

## OPERATIONAL ANALYSIS

# STONEWALL

## Action and Reaction

by James F. Epperson

*Stonewall* has come as close as any tactical game in recent years to inveigling me into actually playing it (in case I haven't told you, I have no real love for the low scale end of simulation gaming). Low unit count, well tested rules, tense situation, etc., all encourage me to give it a whirl. Readers of *S&T* agreed on the game's attractions and have enjoined us to do other Civil War games just like it.

—RAS

When I first heard that SPI was considering a small, *TSS*-style Civil War game, I applauded; when I read further and saw that it was Kernstown they were considering, I cried. After recovering, I dashed off indignant letters to nearly everyone on the *MOVES* masthead, pleading with them to consider an alternate title (New Market, 1864, was one of my suggestions). I was convinced that Kernstown would be a disaster. No way would it be possible to design a good game in which 3400 men attack 6400 and get away with it, without resorting to a multitude of stupid player restrictions. Well, once I finish typing this, I'm sitting down to dinner. Crow isn't all that bad, really, with enough seasoning. Pass the tabasco, please.

*Stonewall* is a gem. It plays well as a game, much to my surprise, but it is also full of excellent design ideas, many of which should be retro-fitted to the parent game, *TSS*. We'll get to those later, and in some detail.

I would wager that most *MOVES* readers also get *S&T*, so a detailed description of the game is not necessary. Those of you who missed issue nr. 67 are strongly urged to go out and spend the few bucks for it. Suffice it to say that *Stonewall* is a *TSS*-style (i.e., regiment and battery level) simulation of the battle of Kernstown, Virginia, 23 March 1862, fought between Confederate forces under Major-General "Stonewall" Jackson, and Union troops nominally under the command of Brigadier-General James Shields (Shields having been wounded on the 22nd, actual combat command was exercised by Col. Nathan Kimball). Jackson attacked what he thought was a rear-guard, which turned out to be an entire division, and was badly mauled before getting his troops away. However, the simple fact that he made the attack convinced the Northern command that Jackson had been reinforced, and thus the affair had far reaching (and detrimental) effects on McClellan's Peninsula Campaign.

### The Confederate Attacks

Given the fact that unused Union Morale Points count as Victory Points, the Confederate Player wants to force as much movement on his opponent as possible. For this reason, one possible strategy is the wide movement to the left towards the stonewall, with Ashby's cavalry leading the way. (Incidentally, those three cavalry units are not three regiments of a "7th Virginia Cavalry Brigade," but actually are three *companies* of the 7th Virginia cavalry *regiment*.)

This tactic yields two immediate benefits. It takes Sullivan's 2nd Brigade out of the battle, unless the Federal Player wishes to spend a lot of Morale Points moving him. Also, it forces him to move the utterly useless Yankee cavalry all the way over to his (Union) right to block Ashby's passage through the woods; otherwise, it's an easy 30 Victory Points for you.

One's initial instinct, despite the tactical notes in the rules, is to take the entire division with you to the left. After all, your force is small enough without depleting it with detachments. Besides, a small force left near Kernstown could be easily chewed up by either Kimball or Sullivan, especially if the Federal is at all aggressive. Both these points are well taken, but if the entire Rebel force disappears into the woods, what is going to keep Kimball on Pritchard's Hill? If the Federal is aggressive enough to come down and pick on a few regiments, then he is certainly aggressive enough to swing off the hill to the west and take your whole force in the flank. And that's no fun at all.

Don't leave Fulkerson's brigade behind, because the easy Victory Points for its Ineffectiveness would be too hard for the Federal to resist; leave part of Burks' 2nd Brigade, along with some guns. This is enough of a force to command your opponent's respect, yet it still leaves the main body strong enough to deal with Tyler. (You might consider leaving most of your artillery behind, as it will be of little use in the terrain on the left, except that a passel of Confederate cannon might be enough bait to draw an attack).

Your immediate objective is to get through the woods and onto the Cedar Creek Turnpike. To do this, feint over the stonewall in the vicinity of 0917; when the enemy reacts to block you, engage his troops with your lead elements and pass the rest of the main body around your rear and through the woods near 0516 or even 0216. One advantage you'll have is that the Federal regiments

are typically large and few. Hence, it will be difficult for the Federal player to cover a frontage from 0917 to the west mapedge with only one brigade. About the only resistance you will encounter will be from his cavalry, and that could almost be called a blessing in disguise. It should not be hard to accumulate 400 casualties and the concomitant bonus Victory Points for loss of Effectiveness.

Once on the Turnpike, there is really no reason not to disengage and exit the map. This certainly should be done with Ashby's cavalry, as soon as possible. About the only reason to stay on the map and continue fighting would be the time element. There just might be enough time for the Yankees to gobble up your holding detachment along Hogg Run. So be aware of the time left in the game, and keep up the pressure on Tyler until the last minute; then leave. Be careful of getting trapped in the fighting.

If the Federal sends Kimball off Pritchard's Hill to engage the main body, use the force along Hogg Run to attack Pritchard's Hill, preferably from the south and east. If, in addition, he sends Sullivan over towards the Hill, you may be in a tight spot for a while, but the Yankees cannot afford that much movement for very long. Eventually Demoralization will catch up with him; if it doesn't, get out while you can with what you can and try for the strategic victory. There is no way in hell you can survive for long with all three enemy infantry brigades coming at you.

The above strategy is based on exiting the map for Victory Points, and any fighting is actually incidental. The idea is to take advantage of your freedom of movement at the expense of the enemy's restricted movement, and at the same time minimize his numerical advantage. To a certain extent, these goals are also achieved by flinging your entire force at Sullivan's brigade and the Union cavalry. To maneuver in combat, the enemy will usually have to move both brigades, thus expending all 10 of his Morale Points each turn. At the same time, his casualties — which are much more than incidental here — will also eat into his Morale. For your part, you enjoy a substantial advantage in artillery in a fight where cannon could play a significant role. The enemy position is susceptible to flanking, and you enjoy an advantage in numbers of units with which to carry this out. He is far from his potential supporting units, although it is true that if you use your whole force in attacking Sullivan there will (again) be little to hold Kimball.

Ashby's utility in a slugfeast is minimal, not to say zero, so it is not obvious what to do with him if the Confederates opt to attack Sullivan. But think: with the Yankee cavalry tied up in the fighting on his left flank, who is going to stop Ashby from pushing through the woods north of Sandy Ridge and exiting the map? On the other hand, if the blue cavalry moves to block Ashby, the Federal is leaving four regiments and one battery to handle your entire infantry force (not that his pistol-wielding cavalry would be good for much, but it could protect his flanks some).

The Federal response to this attack can come in two ways. The "passive" response is to shift Tyler over to that flank to block the way north. The logic here is that even if Sullivan is annihilated, the Yanks will still accumulate enough Morale Points to pull out a victory, if they can keep the Confederates from getting off the map. The "active" response is to counterattack with Kimball. The logic here is to make it more of a shoot-out and increase casualties on both sides, which should work in the Federal's favor. The Confederate must be prepared to meet either contingency, of course, but it is worth noting that getting Ashby off the map could easily provide enough of a margin to offset the passive response, while a reserve near Kernstown could keep Kimball honest.

Either plan is likely to pay off, and the choice of which one to employ could depend on your opponent's deployment. If he is "leaning" in one direction or the other, it would be well to consider going the other way.

### The Federal Reacts

What the Union Player does is so dependent on the Confederate's actions that specific discussion of strategies is a bit futile. About the only un-reactive thing you do is your initial deployment, and here you can both hurt and help yourself tremendously. Kimball's brigade should of course be concentrated at the southern end of Pritchard's Hill, with the two batteries covering the open terrain to the south and west. This will allow you to fire upon the enemy if he attempts the swing to your right flank. You will not cause too many casualties, but the Pins will act to disrupt his advance. Be careful, though, about running down your ammunition supply; you may need those guns later on. And be absolutely sure that someone is in 2419 to block the Valley Pike.



The cavalry brigade should be positioned with an eye to a quick getaway. About its only utility is keeping Ashby on the map, and it is not going to do that well if the Rebel infantry is climbing all over it. Be careful about lines-of-sight; Chew's Confederate artillery battery deploys unlimbered, and if he can get a shot at some mounted cavalry, he will probably take it. It may be helpful to position Sullivan's brigade to mask out the troopers. And don't try to dispute the fords across Hogg run. There are not enough units to do

it, and you will end up outflanked and otherwise in rough shape. Lay back from the creek with the woods at 3225 to (temporarily) cover your flank.

With reference to the two plans advanced for the Confederates: If Jackson sends his main body against your right flank — i.e., the westward route through the stonewall area — send your cavalry immediately to block Ashby from getting through; if, perchance, Ashby is not accompanying this flanking force, pull your troopers back to a central position — preferably near the roads — but in any case to one from which they can easily act against Ashby, wherever he is. This should be your only movement until enough Morale is built up to safely release Tyler from Reserve, at which point that brigade is sent to the stonewall area. You must stop the enemy from penetrating those woods, because once he is in clear terrain, you will not have much chance of holding him up. Be cautious of your flanks, and try to keep one reserve regiment. Because of your larger regiments, you can afford to come to close quarters. Particularly try to pick on the brigades of Bruks and Fulkerson. If you find he is extending past your flanks, shift to the right with Tyler, and send Kimball from Pritchard's Hill to take the Rebels in flank themselves. This entails some risk, for either you leave the hill open for occupation by any enemy reserves, or you risk Demoralization by sending Sullivan to replace Kimball. Whatever you do, do it decisively, and not too late. Don't get phobic about Demoralization; it takes at least *two* bad die rolls before you get hurt.

If the Confederates attack Sullivan, get the cavalry out of the way, etc., and try to hang on till supports arrive. (A fighting withdrawal is not a bad idea.) Whether you choose the passive or active response depends on the casualties in Sullivan's brigade (as well as those he has inflicted on the enemy), the size of any Rebel reserves near Kernstown, and whether or not Ashby got away.

And finally, if you get a chance to be aggressive and chew up some Confederates, take it. One of the better aspects of this game is that the existence of a "strategic victory" provides an incentive for players to do more than just "win the game;" it takes more than a marginal victory for the Union Player to have a decent chance for strategic victory. So, if you have accumulated some Morale Points (or maybe even if you haven't), it is worthwhile to send Sullivan after that Rebel detachment near Kernstown, or to exploit whatever opportunity presents itself, even if it is just picking on some unattended batteries. Be calculating, though; if it will cost you 20 Morale Points to take two batteries, it may not be worth it.

### Tactics

It is not my intent to give a complete course in tactics under the TSS-system, but just to pass on some tips to those unused to it. Those who own TSS itself need only note that the *Stonewall* Fire CRT is much less casualty-oriented.

The infantry is, of course, the main arm of battle in the game; but because of the diverse nature of the two divisions, infantry tactics are really different for the two sides. Since the stacking rules allow only the top unit to fire, the Rebels — with many small units — are virtually compelled to spread out in order to project as much firepower at the enemy as possible. Normally, this would leave them vulnerable to attack by strong enemy columns (i.e., "stacks of eight"), except that the Federals do not have enough units to cover the necessary ground, and hence cannot bunch up (they also cannot stack too well until casualties are taken, because most of the blue regiments are 5 SP). The Rebel tactic is then to extend around the Union line; the Federal tactic is to anchor the flank wherever possible and keep some sort of reserve to meet and engage the Confederate extensions. In a stand-up fight in clear terrain, the Union troops should hold only as long as their flanks are protected, but they will usually hold until then.

Close-in fighting, especially frontal attacks, is to be avoided by the Confederate and welcomed by the Federal. The best (offensive) Melee strength the Confederates can hope for is 8, and that lasts exactly as long as the 5th Virginia stays an R4; once casualties begin to mount, the best they can do is more on the order of 5 or 6, and that will not impress too many of the Federal regiments. Besides, going up against an R5 at a range of one hex is a risky venture, not to be entered into lightly or with small regiments. Only if they have some defensive advantage (like being in a Woods hex or behind a Crest/Ridge or Stonewall) or are coming in from a non-Frontal hexside should the Confederates attempt a Melee. The Federals, on the other hand, can tie up enemy units and possibly inflict heavy casualties on them. Caution is in order, though; in addition to the dangers of shortening the front to allow for concentrations, the blue regiments are more prone to Rout, and will probably be advancing to an exposed position by entering Melee.

As far as formations go, both Players should pretty much stay in Line. Column is only going to help you on Road movement, and there is really not much call for that in this game. Even the Confederate advance to the left should be conducted in line, to cut down on the effectiveness of any Federal artillery fire from Pritchard's Hill. About the only Road movement comes when Tyler is finally released from Reserve. Depending on where he is sent, and how close the Rebels are, it could well pay to move him in Column down one of the Roads.

Finally, both sides should be careful about ammunition. The Federals can replenish theirs usually, but for the Confederates, ammunition loss is almost always permanent. What hurts is not the loss of an individual unit's firepower (rarely very much for the Rebels), but the reduction of Brigade Effectiveness, especially in the 2nd and 3rd Brigades.

Given the less bloody Fire CRT, artillery in this game is even less effective than in TSS.

Also, since the ammunition supply system which is optional in *TSS* is standard in *Stonewall*, you may not be used to only having a finite number of shots from any given battery. Taken altogether, then, both sides want to be sure to take the best shots possible, and to waste nothing.

The Federals will have an easier time getting good use out of their guns than will the Rebels, simply because they are fighting a defensive battle. This by no means implies they should wait until the gray hordes are at point-blank range before firing. It has already been mentioned that the Ohio batteries on Pritchard's Hill can effectively work against the Confederate advance to the (Union) right. Most of this work is at long range, so your object is not to inflict casualties, but Pins. Wherever possible, fire at stacks of units — this gives you two chances to get a Pin — and only in your Offensive Fire Phase. To get a Pin result in your Defensive Phase only affects the target unit's ability to fire, which is not your object here. It is also worth nothing that a "1-shot" (a Fire Combat attack resolved on the 1 Fire Strength column) against a stack at a range of three hexes or greater has a slightly better chance of Pinning someone than a 3-shot against a single unit, and the 1-shot may Pin two units.

Other good Federal gun positions are hexes 2313, 1912, 1008, and along the ridge defined by 4325-4319. These are well back from the expected battle and provide decent fields of fire against enemy flanking movements. If you are the type who puts his cannon on the skirmish line, place 'em yourself.

Given their offensive role, the Rebel guns are going to be less effective. They are not helped by a lack of good gun positions.

If you make the long march to the left, then you must also reconcile yourself to little direct help from your artillery. Once through the trees, the guns can do great execution on whatever Yankees they can take in flank and rear, but they will be little help in getting through. Perhaps the best help they can offer in this attack is when deployed in the general vicinity of 1527 or so. From here they can bear on any enemy force moving against the infantry's right flank. Further, should it become feasible for whatever reserves you have to move on Pritchard's Hill, then the artillery is in place to support.

The attack on Sullivan's brigade offers more opportunity for artillery usage. The ridge just south of Hogg Run is a fine position, and it just may be possible to move some batteries around the enemy flank to the vicinity of 2922. And again, your guns would be useful in interdicting any efforts at support on Kimball's part. And finally, be sure to take advantage of any opportunities to fire on the Union cavalry when it is mounted, especially on the first turn. This can materially help Ashby in his efforts to get off the map.

Players with experience in *TSS* may be prone to running out of artillery ammunition (especially Confederates) and accumulating gun crew casualties, so be careful.

There is not really much to say about cavalry tactics, given the paucity of horse troops in this game. However, what there is to say is worth listening to. Ashby's whole purpose in life is to get off the map, and Brodhead has little else to do but stop him. The Confederate Player should keep Ashby moving about, causing the enemy to expend Morale Points keeping pace. It is imperative that this be done prudently, though. The Rebel cavalry is worth, in net value, 13 VP per factor (3VP for the casualty, plus 10VP that the Confederate cannot get for exiting the map) plus a bonus of 20VP for getting all three. So given half a chance, the Federal will spend the needed Morale Points to get them. Be especially cautious of artillery; it is not halved when firing at mounted cavalry, and all those results that are Pins against infantry are casualties against mounted troops. And keep your distance from the blue troopers; they may carry only pistols, but that two-column CRT shift can be deadly, and there is nothing in the rules to prevent him from moving adjacent to your mounted units and dismounting right there. (As a warning, that goes for both sides equally, but it is highly unlikely that the Confederate will ever dismount Ashby.)

#### As For The Design Itself . . .

A rule of thumb for movies and books is that sequels are never better (and are usually worse) than the original. *Stonewall* seems to be proof that the adage does not apply to game designs, for this "Son of *TSS*" is just the opposite: in no way is it inferior to the larger game, and in a few ways it is definitely better.

The idea of a "strategic victory" as presented here has been a long time coming. In other designs it exists, but almost always as the next level of victory above "tactical," rather than a measure of success on a totally different scale. The effect of a possible Strategic Victory in *Stonewall* is subtle but, at the same time, significant. In the first place, it is crucial in balancing the game, in the sense that it allows the Confederate to "lose" the contest on the map and yet still "win" something. This provides incentive to both players: the Federal needs to do more than just eke out an easy Marginal Victory, while the Confederate can justifiably act to "cut his losses." With the single victory system in most games, a "minimum effort/maximum gamble" rule seems to apply. That is: the Player in the strong position, or who has the advantage, plays conservatively to preserve that advantage, and only that advantage, there being little reason (beyond ego) for improving it; the losing Player, on the other hand, takes whatever chances are available (plus some that are not) to try and turn the tables, regardless of the consequences of failure (after all, they are just cardboard pieces). This is especially true when it is easy to keep track of the relative status of the two sides, viz. the victory conditions. A Strategic Victory would probably not be applicable to *TSS*, but in other situations it should be considered.

One feature of the newer game that should definitely be considered as a retro-fit is the system of victory points for loss of Brigade Effectiveness. As it now stands, there is no mechanism to cause a player to keep brigades from being bled down. The only penalty is the actual loss of effectiveness of the brigade, and Jerrold Thomas has already pointed out (*MOVES* 32) how this can be circumvented.

Victory Points for Loss of Effectiveness can be assigned to the *TSS* units as follows:

1. Divide the total (starting) strength of the brigade by *four*, rounding fractions to the nearest whole number;
2. Multiply the above result by 10 for an A-class brigade, 8 for a B-class, 6 for a C, 4 for a D, and 2 for an E.

Use of this rule in *TSS* can be augmented some by two more revisions: first, casualties from Ineffective units count double (this further impairs their use so that a Player must really need troops to throw them into the fighting, and it should be added to *Stonewall*); second, Loss of Effectiveness of any brigades in the following divisions on the first day (July 1) counts triple: Heth/III, Pender/III, Rodes/II, Early/II, all of Union I Corps, all of Union IX Corps. Finally, use of the Stragglers rule (20.6, errata) would allow units to recover effectiveness by regaining lost Strength Points.

While we are on the subject of what should and should not be put into *TSS* from little brother *Stonewall*, I cast my vote in favor of a slight revision of the *TSS* Fire CRT. I think the addition of a "Less than 1" column into a "1" column and "2-3" column, both having the same casualty distribution as the "1-3" column does now, would not be a bad idea.

Getting back to *Stonewall*, there are two other design features that should be seriously considered in any future games of this genre. The Gun Crew system works very well, although in a game with a lot of batteries it might get out of hand. The Morale Point idea is also worth noting. It is really the one rule which "makes" the game, by restricting the Federal movement, but in an "elastic" fashion; i.e., although he can always move whomever he wants, there just might be a price to pay. In other games, the same idea could be used to simulate green troops (as was the case here) or cautious leadership. It might find some application, in a modified form, in the Shiloh game.

5Va1 A R4	1WVa3 C R4	39Im2 B R5
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And just so no one can accuse me of being overly critical, there is one problem I'd like to talk about, and that's in the stacking rules. The problem exists in *TSS* as well, but it had not caught my attention there. (I should also say that I regard the stacking rules as the weak point of the whole *TSS* system, being full of paradoxes, contradictions, and other ugly things, about which I could go on for days; but here I will restrain

myself.) Suppose my Confederate unit, the 5th Virginia, is peacefully reposing somewhere when two ugly Yankees, the 1st W. Va. and 39th Illinois come lumbering up into adjacent frontal hexes. Obviously, these guys are intent on murder, mayhem, and — most of all — Melee. However,  $5+4=9$ , which is greater than 8, so the two cannot both jump on the 5th Va. Unless, of course, I am foolish enough to shoot at someone and cause a casualty, in which case I would be staring at an 8-4 Melee instead of 5-4 or 4-4. This certainly presents a novel idea in tactics: "Don't shoot, captain, otherwise they might all fit in here with us."

What I would suggest is that we allow *Overstacking*. A physical limit of 10 SP is allowed per hex, but only 8 of these are considered "effective" for Fire or Melee Combat. Further, if such a stack is fired on by artillery at a range of three hexes or greater, then the die is rolled *three* times to assess casualties, with the third roll counting against the larger of the two units.

Note that this will also clear up a related problem with respect to infantry support for artillery. Now a player will be able to provide a 4 SP regiment for support to almost any battery. Currently, a six-gun battery is worse off for Melee than a four-gun battery because the smaller battery can stack with a larger infantry unit. In *TSS*, this is particularly galling for the Union Player, who must act on the defensive with — mostly — six-gun batteries.

And finally, one piece of *TSS* errata did not make it into *Stonewall*. During a friendly Melee Phase, one infantry unit may Melee through a *bridged* River hexside. This is listed as Case 5.29 in the *TSS* errata, and should probably go down as Case 5.27 in *Stonewall*. (Since infantry must be in Line Formation to Melee, and Column Formation to use a bridge, without this addition one cannot Melee across a Bridge over a River. Note that this does not apply to Bridges over Streams, since they may be crossed in Line Formation.)

### For Those Who Care...

Those who own *TSS* can find most of the *Stonewall* units in that game. The Stonewall Brigade itself is of course there, as part of Johnson's Division (Second Corps). Burks' Second Brigade makes up part of Jones' Brigade, and Fulkerson's Third Brigade is part of Stuart's Brigade, both also of Johnson's Division. The 7th Va. Cavalry is part of Jones' Brigade in the Cavalry division, and the artillery can mostly be accounted for in the various battalions.

It is just not that simple for the Yankees. The troops that fought at Kernstown became part of John Pope's ill-fated Army of Virginia, and were then re-incorporated (mostly) into the Army of the Potomac. At Gettysburg they can be found in 2/1/I, 1/3/II, 1/2/III, 3/1/III, and 1/2/XII. (The 8th Ohio turned Pickett's left flank on July 3rd). The cavalry is harder to trace, the units at Kernstown being actually detachments, but the 1st Michigan (2/3/Cav) and 1st W.

Va. (1/3/Cav) can definitely be found in the *TSS* counter-mix. Five of the infantry regiments and the two West Virginia batteries did not get to Gettysburg. The artillery cannot be accounted for in any OB's I've been able to find. The 1st W. Va Infantry stayed in the Valley and participated in all of the campaigns there. The 62nd and 67th Ohio, 13th INd., and 39th Ill. were sent to the southeast coast where they operated against Charleston, S.C., and eventually came back north as part of the X Corps in Butler's Army of the James which operated against Richmond in the 1864 Virginia Campaign. The three regiments which were part of XII Corps at Gettysburg (5th, 7th, 29th Ohio) ended up in Sherman's Atlanta Campaign and subsequent operations. The end of the war found them with him in North Carolina.

Of the officers represented here, only Garnett got into *TSS*, where he commands a brigade in Pickett's Division. He led the brigade during Pickett's Charge and was killed. (His body was never found, and since he wore an old *blue* overcoat, the possibility exists that he is buried as an unknown Union soldier, perhaps in the Gettysburg Cemetery). Jackson, of course, went on to great fame and eventual death from wounds received at Chancellorsville. Ashby was killed in June, 1862, during a rear-guard skirmish. Fulkerson was mortally wounded during the Seven Days' Battles near Richmond, also in June, 1862. Burks quite simply disappears from view; he is not mentioned again in either *Battles & Leaders* or the *Official Records*. Of the Federals, Brodhead was mortally wounded at Second Bull Run while commanding the 1st Mich. Cav. in a brigade commanded by John Buford. Tyler and Sullivan had rather undistinguished careers with several commands. Kimball, on the other hand, served capably in a number of campaigns both East and West, including Antietam, Fredericksburg, Vicksburg, Atlanta, and the Franklin-Nashville Campaign; in these last two he commanded a division in the Army of the Cumberland. Two of the Union colonels at Kernstown, Harrow (14th Ind.) and Carroll (8th Ohio) were in command of brigades at Gettysburg, although Carroll was still only a colonel; Harrow is one of the Replacement Pool leaders.

Most of this information has been gleaned from *Battles & Leaders*, the *Official Records*, or *The Civil War Dictionary*. The rest came from standard sources.

...now I'll get back to that dinner of mine. ■ ■



## Designer's Notes [continued from page 3]

Bulge a little deeper than allowed in the Folio games, without committing themselves to an entire day of play.

The Quad includes eight different games, six of which have at least one optional variant. For this reason, the project has been playtested continuously for almost a year in New York and Florida. The result presents any gamer with even a passing interest in World War II with an irresistibly varied package of competitive play and historical insight.

John Butterfield

### Cityfight

En avant! This game is finally making great leaps forward — and without falling flat on its face! I am currently in the process of writing a complete rules draft. Having finished the basic rules, I'm well into intricacies, such as tanks and APC's, night combat, flame-throwers, snipers, grenade launchers, mortars, booby traps, commandos, ammunition, leadership, and numerous other incidentals. The basic game is now completely modern-oriented and fairly compatible with *Firefight*. Units are fireteams or individual tanks. We have scenarios for assault, penetration, raids, snipers, and block-clearing. We intend to include information on the *Bundeswehr* and the British Army as well. Recently, we had remarkable information supplied to us concerning the British Army's section and platoon organization by a serving officer. *Cityfight* has proven to be a quick, enjoyable playtest game. My only worry now is to get it all down on paper, so that the game can be properly blindtested.

Joseph Balkoski

### Mech War

Modern combat can be a tremendously complex affair. The firepower and mobility of tactical units have been greatly increased over the levels of their World War II counterparts, allowing, in theory, a continuous level of activity at a truly shattering pace. Our work in simulating such combat through *Mech War* has centered in two main areas. First, the basic game system provides playable — yet highly realistic — procedures for movement and combat. Second, we have structured a large number of advanced rules around the system, producing a truly comprehensive game. Among the most significant advanced rules are:

(1) *Air Units*: Currently, we have six different aircraft types (F-4, A-4, A-10, Tornado, MiG-23, SU-19). Each is rated for Turn Mode, defensive capabilities, ability to survive damage, and the use of various weapon systems. These aircraft may attack at High or Low altitude, performing bombing or strafing runs, or utilize Air-to-Surface missiles. Helicopters are also included (Cobra, BO-105 and Hind), although they have somewhat different values. Against the aerial aggressors are arrayed an impressive group of air defense systems, too numerous to mention here.

(2) *Positions of Advantage*: This method for sequencing Direct Fire is based on the relative position of opposing units on

[continued on page 30]