

security. People get mentally frozen. The advantage of an experienced designer is that he has the confidence to take chances, changing not just one or two individual items but whole combinations; that's when people get nervous. What you need is the gonzo mentality that says, "what the hell, let's try it." Dunnigan mentioned John Hill and Richard Berg as examples of this type of designer. "But," he added, "you can't do it with impunity if you don't have that experience behind you."

"Trailblazing games," Dunnigan continued, "are done mostly not with big jumps, but with a lot of little jumps. You walk to a good design. It's a long hike, but you don't go by bounds."

Asked what the biggest problem in development was, Dunnigan laughed and said it was getting Herman to pay attention to the playtesting. Turning serious, Dunnigan said there were no real design problems; the real difficulty was in keeping the whole project together. "Basically it's like a recipe;" he said, "you can get all the ingredients in the proper order, but if you don't pay attention to the cooking you can burn it."

The biggest problem of supergames in general, he went on, is organization and communications. "The biggest problem we have with incompetent staff," he elaborated, "is that they cannot communicate, they can't

stay in control of the project." This is also a major headache for the military, he noted.

Asked to respond to Dunnigan's comments on project coordination, Herman said that for him, *NW* "was a huge learning experience. It was the first time I'd used large numbers of people. My efficiency increased dramatically from beginning to end of the project."

Asked to describe the general course of the game's development, Herman called the game "a compendium of many people. No one person can claim to have done *The Next War*. I filled in the design gaps which Jim left out and you [the author] filled in the development gaps which I left out."

Warming to the subject, Herman likened the game to "The Creature that Ate Sheboygan" (an upcoming SPI mini-game carries that title). "It started out as an updated *NATO* game and then it grew like a large green sloth. I really felt like I was wrestling the game to the ground. It was playing itself, doing its own thing. Finally I just decided, it has to stop here. The game definitely became much more than I ever envisioned it would become: much larger, more intensive, much more complicated. Any relationship it has with the *NATO* game is purely coincidental."

Herman noted that the design-team method is not the normal mode of operations at SPI, but he said he believes it works, and

would like to see it used in the future for other big games, particularly ground-breaking ones.

Waxing reflective, Herman noted that *NW* brought the author into SPI and tripled Herman's own design experience. Herman expressed a hope that future big games would get as much playtesting as *NW* did.

One result of the extensive playtesting, which ran for months on mini-maps (testing the land combat system into the ground, so to speak) and included two Campaign Games (though neither to their full length), was that there are "cases for odd situations, more so than in any other large game," according to Herman, who said this gave him a great deal of satisfaction. Tom Hamilton and John Butterfield both played crucial roles through playtesting, Herman said.

Even extensive playtesting will not call all the complications of a game like *NW* to the team's attention, however.

"Game designers will understand this," Herman concluded, "You do this game and you're really happy about it; you think you've thought of everything, and then somebody comes up to you and asks, 'What happens when Special Forces fight Special Forces?' I think the look on anyone's face at that point can be classic."

The design team turns to specific elements of The Next War in Part II, to be published in MOVES 42. ■■

NEXT WAR IN-DEPTH, Part One

THE NEXT WAR ERRATA AND ADDENDA as of September 1978

MAP ERRATA:

1. Hex C5008 is a City hex.
2. Hex N5232 is not Urban.
3. Hex C0805 is Urban.
4. The City of Nancy is at C0433, not C0432.
5. Hex S0302 is not a City hex.
6. There is no national border along the Oder River hexes C5812, C5913, C6012, C6113.
7. Autobahns in hex C3631/C3752 connect.
8. There is a bridge at N3532/N3632.
9. The Southeast map extension is in the Central Air Sector.
10. Disregard the Milano bridges (hex S1828) which do not run over rivers.
11. The hexside S4622/4623 is *not* an Alpine hexside.

Note: There is no Autobahn or bridge at C5715; the map is correct.

COUNTER ERRATA:

1. The West German 28th and 30th Brigades of the 10th Panzer Division set-up hex is S2901 for both brigades.
2. There is only one British Special Forces unit, not three.

3. The Italian 1st Carabinieri Border Bn sets up at S3518, not S2319.
4. The French Alouette helicopter units with set-up hex number S0016 on them actually set up at S1006.
5. The unit marked "1B/Car" "S4525" of the Italian army should be marked "2B/Car."
6. The French 3rd Brigade/11th Airborne Division arrives Game-Turn 8, not Game-Turn 1.
7. The French 11th Airborne Division base should be marked "(xx)", not "x".
8. The Belgian 4th Brigade/16th Division sets up at C2013, not C2103.
9. A Polish SAM-2 counter is at N5732, not N5274.
10. Canadian air transport units are missing the "Gt" in front of their reinforcement entry Game-Turn number; these numbers are not set-up air field holding box numbers.
11. All three Austrian artillery regiments should have "B" rated flak, not "C" rated.
12. American Air Transport units with an "82" printed on the counter are transports for the 82nd Airborne Division; they are *not* set up

at Air Field Holding Box #82, but arrive under the provisions of Case 14.78.

13. Division base counters for the Italian mechanized divisions have been omitted. Players able to make up counters for these division bases should use the values given to the Italian armored division bases. If no extra counters are available, the Italian mechanized divisions may be broken down and recombined without division bases.
14. The British Westland helicopter units with "Gt3" printed on the counters should read: "Gt8".

CHARTS AND TABLES ERRATA:

[5.17] Movement Point Costs Chart

- a. There is no road mode under combat costs. Units in road mode may not attack.
- b. Accelerated Assault is 1 point, not 8 points.
- c. A hex containing both Rough 1 and Clear terrain is treated as Rough 1.

[21.36] Flak Suppression Table

Exchange the "5" and "6+" columns under "Total Air Group Ground Attack Rating" so that

the results listed under "5" now apply under "6+" and the results listed under "6+" now apply under "5".

RULES ERRATA:

[3.7] (addition) *Combat Unit*: A Combat Unit is a division, brigade, regiment or battalion which is not a support unit. *Support Unit*: A Support Unit is an artillery unit, division base, SSM unit, EW unit, RR Regiment, FSH, assault engineer unit, flak unit, or headquarters unit.

[5.4] (clarification) In no case may a unit expend more than 50 Movement Points per movement and combat phase.

[5.49] (addition) Fatigue Levels have no effect on the Movement Point cost of rail movement.

[5.73] (addition) Leg Infantry units may not use Road Mode. Warsaw Pact Leg Infantry units may employ rail movement; this is the only time they may use Road Mode.

[6.17] (addition) During a Friendly Movement and Combat Phase a unit located in an enemy Zone of Control may change mode, expending 8 Movement Points, from Tactical Mode to Hedgehog Mode, or vice versa, or from Road Mode to either Tactical Mode or Hedgehog Mode, but may not change from any other Mode into Road Mode while in an enemy Zone of Control.

[7.16] (addition) Artillery does not expend Movement Points to add its offensive Barrage Strength to a Friendly assault unless it is stacked with the assaulting combat unit.

[7.29] (clarification) A unit using accelerated assault which is out of general supply (or, when using organic supply rules, out of Ammunition Points) stops before entering an enemy ZOC.

[7.31] (clarification) Stated another way, a Disengagement attempt is handled as if all the enemy units from which the friendly unit is attempting to withdraw were attacking the withdrawing unit; the unit which is trying to disengage is not treated like an attacking unit but as a defender.

[7.34] (addition) Pursuit following disengagement may not bring the pursuing enemy unit into the Zone of Control of a friendly unit other than the one which successfully disengaged; such a Zone of Control halts the pursuit.

[7.35] (addition) Pursuit following disengagement is never mandatory, unlike Advance after Combat, and may be refused or discontinued at any point by the Enemy Player.

[7.59] (addition) No unit may ever retreat over an Alpine or impassable hexside.

[7.8] (addition) When more than one combat unit is defending against a single assault, die modifications on the land CRT are made for *best* terrain; worst supply state, worst fatigue level, worst mode status; total of all step losses; and for chemical warfare, EW, and "No ZOC" marker if any of the defending combat units are affected by them.

[8.45] (clarification) A unit cannot initiate combat if it is out of supply or, when using organic supply rules, out of Ammunition Points.

[12.14] (correction) An 11C12 Polish Mechanized Division breaks down into 2D1 regiments, not 2C1 regiments.

[12.16] (correction) The components of West German 2nd Jager Division are the 4th, 5th and 34th Brigades. The distinction between Pz and PG divisions is irrelevant; use the brigade numbers.

[12.57] (addition) The French Alpine Division and the British armoured divisions break down into a division base and two — not three — combat components.

[13.28] (clarification) All Austrian artillery regiments are treated as independent units for purposes of organic supply (see Case 17.47).

[13.51] (addition) Such an attack does not consume any Ammunition Points.

[13.63, 13.64, 13.75, 13.76] (correction) The reference is to Case 8.34, *not* 8.35.

[14.13] (addition) Airborne and airmobile units may not be brought in at an air field located in an Air Sector in which the Enemy Player has won control of the Air Superiority or Air Interception Level.

[14.42] (correction) Soviet marines brought in at hex C6101 appear Game-Turn 3.

[14.76] (clarification) If the Reforger depots are undefended, an assault is not required, only occupation of the hex.

[14.9] (addition) Air units may not be brought in at an air field located in an air sector in which the Enemy Player has won control of the Air Superiority or Air Interception Level.

[16.5] (clarification) Air units which are not all-weather may not be moved from one air field to another during bad weather.

[19.0] (correction) Pulses not used during the plotted Game-Turn are *not* automatically expended.

[19.7] (correction) Add 1, not 4, to the Die Modification.

[19.11] (Note) Air Pulses are never lost even if an air unit performing a Nuclear Strike Mission is eliminated due to flak.

[20.96] (addition) When both steps are damaged, keep the full-strength side face *up* and place a "Damaged" marker on *top* of the counter.

[21.0] (deletion) delete the Note under Procedure.

[21.38] (addition) When playing with Section 33.0, a flak suppression mission requires reconnaissance spotting unless adjacent to a Friendly-occupied hex.

[21.54] (correction) A Soviet division acquires Flak Ammunition Points in accordance with Case 17.75.

[21.61] (correction) Units with C or D Flak Ratings do not expend Flak Ammunition Points unless they are SAM sites or mobile flak units.

[21.65] (deletion) delete the case.

[22.0] (correction) Air units which are transferred from one air field to another without being allocated are transferred at the conclusion of all air combat.

[22.16, 22.25] (clarification) Helicopter units may be moved from a damaged air field to another air field, but may not perform missions from a damaged air field.

[22.18] (addition) An unlimited number of Polish air units may be allocated from Gdansk Air Field Holding Box (#7).

[22.19] (addition) Air units may not be transferred from one air field to another without being allocated unless the Air Sector containing the air field from which the transfer is to be made, the Air Sector containing the destination air field, and any intervening Air Sectors are free of Enemy control of either the Air Superiority Level or the Air Interception Level.

[24.86] (deletion) delete this Case and all other references to Swedish coastal waters.

[27.14] (Note) Attacks by land flak against naval air are resolved on the Flak Combat Results Table (Case 21.29).

[27.16] (addition) For purposes of combat, naval air units are treated like surface naval units, except that the defense strength of the naval air unit is a function of its interception rating, according to the following table:

Interception Rating	Defense Strength
0-3	1
4-6	2
7-9	3
10	4

[27.31] (addition) Bornholm (hex N5920) is also a NATO naval air field. West German naval air units have full use of Bornholm.

[27.33] (addition) Naval air units that penetrate the Baltic Air Sector are also not affected by damage to their air fields on the Game-Turn of their capture.

[28.46] (addition) Air units which are Mine-Depleted and which spend one Naval Turn in an undamaged Friendly naval air field are no longer Mine Depleted.

[30.24] (addition) Helicopters may only be attacked by C- and D-rated flak at a range of 0 or 1 hex. In attacks on helicopter units, A- and B-rated flak may only attack on the C-rated column of the Flak Combat Results Table (Case 21.29), and then only at 0 range. A & B rated flak units do not expend flak ammunition points when attacking helicopters.

[31.9] (addition) When Special Forces units conclude a Vertical Assault (using the Special Forces Vertical Assault Table, 31.35) into a hex containing Enemy Special Forces units, an equal number of Special Forces units is eliminated on each side until only one side has Special Forces units remaining in that hex. If the assaulting Special Forces outnumber the defending Special Forces, the surviving Special Forces then proceed with the Special Forces Assault Table (31.42).

[32.0] (addition to Procedure) Airborne and airmobile units must be in Tactical Mode in order to be moved via helicopter or Air Transport Unit.

[32.13] (addition) Regiments of the US 2nd Marine Division may be treated as airmobile when using CH53 helicopter units.

[36.24] (addition) In multi-hex combat, EW works if it reaches into any of the defenders' hexes.

[39.63] see 49.13

[40.31] (addition) Add to the Soviet set-up: one Artillery unit (4B4-1).

[42.6] (addition) The West German 2nd Jager Division may be combined as if the brigade which is not in this Scenario has been eliminated (see Case 12.7). (Note preceding Section 45.0) (correction) The last sentence of the Note should read: "The Cases in Sections 46.0, 47.0, and 48.0, however, apply only to the Scenarios described therein."

[45.3] see Counter Errata.

[45.53] (correction) Soviet air units listed under Game-Turn 2 actually arrive as reinforcements Game-Turn 1.

[46.13, 46.56, 47.12 and 47.43] (addition) These cases do not apply to the Berlin garrison.

[49.13] (correction) French units may use hex C4907 as a source of general supply; American units may use hexes C4908 or C5008 as sources of general supply; British units may use hex C5007 as a source of general supply.

[49.24] (addition) h. Warsaw Pact occupation of either reforger depot. i. Presence of 4 or more

Warsaw Pact divisions or division equivalents west of the line in clause "c" above, whether or not in general supply.

[49.65] (correction) The third line of this Case should read: "of the 1st Mechanized Division arrive on Game-", not the 4th Mechanized Division.

[51.21] (addition) The restrictions produced by a die roll of 1 or 2 are also lifted if any West German land unit enters East Germany or blocks the only

available line(s) of retreat for an East German unit receiving a D result in combat.

[51.41] (correction) The 8th line should read "3 divisions", not 2.

AIR EXAMPLE ERRATA:

Page 29, right-hand column, line 28; see 22.0 erratum above. Page 32, middle column, line 7

should read: Air Sector), he picks out 4 American F111 units (B-9-9), and sends them individually in, they each take...

NOTE:

The rules refer to *two* sheets of Tracks and Displays. However, both the NATO and the Warsaw Pact Displays are on one perforated sheet. Simply tear along the perforation in the middle of this sheet to obtain *two* separate displays. ■■

Designer's Notes [continued from page 11]

the map. It places a premium on defilade and covering terrain, as well as on holding the high ground.

(3) *Weather*: This has many different effects, mostly reducing visibility and rates of movement. Among the possible conditions are fog, rain, falling snow, ground snow and mud.

(4) *Night*: There are complete rules for night combat, including searchlights and passive night equipment, as well as starshell illumination.

(5) *Electronic Warfare*: This provides the effects of radio jamming and detection.

(6) *Chemical Warfare*: This rule features three degrees of troop preparedness, lethal and drifting lethal gas, and various incapacitating agents. In such an environment, the Player must balance the risks of a chemical attack against the decreased combat effectiveness of fully prepared units.

(7) *Tactical Nuclear Weapons*: We have included warheads in the 1/2 to 10 kiliton range with a maximum blast radius of 11 hexes on the map. Their effects include burning forests, tree-blowdown, residual radiation and latent lethality. The possible deployment of neutron (enhanced radiation) warheads will also be included.

All in all, quite a show. The doctrines of the next war have yet to be written — *Mech War* should present the problems, and, perhaps, even suggest a few answers.

Tom Walczyk

Commando

The design work on the historical and role-playing games have reached their conclusion. In the case of the historical game, Greg Costikyan and I have added enough chrome to outfit Ford's entire line for the 1979 season. The main reason, of course, is to give players of the role-playing game more flexibility. Once Players have explored the basic situations the game offers, they will probably want to add more esoteric situations and unconventional weapons and accoutrements. With this in mind, we have added a complete set of modularized Optional Rules, so Players will not have to create their own rules for uncovered situations all the time. However, the basic core of the historical game remains comparatively simple and eminently playable.

The role-playing game has undergone an extensive redesign; the designer felt the game was too slanted towards conventional role-playing games and not enough towards the

popular conception of World War II heroics (the romanticization of mercenaries). The Player can now raise his character's Hero Status to a point where he has the essentially unreal and/or impossible abilities heroes in the movies and books possess. Many thrills for the type who always wanted to single-handedly destroy the Guns of Navarone.

Eric Goldberg

NATO Division Commander

It's getting to look more and more like an actual NATO division commander's headquarters in Playtest Room 4. One wall is covered with 1-50,000 scale maps of areas in West Germany just west of the Fulda Gap, all stamped with the U.S. Army stencil "FOR OFFICIAL USE ONLY." The strategic situation is depicted by a fully mounted set-up of *Next War* on the opposite wall. We keep track of how the big picture affects our division by moving pieces in magnetic holders on a section of the *Next War* map mounted on the inside of the metal door. The technological side of modern warfare is represented by the presence of SPI's new microcomputer. It is used to keep our division commander informed of the current status of details — like available combat support assets, the amount of staffwork which can be allocated in a given turn to brigade and division headquarters, and the current table of equipment and organization of the division's combat units (how many casualties are they taking out on the front line?) As we all know, computer wargaming as the wave of the future gets nearer and nearer every day, as the cost of microcomputers and associated peripherals for home use gets cheaper and cheaper. When the great day comes, SPI will be ready. In the meantime, since there are already a lot of 16K capacity home microcomputers being sold, many of them undoubtedly to SPI readers, we are "investigating marketing possibilities," as the saying goes. It's possible that when NATO Division Commander comes out, it may be accompanied by a cassette program in BASIC capable of handling the whole "bookkeeping" end of the game. Think of it, no more die-rolling!

Dave Zincavage

War In The East Quadrigame

Progress on this Quad has been slow in recent weeks. *Kiev* is playing well after the game's designer, Joe Angiolillo, made some changes to conform with those design parameters common to the quad. *Rostov* was pulled off the playtest tables after a few

weeks of testing when I found the infamous weather rules determined the winner, and that the countermix had been increased from 100 to 200. In fact, all the War in the East games will have 200 counters. *Rostov* returns to testing this week. *Von Manstein: The Back-hand Blow*, now being designed by Brent Nosworthy, starts playtesting this week and *Korsun Pocket* is still on the way from Steve Patrick.

John Butterfield

Kiev

The *Kiev* game from the World War II Eastern Front Quad is coming along nicely. Not only is it a game for the beginner, but it fits nicely as a game where two advanced gamers square off and win by exploiting the smallest of errors. As a simulation, the results are astounding. The German attack in the Kiev campaign netted 650,000 Russians and numerous vehicles and supplies. It was the largest encirclement in history, and is a classic example of an armored battle to pocket the enemy. The game flows exactly as it did historically (the *Lage Ost* maps from the National Archives in Washington provide exact daily locations of all divisions on both sides during the campaign).

A few problems occurred between the historical aspect of Eastern Front warfare and the nature of the *Panzergruppe Guderian* system, but a lengthy discussion between the designer and the quad coordinator resulted in a compromise. German Panzer regiments are no longer as powerful on defense as they are on attack — that's what the motorized infantry regiments of the Panzer Divisions are there for. Similarly, the infantry divisions are stronger on defense than attack, as was proven in the war progression. The step reduction system for German units still remains. You won't know the exact strengths of individual German units unless you look them up in the Designer's Notes (if they are printed), but the game does not suffer from the lack of unit individuality, and neither does the simulation of the campaign. The weaker strength Germans, those mauled defending the Dnepr bridgehead in the center, are weakened units and do not follow the step format exactly, so important unit differentiations do exist.

If you like to attack and defend, advance and crush, surround and smash, you'll love this game. The tactical possibilities are plentiful for both sides.

Joe Angiolillo

Armada

Armada is in a late stage of development. Sterling Hart has done a great job of