

and decide just which friendly units shall attack which enemy units, whereas the overall commanders were further removed from the fighting. Similarly, in deciding whether a unit shall attack they can take account of the supply position all along the front, which brigade and divisional commanders could not. It seems that the Players must represent a large number of commanders at once. Nothing about this "perfect knowledge" problem is unique to "Green Fields Beyond", of course, but it does need to be borne in mind.

Allowing for this, what are the problems confronting the Strategic Commanders (or, more likely, their hard-worked staffs) in dealing with supply?

Firstly, they must keep in mind the need to resupply units at regular intervals with both General and Combat Supply. Consequently a battle plan requiring units to operate behind enemy lines or in isolated positions for any length of time will cause problems. Secondly they must ensure that such supplies as are allocated to them by the High Command are optimally distributed among the various Corps of their army. The present rules are neither necessary nor sufficient for this purpose; the distinction between Combat and General Supply is useful only in the sense that it would be unduly bureaucratic to require players to record expenditure of the latter. However, the fact that units are a long way from their depot even cut off at the instant of Combat is not in itself a problem, nor is the temporary isolation of depot units. Similarly the immunity of tanks from resupply requirements and the mobility of depot units are advantages which would doubtless have been most welcome to the commanders, had they existed.

I think this makes clear my objections to the original rules, and, not being one to indulge in purely destructive criticism, I propose to offer a complete alternative set of supply rules. Some sections of the existing rules will be unaffected, and if a case is not mentioned in the following, this means that the existing rule stands.

"FOR POOR EYES ONLY"

RIFLEMAN DODD

SPI have continually assured us that they are devoting a great deal of time and effort to R&D.... Research they *do* seem to be doing. Apart from the battles and the history that they research they also look into such valuable things as 'Killer Penguins' and the like.

On the other hand the 'D' part of things does seem to be falling a little short of target at the moment. Let's leave aside the appalling shambles of the **Highway To The Reich** rules. Let's even leave aside the fact that a new game has arrived in S&T with two full pages of errata *already* printed and inserted in the magazine or the fact that there have been eight foolscap pages of queries and errata submitted to New York on **Atlantic Wall**. Let's leave those aside for nobody else seems to be making a fuss so why should I? What I really do resent is that while all this development is not happening terribly well some of the resources of SPI are being devoted to a piece of trimming for the magazine which, although it may 'Feedback' well enough, has no real or direct relevance to any but a small segment of the people who play wargames. Not only this but the information is such that it can, for the most part, be gleaned by all but the most myopic from the pages of the specialised magazines which deal with those subjects.

I refer to "For Your Eyes Only" which appears to me to be a farrago of clippings, digests from specialist mags and extended tables of information which is out of date even as it's published. To be sure it's only four pages of copy but how much time which ought to be devoted to getting things *right* is being spent on making things pretty with this type of idea. Come on, gentlemen, before you start doing the arabesque get the basics right. Now, the left foot goes forward, you transfer your weight from the right to the left and then you bring the right foot forward and put it down in front of the left and you'll go on doing that until you get it right!!



**SUBSTITUTE SUPPLY MODULE FOR
"TO THE GREEN FIELDS BEYOND"**

(11.0) Supply.

General Rule.

Supply is divided into two kinds, General Supply and Combat Supply, and the tracing of each is subject to slightly different rules. General Supply governs a unit's ability to move and fight, Combat Supply relates only to a unit's ability to attack.

Procedure.

All supply is determined at the start of the GAME-TURN (N.B. NOT PLAYER-TURN). So long as a unit is in General Supply at the start of the game-turn it has its maximum movement allowance for the whole game-turn. So long as it is in Combat Supply at the start of the game-turn it may attack in both Combat phases of the coming friendly player-turn, subject to the availability of supply points in the depots.

(11.1) Supply Sources.

There are two kinds of supply source; depot units,

and hexes which formed part of the friendly front line at the start of the game.

(11.11) In order to be in General Supply a unit must at the start of the game-turn be able to trace a line of supply to a friendly depot.

(11.12) In order to be in Combat Supply a unit must at the start of the game-turn be able to trace a line of supply to a friendly depot, or to a hex which formed part of the friendly front line at the start of the game.

(11.2) Tracing a Supply Line.

(11.21) A Supply Line is always traced through a path of contiguous hexes from the unit requiring supply to the supply source.

(11.22) The length of a Supply Line is irrelevant.

(11.23) Delete "Counting it as one Movement Point to cross".

(11.24) A unit may voluntarily lengthen its Supply Line by any amount or may put itself out of supply (of course, if it is not back in supply by the start of the next game-turn, it will pay the penalties).

(11.3) Supply Depots.

(11.33) Delete last sentence; an unsupplied depot may be used to support an attack as long as it contains sufficient Supply Points.

(11.4) Expenditure of Supply Points.

(11.41) Add: Tanks also expend Supply Points in the same way as other units. When supply is traced to a friendly front line hex, the Supply Points expended are deducted from the nearest depot.

(11.42) Delete exception a.

(11.43) Delete. Each attacking unit expends one Supply Point.

(11.6) Effects of being out of General Supply.

(11.62) Delete last sentence. Unsupplied Depots may support attacks provided they contain sufficient Supply Points.

(11.9) Optional Supply Rule Simplification.

Delete whole case.

Starforce - A Solitaire Scenario

JOHN GARRETT

I feel that the major drawback of the Starforce game is that there is only the one solitaire scenario (Rescue Mission 38.0) even though the basic game utilises a simple CRT. Therefore, the following scenario came into being.

(42.0) The colonisation war.

(42.1) Introduction

In 2227, before the advent of the Solar Homogeny and the L'Chal-dah, Rame starships had explored and colonised many of the surrounding star systems. However, there was a great deal of dissent against the home-orientated government (C.B.R.) and in 2229, incensed by the high level of taxation on mineral exploration, a committee of a new colonial rights council (C.R.C.) was established on HR 7703. Terrified at the unity this group had achieved, the C.B.R. asked for a delegation to be sent to discuss terms. The C.R.C. however unwittingly sent all their major leaders to the conference in a single starship as an act of good faith and the perfidious C.B.R. destroyed the ship and, taking advantage of the C.R.C.'s momentary disunity, attacked at once and in a short campaign ruthlessly subdued the revolt. However, the loss of so many telesthenics was a severe setback to colonisation plans, the government itself being overthrown in the people's war the following year.

(42.2) Orders of battle and deployment:

Star systems and stargates	Starforces	I.D. code
C.B.R. player		
2036/+1 (70 Ophiuchi)	4	(1)
1734/+14 (BD + 45)	2	
1636/-8 (36 Ophiuchi)	2	(4)
1637/-8 (CD - 26)	0	(3)
1938/-7 (CD - 21)	0	(2)

C.R.C. forces

2833/-11 (HR 7703)	5	(B)
2734/+2 (Altair)	3	(C)
2537/+2 (BD + 4)	2	(E)
2433/-14 (Luyten 347-14)	0	(D)
2832/-14 (CD-45)	0	(A)

(42.3) Special rules

Only the Strategic CRT is used. The C.B.R. player moves all of his units first and then rolls for each C.R.C. starforce individually and moves them all before combat is resolved.

(42.4) Victory conditions

The C.B.R. player must neutralise all the C.R.C. stargates by game-turn 6 or he automatically loses the game. The C.B.R. player also loses if any of his stargates are neutralised.

(42.5) C.R.C. movement table

Start point	Chit drawn									
	0	1	2	3	4	5	6	7	8	9
CD-45 (A)	A	B	D	E	C	D	B	C	E	D
HR 7703 (B)	E	2	A	D	B	2	A	D	B	C
Altair (C)	B	E	1	C	A	1	C	E	1	D
Luyten 347(D)	A	2	D	4	B	E	A	3	C	B
BD + 4 (E)	D	1	A	1	C	E	B	C	E	1

Explanation

For every starforce a chit is drawn individually and is cross referenced on the table with its starting point to find the I.D. code of its new position. The chit is then replaced and another one drawn for the next starforce. If the stargate at the point of destination has been neutralised the starforce stays put.

(42.6) Rationale

This game was devised to be played quickly and simply yet still provide a challenge to a more experienced player. It is also intended to present a position not unlike standard 2-D with a few diversified strategies.