's force which had been retreating from Addis Ababa in the face of South Africans who had made the long advance from Kenya. Amba Alagi fell on 15 May after a two-week siege.

Although the Viceroy had surrendered, there remained isolated Italian garrisons, some deep in the interior, all of which were ordered to draw out their resistance and so occupy British troops for as long possible. Aside from some small garrisons which soon surrendered, there were three main forces. The first of these was 8000 men under Col. Maraventano still at large in the Gojjam district. He and his men had been on the run for two months from British supported Patriot forces. Finally, trapped at Agibar, he surrendered on 23 May. A force of about 38,000 men and 200 guns under Gen. Gazzera held out longer in the vast mountains and forests to the south and west of Addis Ababa. Against Gazzera, British forces were delayed more by difficult terrain and weather than by his troops. Gazzera and the last 6500 men of his command were finally cornered at Dembidollo and surrendered on 6 July. Then there was Gen. Nasi who, with 41,000 men and 70 guns, held out on the nearly inaccessible mountain plateau at Gondar all through the rainy season and well into the fall. It took a set-piece assault and tough fighting until the very end when he surrendered on 27 November 1941. When his orders to surrender reached two outlying forts the next day, AOI no longer existed.

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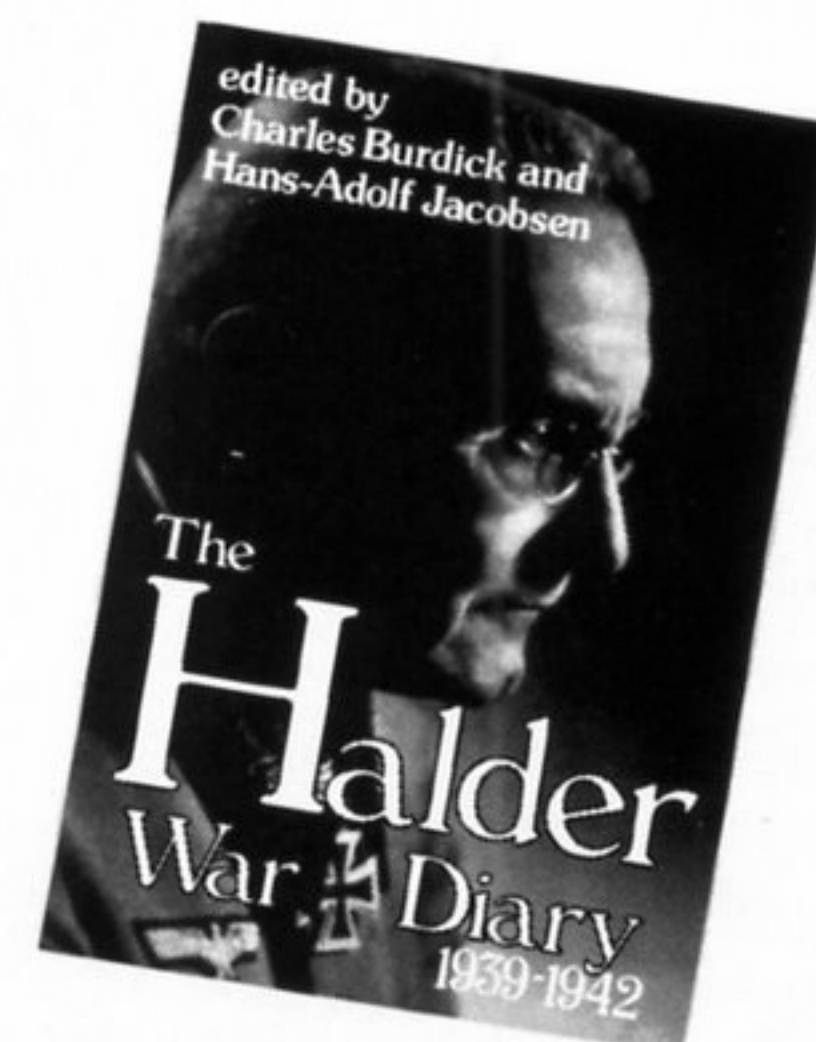
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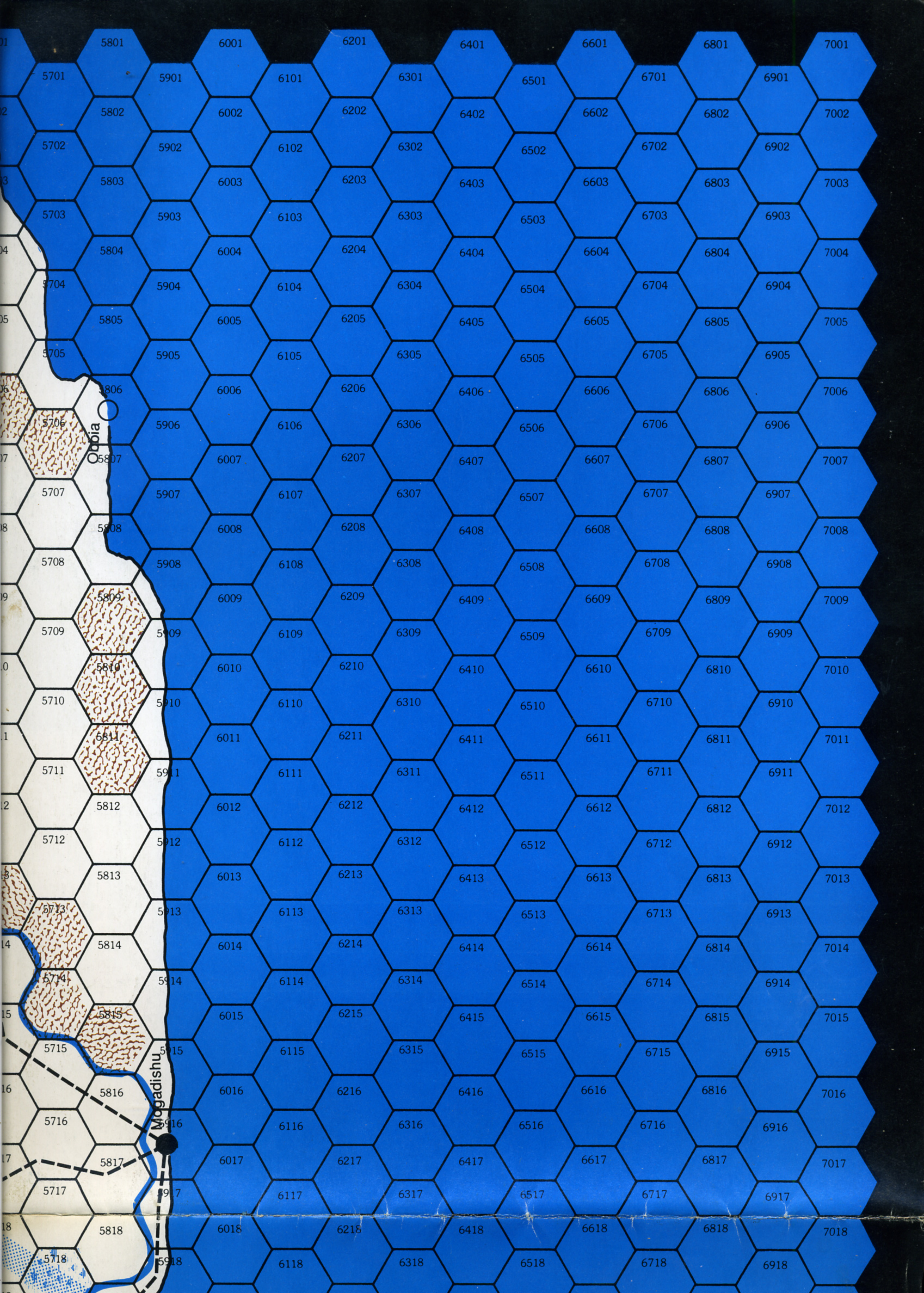
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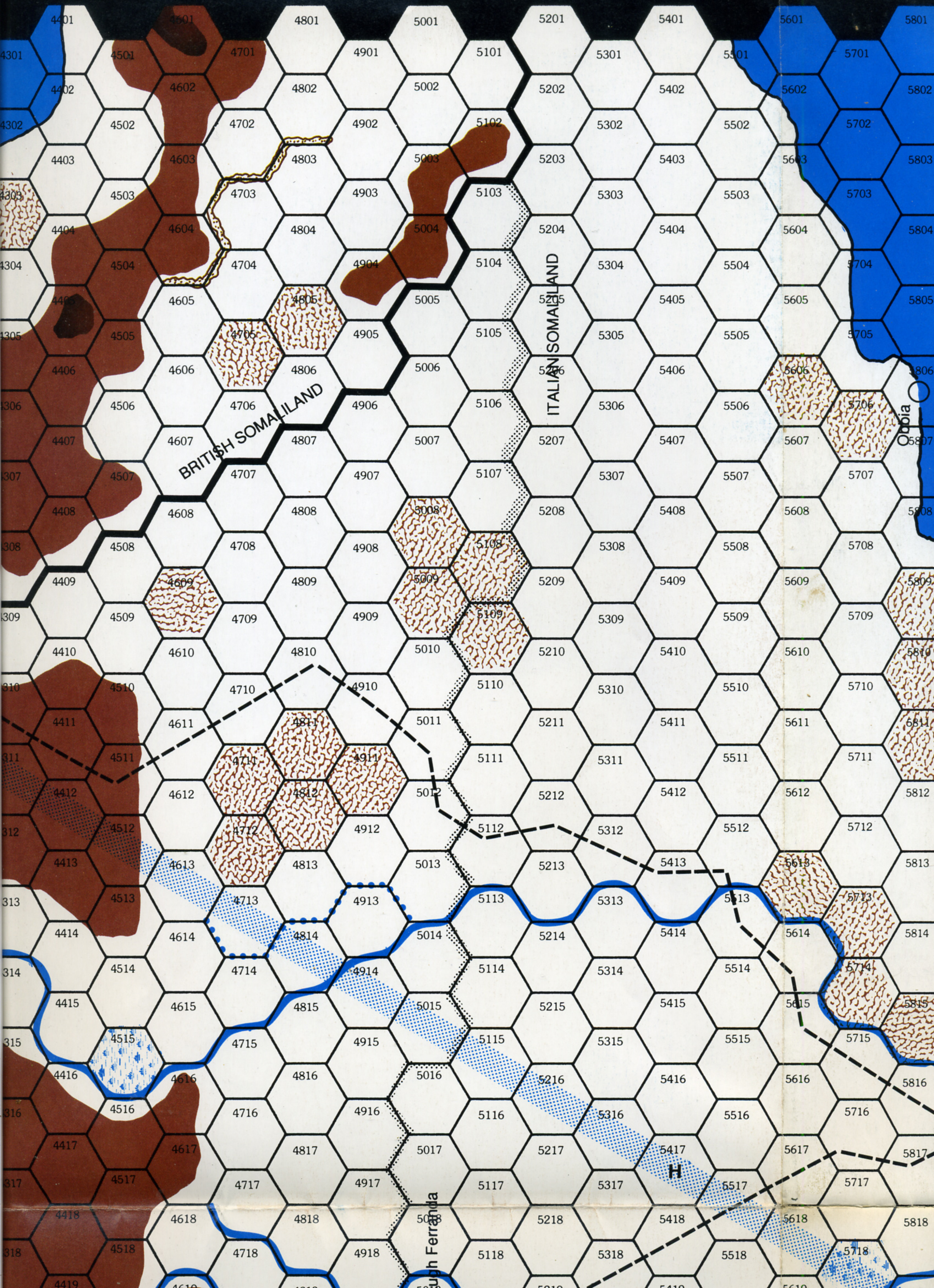
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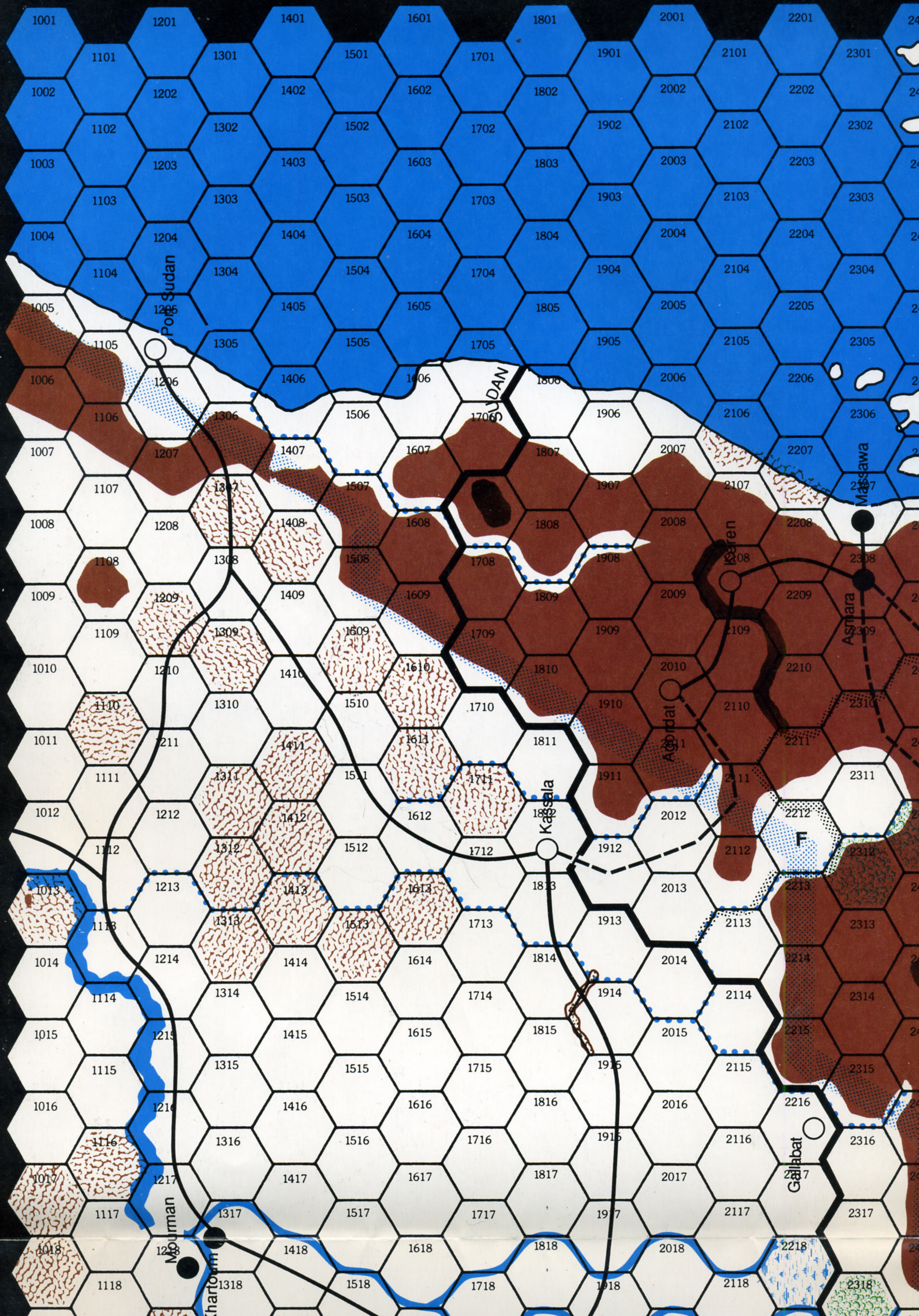
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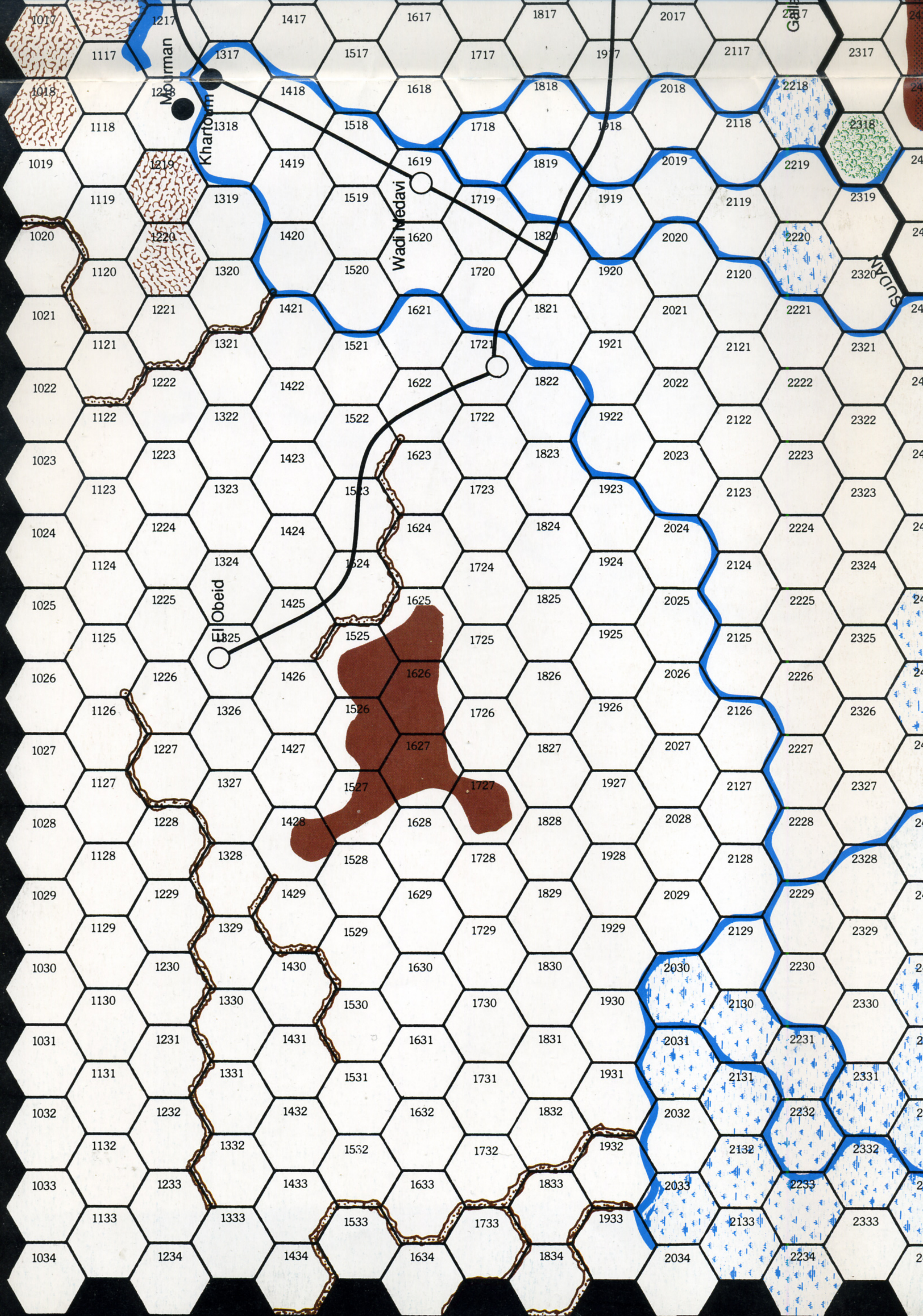


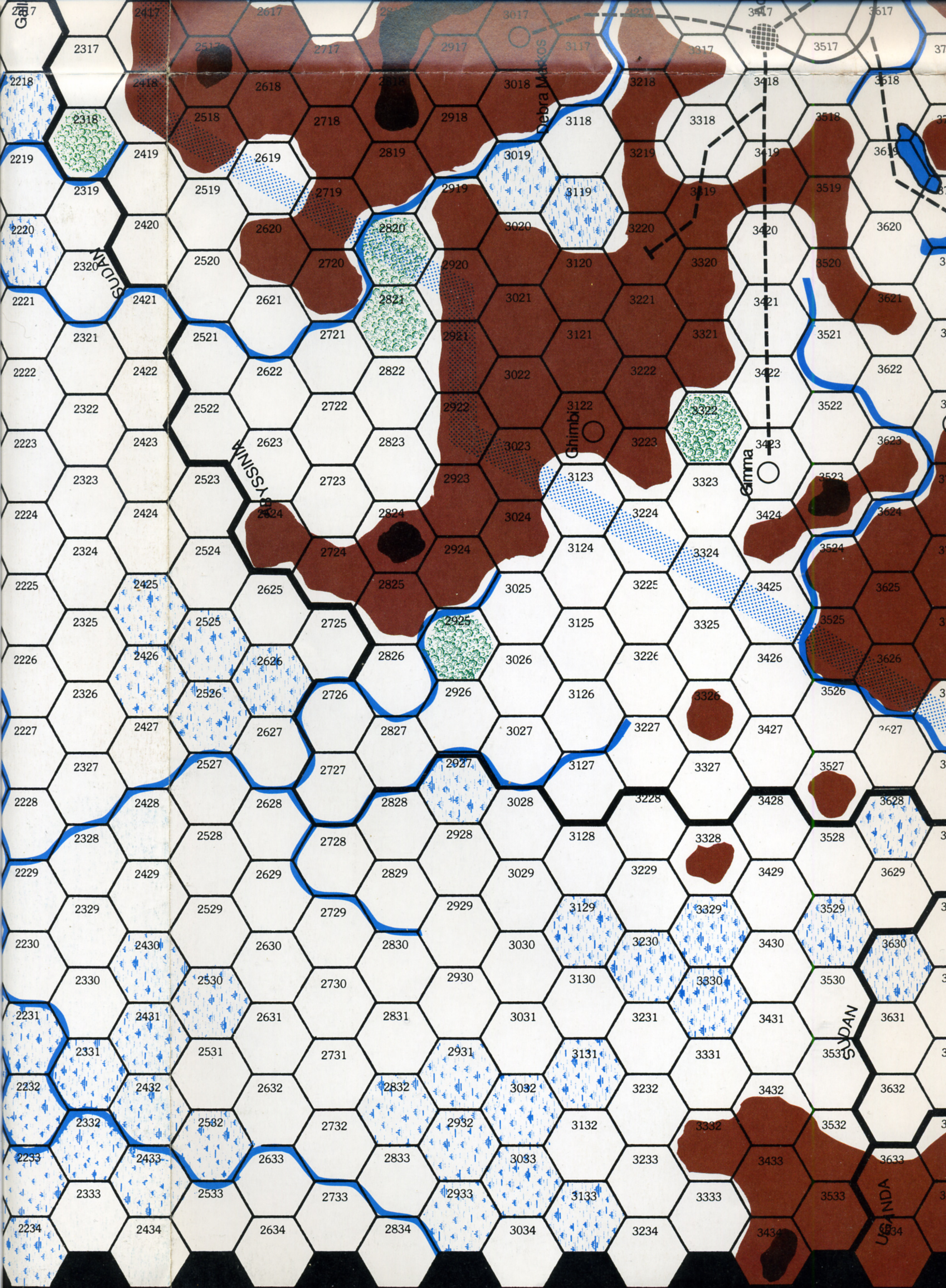




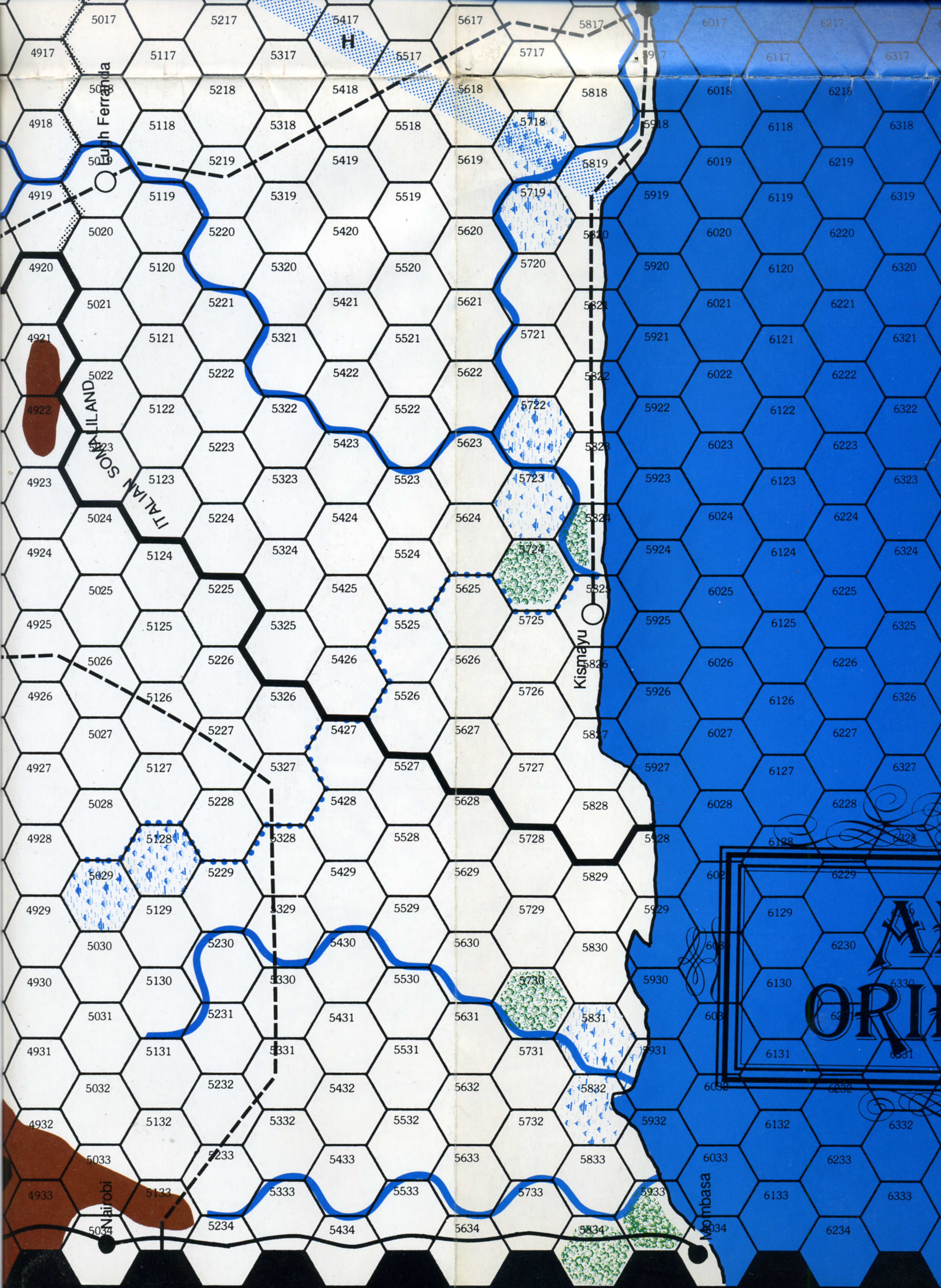














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