

# Strategy I

Strategic Warfare, 350 BC to 1984

- Two 22" x 28" map sections
- Seventeen Scenarios
- Conference maps (10 complete sets)
- Four counter sheets (1020 units)
- Rules booklet, Scenario Sheets, Charts and Tables

Wargamers interested in military history have always had one dream: a single game that could simulate the development of strategic warfare from the dawn of history until 1984. The scope of such a project is truly immense. How can one go from Greek hoplites to armored divisions and jet fighter squadrons in the same set of rules, scenarios and counters? SPI's classic game *Strategy I* is the only wargame to successfully accomplish these goals in a simple and highly enjoyable manner. Painstaking research, design, and artwork went into this game in order to achieve what no wargame before had ever performed: an enjoyable but extremely realistic history lesson for the amateur military historian. When the game was completed, revolutionary ground was broken in the field of both game-playing and game-graphics.

*Strategy I* is a veritable encyclopedia of military history. Instead of blandly reading about what occurred in a particular historical campaign, players can actually see *why* military history developed as it did. Upon playing the game, one can easily understand the limitations and advantages of a Greek army under Alexander, for example and therefore also comprehend the reasons behind his phenomenal conquests. Thus, *Strategy I* is a tool which immediately enables players to grasp the fundamentals of military history in a simple and enjoyable manner. Since the basis of wargaming has always been *why* events developed as they did rather than simply *what* happened, *Strategy I* should be a must for any gamer with even the slightest interest in military history. Just the amount of hard information in the game alone has made it a classic. It is truly the father of the modern generation of strategic games—from Alexander to the H-Bomb. Some of the seventeen scenarios included are the Roman Civil War (43 B.C.), Feudal Expansion (1100), the Thirty Years War (1630), the Napoleonic Wars (1800), World War One (1914), World War Two (1939), Neocolonialism (1960), and World War Three (1984).

The rules to *Strategy I* were written in a novel "modular" format. These are simply rules sections (36 in all), which cover every aspect of warfare that played an important role in military history. The novelty of this system lies in the fact that each and every historical scenario simply states which "mods" are to be used and which are not to



be used in that particular game. Of course, each individual scenario has its own extensive rules which cover the peculiarities of warfare and economics in that era, ranging from victory conditions to individual leadership ratings (e.g., Alexander, Darius, Napoleon). Obviously, the scope and completeness of *Strategy I* necessitates a rather extensive rules booklet and scenario folders. However, once the players master the "basics"—about the first twelve modules—he has grasped the fundamentals of all the scenarios and is ready to proceed to play them. All that is next required is an understanding of the individual modules called for in the scenario chosen, not a complete memorization of the entire rules booklet. *Strategy I* was so thoroughly designed that just reading the rules is practically like reading an analysis of military history—and it's fun, too. Some areas covered in the rules are siege, supply, mercenaries, railroads, partisans, plague, draft riots, tactical and strategic air power, navies (from oars to sails to coal to oil), submarines, nuclear power, and war economies.

The scope of *Strategy I* presented some unique problems as far as game graphics were concerned. The solutions achieved added immeasurably to the appeal of *Strategy I* as well as breaking new barriers in simulation graphics which have become

commonplace ever since. There are *two* 29" by 22" map sections which may be abutted together "geometrically" to form various terrain configurations. Although the terrain is fictional, the map is structured such that each historical scenario is fought on ground comparable to the historical terrain. *Four* 255-piece counter sheets are provided in eight different colors. Represented are corps and division size units from throughout military history, such as siege trains, armor, cavalry, aircraft, fleets, etc. As presented in the countermix and scenarios, *Strategy I* enables the players to build any historical military force of their choice.

Perhaps the greatest aspect of *Strategy I* is its endless scope. The rules and scenarios provided alone should keep players enjoyably occupied for some time. And what's more important, *Strategy I* is a perfect means of building your own pet military scenarios. Once the game-system is understood, it is no trouble to coin your own fictional or historical armies and make your own rules covering the peculiarities of your situation. SPI's *Strategy I* was established as a classic in the wargaming world years ago. Recently, however, it has been somewhat neglected. We feel that this old classic should regain the recognition it deserves, for not only is it an extremely enjoyable game but a game designer's kit as well.

**Strategy I sells for \$15.**