

MENDING STONEWALL

Tactical and Technical Suggestions

by Leonard Millman

Watch out, here comes a lecture! More often than I can stand, some Bozo mouths off as to how we at SPI are forever putting the "third rate" game titles and designs into *S&T* as the "free" game. It so happens that the games that get to be *S&T* games are usually some of the highest rated in pre-publication (proposal) feedback. In fact in the case of *Stonewall*, the rating was one of the highest of all time! Some of the staff even succumbed to Bozo-headedness by suggesting that the game was too "hot" a title for *S&T* (translation: we could sell a lot of *Stonewalls* independently). So naturally we published it in *S&T* — and of course you *paid* for it and gave it a very high rating.

— RAS

The Shenandoah Theater witnessed several campaigns where speed, aggression, and guile determined the victor. *Stonewall* as a simulation acknowledges these key factors in giving each opponent an opportunity to test Forrest's axiom of getting there first with the most.

The mobile Southern force must act quickly to survive on the battlefield outside Kernstown. However, before any Jacksonian Lightning may strike, the Union player makes the first and his most important play of the game — the Union initial deployment. All Southern strategic decisions will be in reaction to the roadblocks and passageways established by the initial Union deployment.

The Union player must plan his initial deployment around four key points:

- 1) There must be no easy route for Ashby's cavalry to dash off the map. The Southern player should be forced to earn those 30 victory points.

- 2) The most vulnerable areas must be covered by unit fields of fire.

- 3) A means to quickly concentrate Union forces must be available so that morale points can be more widely expended.

- 4) The Southern attack should be lured or forced into certain areas, or channels, to the advantage of the Union defense.

The deployment described below is based upon these four points.

First Brigade

Kimball's main roles are to cover the Valley Turnpike and Middle Road, protect Pritchard's Hill from an uncontested overrun, and — most importantly — to hinder rapid maneuvers westward. To succeed, the Union must properly use the artillery and high-morale infantry.

The two artillery batteries may best be deployed in the two forward western hexes of Pritchard's Hill: 2123 and 2022. Hex 2123

gives the widest range southward from Pritchard's Hill. Combined with the battery on 2022, a concentrated barrage awaits any Southern cavalry racing toward Middle Road. For those who might fear an east side assault upon Pritchard's Hill, hexes 2419 or 2322 offer a wide range of fire but cannot hinder Southern Westward progress.

The infantry must be dispersed to cover the road, the pike, and the westerly routes. Hex 2124 must be occupied by a B or C rated unit. This hex offers the most advanced position available and covers the hexes otherwise shielded by Pritchard's Hill. The other unit will be placed to support the hex 2124. The Federal player must determine whether to protect the east from 2323 or concentrate to the vulnerable west from 2023. In either case, the remaining unit must be placed to coordinate with the artillery. This off-the-hilltop placement will save a movement point when the time to advance arrives and offers the farthest field of fire.

The 8th Oh will cover upper Middle Road from 2017. This placement closes the road to Southern cavalry, so the unit has little to fear from fire combat and should not need the crest's protection. In addition, hex 2017 gives the unit an extra movement point to advance westward. The pike can be covered from 2419 or 2520 by the 84th Pa. Hex 2520 hinders Southern advances more, but lacks the crest column shift needed for the rout-vulnerable unit. Eventually, a threat to the west will develop and hex 2419 will enable the 84th Pa to unify more quickly in coordination with the other Union defenses to the west. Kimball will stack with the battery in hex 2022. Any variations in placement must be judged carefully to fall within Kimball's command radius. The west and the best roads are covered, and a central channel from the pike is prepared.

Second Brigade

Too many careless Union players forget the Second Brigade as the action drifts westward. Being overall the strongest brigade (second in manpower and best in morale rating), it may combine with either the First or Third Brigade to form a fighting force capable of defeating Jackson in a pitched battle.

The key to the Second's placement is potential mobility. It is the only force to counter a CSA move north along the east side of the map, and it is the best force to halt a drive up the pike against Pritchard's Hill.

Therefore, it must deploy to react quickly in either direction without being subject to first turn pinning fire. The brigade must never set up adjacent to Hogg Run. Any competent Southern player will pin, flank, and overrun it in that position. More importantly, valuable morale points will be wasted withdrawing when they can be conserved for pursuit and advance. Suggested hexes to achieve maneuverability are 3625 (5th Oh), 3526 (13th In), 3425 (39th In), and 3326 with the 62nd Oh stacked with Sullivan. From these hexes, the units can react to any infantry or daring cavalry to the southeast and be two turns away from reinforcing the eastern slopes, and three turns from the western slopes of Pritchard's Hill.

"E" Battery 4 US's key placement in hex 3624 will threaten any turn one cavalry dash northward. Facing southeast, it may fire without rolling for overshoot and have its enfiladed side covered by the two B-rated units. Any hex not subject to the battery's fire can be overrun by the infantry and make the Southern player regret chancing the open route off the map.

Cavalry

The Union cavalry is too weak to engage CSA infantry. Dismounted, the "Pistol" column shift reduces cavalry's vulnerability to fire, but the weapon only has a one-hex range and may best be used as a topped-stack unit covering for a melee force. As an independent fighting force, cavalry make an appetizing target, being worth three victory points per casualty, having "D" rated units vulnerable to rout and a low level of combat efficiency. Therefore, the Northern player must realize that the cavalry's greatest asset is being the most mobile northern force. Used properly, it can either stop Ashby or function as a mobile reserve to fill gaps, buy time, and temporarily halt southern breakthroughs.

Cavalry should be deployed to remain as mobile as possible while being removed from the immediate threat of hostile fire. I deployed mounted in reserve in hex 3224, with the Second Brigade deployed as described and the wooded hexes' cover, the cavalry is not subject to fire and can reach hex 2614 on the pike in one move. From there, it can gallop to any sector on the map. The Northern player must carefully time the move to 2614 in reaction to Southern progress.

Third Brigade

The strongest (2300 men) Union brigade must begin the game in reserve, and is the

most expensive unit to commit, costing 20 morale points for the initial activation and movement. Though it must set up in reserve in or adjacent to hex 2907, it costs nothing to take it out of reserve. Therefore, the Third Brigade should establish a defensive position with the widest range of fire consistent with moving in any direction upon activation.

Hex 2807 should be occupied by an artillery battery to cover the pike and the west. The other battery may be placed in either hex 2906 to offer resistance to the east or in hex 2908 to further concentrate fire on the pike, where strict vigilance for careless Southern cavalry can save 10 victory points and earn an additional three. The 7th In, 29th Oh, and 10th Oh should be deployed in either 2806, 2907, 2908, or 3007; and the 110th Pa and the 1st W. Va should be stacked with the artillery or together on the pike at 2907. Tyler can be safely stacked in 2907. The wagon, which is free to move at any time, should be placed in either 2906 or 2907 from where it can advance adjacent to Pritchard's Hill in one turn. One infantry unit must start on the pike in case Abraham's Creek must be crossed in column. With the declaration on turn one that Tyler's brigade is out of reserve, the Union player has a strong defensive position on the pike that no sane Southern general will venture near.

The South can reconnoiter and react to the Northern position. If carelessness is observed, the Southern player has three options. He may venture northeast around the Union Second Brigade and fight in the open. He may boldly thrust forward on the pike against Pritchard's Hill and divert in any direction. Finally, he may drive northwest

against Pritchard's Hill or west and north to race off the map. The choices are charted here to measure mobility, opposition, and potential problems.

No matter which direction taken, the Southern player must follow specific major guidelines to succeed. Speed is his major advantage, and all philosophies adopted must be based on keeping a fluid mobile force driving ever northward to the major victory point source. He must never become involved in a major fire fight involving his entire force. The only exception will be a last stand holding Pritchard's Hill. The entire force must function as a unit and never be divided between the sections discussed. A lone Southern brigade cannot match the fire power of any Union brigade. A floating reserve under Jackson's command should be kept out of the Union's line of sight. The Third Brigade and five First Brigade strength points make a good reserve. To insure proper timing, the Southern player must take advantage of the 100% intelligence available regarding Union movement. He should know the shortest distance between key points and the location of ridges and slopes in wooded areas. He should be prepared to sacrifice a brigade if its for the safe exit of the others. Lastly, he should try always to keep Jackson, his cavalry, artillery, and the leaders out of the line of fire.

The Southern cavalry is an easy thirty victory points. If the Southern player can successfully screen them for fire, he can maneuver them freely and win the race to the northern map edge; but he must be aware of the shortest routes in each map sector to in-

sure their speed northward, especially through the western woods.

The Southern player's second option would be to gamble with these victory points and draw Union forces into a fox hunt across the map that will consume morale points the Union player would rather use to combat Southern infantry. A successful jaunt may gain a wider victory gain by game's end, but failure can mean losing a sure thirty points.

Though the Southern player seeks to avoid a pitched battle, he must employ aggression and guile to conceal his intentions and force the Union player to over react in confusion; thereby causing him to expend morale points and expose his forces to demoralization rolls. This man can be more destructive to Union forces than casualties. Unity, mobility, and deception are the Southern player's advantages that he must use against the stronger but slower Northern units.

Union Reaction

The Union player's proper response to Southern efforts can be summed up simply: to halt any breakout while committing the fewest brigades and morale points. Based on this theory, the four previously mentioned areas can be reviewed as follows:

- East — Build up a morale surplus by having the Second Brigade falling back at the last moment and channeling the Confederate forces into the approaching Third.
- Center — Commit the Second from turn one, forcing a pitched battle. Shelter "E"
- West A — Do not let Southern units cross hex row 0020 by forming a line with the

East (3130 to 4328):

Turns to exit	Immediate Opposition	Game turns to potential Reinforcement flow	1st: 3rd:		
Infantry	8	Second Brigade and Cavalry	Small arm fire	3	3
Artillery	5		Melee	4	3 or 4

Pro — open room to aid mobility.

Con — 1) Allows Union first turn non-move and 10 morale points. 2) Eventually must confront the Union 3rd, supported by the Second, totaling 43 strength points.

Center (From Pike)

Turns to exit	Immediate Opposition	Game-Turns to potential Reinforcements	Cav.: 2nd 3rd		
Infantry	6	First Brigade	Small arm	1	1 2
Artillery	4		Melee	1	2 3

Pro — 1) Quickest route to Pritchard's Hill. 2) May divert in any direction.

Con — Most vulnerable to rapid Union concentration.

Western Section A (Between Hill and Woods)

Turns to exit	Immediate Opposition	Game-Turns to potential Reinforcement	Cav. 2nd 3rd		
Infantry	9	First Brigade	Small arm	3	3 3
Artillery	6		Melee	2	4 4

Pro — 1) Can go north and west to outrun North or assault Hill. 2) Best position to attempt to render Union First ineffective.

Con — 1) Danger of static fire fight versus Third and First. 2) Threat of pinning fire from first.

West B (Woods west of 1400 hex row)

Turns to exit	Immediate Opposition	Game-Turns to potential Reinforcements	Cav. 2nd 3rd		
Infantry	10	1st Brigade	Small arms	2	7 6
Artillery	8	Artillery Range only	Melee	0613	8 7

Pro — 1) Most removed from immediate pinning fire. 2) Strain on Union morale points to give chase.

Con — 1) Slow movement for artillery in woods. 2) Poor timing will result in deadly fire fight.

Note that in all four cases a minimum of 2 turns must be added to the Third Brigade's appearance due to its activation morale point requirements.

First behind the stream centered at 1620 or having the Third at the woods edge. Rush in the Second Brigade quickly to avoid a breakout and First Brigade breakdown.

West B — The furthest from the Second and the Third; therefore determine to react quickly along the shortest routes. Be prepared to drop below the 30 point level to have troops arrive in time and in force.

Just as the Southern player depends upon maneuverability, the Northern player must focus on eliminating that mobility. All battles must evolve into a stationary firefight. Northern units cannot effectively pursue Southern forces in running firefights. Union cavalry must be a mobile reserve positioned to move quickly, dismount, and hinder the Confederate advance until the infantry can come up to the rescue. When the Third is activated, an artillery battery should move into hex 3104 to block any Southern drive up the pike. There can be no melee over a bridge and unlimbered artillery cannot rout out of the hex.

Morale points are the energy source the Union player must ration and expend wisely. All movements must be towards a positive goal, with no flexibility allowed for careless movement. It is extremely important to build a surplus by Game-Turn three to activate the Third. There will come times the Union player must drop below the 30 point level but he must avoid the disaster awaiting below twenty five morale points and the 33% chance Union troops become demoralized. The ten morale points to move an ineffective brigade renders it useless. Players should remember that each morale point is worth a victory point at the game's end.

Combat

Both players should follow certain basic ideas concerning combat. Each revolves around the recurring theme of mobility.

A pin can be better than a casualty. During offensive fire, a pin result will render an opponent immobile and fireless in his upcoming turn. The three-to-five column gives a 33% chance of pinning a unit. Effective use of the pin includes: disorganizing the lead unit of a column, thereby blocking the entering column; immobilizing threatening pursuers; pinning a leader and thereby restricting a brigade's movement through the stationary leader's radius; and halting a threat of melee. Three out of four items are best followed during the offensive fire phase.

All firing by both sides should be against the most vulnerable brigade. At the game's beginning, the North's First and the South's Second are the most vulnerable brigades. As the game progresses, attrition taxes each brigade and new targets take priority.

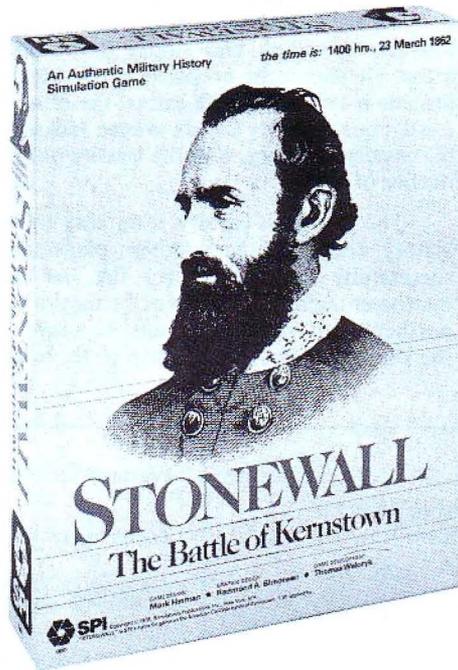
Artillery have become a vulnerable target with the rule additions for gun crews and opportunity fire upon formation changes. Northern guns generally begin in defensive positions, require less mobility, and thus are subject to less opportunity fire. The mobile Southern force must screen limbered batteries, which unlimber only in crucial situations such as if the brigade is in

danger of becoming ineffective or upon the chance to destroy mounted cavalry blocking an advance. With a one melee strength, unsupported batteries are targets for aggressive players who can organize in advance to trade one victory point for the gain of eight to twelve by capturing a battery. Their fragility against small arms fire and melee has decreased the utility of using artillery in *Stonewall* as an offensive weapon and as a rear guard force as used in *Terrible Swift Sword*.

Specific combat procedures the Confederate player should follow are:

1) Fire at vulnerable or threatening targets to avoid the danger of a "6" roll. Ammunition depletion is dangerous with no supply wagon and a minus two on the efficiency level. Vulnerable targets include low rated "D" and "E" units whose casualties will most likely rout and thus consume two morale points for the price of one shot.

2) Avoid excessive use of artillery. It is much more valuable as a victory point source than as a weapon in a mobile force.



3) Stack units only when threatened with melee. Do not expose two units to one pinning shot.

4) When it is necessary to fire, economize the number of units combined to avoid a mass ammunition depletion.

The Union player Should:

1) Remember to pin during offensive fire and casualty fire defensively.

2) Advance adjacent to Southern units in an organized position to threaten melee and force the additional withdrawal fire upon retreating Southern units.

3) Protect the supply wagon from Southern fire or capture.

4) Fire upon all exposed Southern leaders to reduce mobility and command radius through pins and casualties.

5) Remember an ineffective Southern brigade cannot collect victory points for exiting.

Victory Conditions

Stonewall, the simulation, is a satisfying game decided by well timed movement and attacks. As a historical simulation however, *Stonewall's* victory conditions guide the way to a non-historical victory source and situation for the South.

The basic problem revolves around one key point: artillery (8 factors) can outrun infantry (5 factors). With the Southern artillery racing for the 5 victory points per gun upon exit from the map, the infantry can be sacrificed in screening and fighting delaying actions according to the casualty plan listed below:

CSA Brigade	Casualty
1st	11 infantry
2nd	11 infantry, 2 artillery battery
3rd	4 infantry, 1 artillery

This will leave the Confederate player a victorious force of 500 infantry, 300 cavalry, and 3 batteries, totaling 15 guns. The infantry suffers 84% casualties leaving an effective force representing 16% of the original. This does not constitute a threatening force that can go on to haunt the Shenandoah Valley and draw the attention of 40,000 Union troops.

Based on this Southern casualty plan, the present victory point system will provide the Union with the points shown below:

Add to these the game tested average of 60 morale points, and the Union player has a total of 154 points. This represents the destruction of two complete brigades and 69% of the elite Stonewall brigade.

How can the South rise to triumph? The following steps will take you through the three victory levels. Step 1 — a) Casualties inflicted have been found to be generally equal in all games played. To give the Union the advantage, an estimated figure of the South inflicting 80% infantry casualties versus what they suffered is used.

CSA Brigade	Points/ Killed	Points/ Captured	Points/ Leader	Effective- ness
1st	8	6	0	0
2nd	7-3 guns	8-10 guns	5	20
3rd	3-1 guns	2-6 guns	5	10
Total	22	32	10	30

	<i>Points/ Killed</i>	<i>Points/ Captured</i>
Infantry	17	4 (2sp)
Cavalry	3 (1sp)	3 (1sp)
Artillery	0	16 (Remember your guns are running)
Leader	4	0
	24	+ 23
	= 47 Victory Points	

b) The planned exited units will be:

	<i>Units</i>	<i>Points</i>
Ist Brigade	5 infantry	= 25
	11 guns	55
Cavalry	3 factors	= 30
	4 guns	20
		130 Total Points

Total Southern points: 177 for a marginal victory.

Step 2 — If the Southern leader carefully executes his sacrifice, he can concentrate on the vulnerable Union First Brigade and inflict the nine casualties to render it ineffective. The South gains an additional 30 victory points and a substantial victory.

Step 3 — If the Southern leader is as cunning as Jackson, he can avoid the 3rd Brigade sacrifice. This will reduce the Union victory point total by 10 efficiency points and 17 casualty points while increasing the Southern total by as many as 40 points with the exiting of the Third's infantry and artillery. The new projected victory level will be Union: 127; Confederacy: 214 for a decisive victory.

The step three decisive victory does not even include step two points. All efficiency points gained by the South opens a wider course to a decisive victory. Also note that the original Southern sacrifice plan can be rearranged to lose the elite Stonewall Brigade if necessary to save the Second and Third Brigades. Mathematically, the South definitely has the advantage of victory point resources.

In review of the situation, two areas most needing attention are:

1) more victory point sources for the North and

2) an incentive for the South to maintain a balanced fighting force.

The first problem is based on the historical fact that the Union wanted to destroy the threat of Jackson by rendering his force ineffective while committing as few troops to the task as possible. Addition I — At the end of the game the Union receives as victory points the normally ineffective victory points listed per brigade under the three listed conditions:

a) The Union will receive victory points equal to the effectiveness victory point, for any effective brigade that never moved during its movement phase or fired.

b) The Union will receive victory points equal to half the effectiveness victory points

for any effective brigade that never moved during its movement phase but fired.

c) For the Union player to qualify for either a or b, the CSA First Brigade or both the Second and Third Brigades must be rendered ineffective by the end of the game. Note that I will prevent the Union player from sitting back after inflicting a few casualties and collecting his morale points and efficiency point bonuses.

Addition II — At the game's end, the Union player receives Victory points for dividing the Southern forces and rendering them ineffective as follows:

1 point for each ineffective Southern strength point in communication and in command on the map.

1 point for each effective Southern strength point either out of communication or command on the map.

2 points for each ineffective Southern strength point either out of communication or command on the map.

2 points for each effective Southern strength point both out of communication and command on the map.

2 points for each strength point the Southern player exits off the map edge except the north edge.

3 points for each ineffective Southern strength point both out of communication and command on the map.

To be in communication, the Southern unit must be able to trace a line of communications no longer than 10 hexes free of Enemy units and zones of control to one of three places:

1) The map edge *area* where the Southern units exited. Area is defined as a line along the map edge within 5 hexes of the exited hex.

2) Effective Southern units on Pritchard's Hill or hilltops 2411, 2910, or 2912.

3) If no unit exited or is on any Hilltop, then off the Southern map edge. All units not meeting these cases will be considered out of communication. All rules for casualty points and points per morale point will stand as written.

The Southern Victory point schedule should be adjusted to force the player to retain a well balanced army and to give the player more incentive for battle. Victory points for each Southern effective strength point on Pritchard's Hill, hills 2411, 2910 and 2912 should be raised to 10 points. This will not only be incentive by offering a richer target weakly held but will worry the Northern player about a Southern feint northwest and driving east. The 5 points for in command infantry and the 10 points per cavalry rule will remain the same. The main adjustments will be for artillery as follows.

a) 5 points per gun accompanied, by game's end, by an effective infantry strength point of the gun's brigade.

b) 3 points per gun able to trace a line of communication to one effective infantry strength point of its own brigade on the map at game's end.

c) 1 point per gun exited unable to trace a line of communications or not accompanied by effective infantry of its own brigade.

Note that one effective infantry strength point can support only one gun of its own brigade for cases a and b. The final addition will be 2 victory points per effective strength point in communication with any exited unit or units on the before mentioned hills. All other rules regarding the status of exited units will be in effect.

The additions described add balance to the victory conditions and open more options for the players. The Southern player must not only position his units to race for the north map edge but also position a unified efficient army to force the North to commit the maximum manpower available. The northern player's limited mobility must be conserved to concentrate and contain Southern forces through dispersal and destruction while committing the minimum number of troops to the Shenandoah theater. These options stay within the historical situation while adding game balance to the simulation.

While play testing the victory conditions, items were found that should be added as errata. Mounted cavalry should have a zone of control affecting other mounted cavalry. It is doubtful that 700 Union cavalry men 120 yards apart would sit and watch 300 Southern horsemen run through the gap without giving battle or pursuit. This will add authenticity to the effect of cavalry and give the North a force equal to halting the Southern cavalry's exiting to gain their "free" 30 victory points.

For future TSS/Stonewall games, there is a great need to revise the cavalry formation/movement system. In researching battles where cavalry played a key roll, refinements should center around two points. First, a separate movement point cost for mounting and dismounting, with penalties for being in small arms range, should be inserted. Second, a separate counter for horse holders should be used not only to simulate the units left holding, but to simulate the distance traveled between the horses and the battle. New rules are needed to add these realistic points.

Artillery has been found to be very vulnerable to melee even when massed upon a hilltop. To help avoid the sacrifice of 1 infantry factor for overrunning an artillery battery, an expanded CRT for artillery should be added. The fifteenth column would become a 15 to 17 and an eighteen plus column would be added for artillery as follows:

<i>Die Roll</i>	<i>Effect</i>
1	1
2	1
3	1
4	2
5	2
6	3

both). Crecy saw the battle of the rival missile-weapons, and the defeat of massed cavalry. Poitiers saw both sides dismounted and mounted at some point, plus some interesting terrain and some manoeuvring. Agincourt was by far the simplest of the battles.

10. Keegan's *The Face of Battle* comes in for a great deal of support from Jim (and indeed others — note the comments in the *Runequest* game). I cannot comprehend why his account should be thought the best evocation of medieval warfare (Duggan's *Knight with Armour* is a much better piece of literature, and evinces a greater knowledge of the period). Keegan uses the chroniclers in an uncritical manner. Anyone who has read any medieval history (the career of King John, for example) will know how keenly historians must examine the biases of the chroniclers in order to reach some kind of truth. Further, he follows the chroniclers with a touching faith, and also seems unaware of just what can, or cannot, be done on the field of battle. My regard for Mr. Keegan is based entirely on his excellent final chapter

I hope all this has indicated to you why I feel *Agincourt* is built on a questionable or inaccurate foundation. What then about its performance as a simulation? Let us approach this question from the conclusions I drew from playing the game (assuming my experience to be typical). First, that the Armagnais, once in action, would tend to plough straight forward until dead, victorious, or beaten. Second, that a hand-to-hand battle is a very slow way to kill people. Third, that morale and fatigue are what beats a side, not actual bodies lost. Fourth, that archery is deadly stuff. Now I think these are fairly sensible conclusions, with ample documentary support. You may choose to argue the degree to which factors impinged on the ultimate victory, but that these were factors is not really in dispute. Basically, therefore, I must report that *Agincourt* is fundamentally sound as a simulation.

There are a few points worth discussing, however. One wonders just how effectively archery was. Remember Froissart waxing eloquent about arrows sticking through armour (abeit pretty weak armour)? Well here is an interesting quote from Geoffrey le Baker's account of Poitiers:

"Our bowmen of the vanguard stood safely in the marsh, lest the horsemen should attack them, yet even so those did prevail there somewhat. For the horsemen, as has been said, had the special purposes of over-running the archers, and of protecting their army from the arrows. Standing near their own men they faced the archers with their chests so solidly protected with plated mail and leather shields, that arrows were either fended off directly or broken in pieces by the hard objects or were diverted upwards, to fall down for the indifferent destruction of friend or enemy.

"Perceiving this, the earl of Oxford left the prince, and leading the archers with him to one side, ordered them to

shoot at the hind parts of the horses. When this was done, the wounded horses kicked and reared, and threw their riders, and then turning back upon them, wrought great slaughter on their own masters, who had thought to have another end. Since the horsemen were thus beaten back, the archers, retiring to the place from which they had come, pierced the fighting flanks of the French with direct shots."

This would tend to suggest that archery was not quite so effective against plate-armour, especially as plate had improved in the years between Poitiers and Agincourt.

I also wonder about fugitives. The Armagnac army seems to be full of folks ready to flee at the first sign of blood. One might expect that this effect would only appear after some losses had been inflicted. The game seems to indicate a level of "cowardice" that is linked to individual unit losses, rather than to the general situation. What I cannot see is knights fleeing at the first volley — surely the second line would cut these cowards down? Indeed the social stigma of cowardice usually means most people will wait until the battle is generally held to be lost before withdrawing. It may well be that such an alternative would simply overcomplicate the game, this is a viable argument, it just looks odd to see the fugitives start running so soon. Armagnac commanders should realize the effect of morale checks increases dramatically with losses. If the game has a really positive factor its the presentation of an army as scared people who will not fight to the last. A unit which has lost two lines has about an 80% chance of losing a line, but once that third line goes they could risk losing two lines! Once on the slippery path units vanish swiftly — archers units being particularly open to the calls of the rear. Each line should therefore wait until the preceding lines fugitives get through.

If the game adequately simulates the battle, I cannot say I find it a good *game*. It seems to me to be both long and tiresome with a multitude of dice and calculations. The lack of viable tactics is perhaps the worst point for me. Although I found the coats of arms quite pretty, I don't think they were effective. At this scale some kind of tactical symbology with the leader counters having coats of arms would have been more effective (for me). Certainly I regret no symbology on the Fugitive and Dead counters. Having said I find the game uninteresting, I also think it fails to offer any lessons as to medieval generalship — probably because the Armagnac demonstrated none and the English demonstrated too much. I apologize if readers find these comments too negative.

Could anything better have been done? I doubt it! The battle was not really necessary, the English could have been starved into surrender if they had stayed in position or harried to death if they had been pressed onwards. Having said that I suppose this still requires some closing for action, this might indicate the best strategy was simply to escort

the English off the premises. French victories in the middle ages tend to consist of avoiding fighting, dragging the English in one direction, and grabbing castles and land in the other direction. Thus fighting the English at Agincourt was not really cost-effective. Granted that they had to fight, why fight in the confines of two woods? Once the Armagnacs had decided to fight there I can see no sensible way they could have won. It was a case of putting ones head down and charging, but then they had to hit the mud! Not the happiest of circumstances.

A minor quibble in passing (which had no effect as I disregarded the rule) is the rule against charging downhill. This is plainly wrong, and even the examples usually quoted (where the gradient causes disorder) are usually on steeper slopes than those of Agincourt. One thinks of the Union brigade at Waterloo and v. Seydlitz at Rossbach. This is especially odd considering how gentle the slope is at Agincourt. I reckon that the angle required to generate the height form the English line to the Armagnac rear is about six minutes. We are not dealing with Cemetery Ridge, but the gentle rolling hills of Picardy.

In conclusion, I was most pleased with *The Crusades*, it is both accurate and interesting. *Robert the Bruce* is fun and has touches of genius, but also has problems. *Agincourt* is not a game I would play again, but neither could I have done any better. I think the games demonstrate the need for extra reading into the period, but at least people are beginning to consider the subject seriously. It may be too soon to say Prestags has been buried, but at least we can begin to order the coffin. ■ ■

Stonewall [continued from page 15]

Cannister fired by two batteries at point blank range can be devastating; and in fact, was the method used to halt Jackson's momentum at Chancellorsville. In addition, the "TSS" retire by prolonge rule should be used to aid the artillery's mobility since it is based upon historical practice.

Other questions answered on errata by Mark Herman are:

Rule 7.21 (Clarification) Units fire within the 180° radius of their frontal hexsides. You cannot fire along the bisecting hexside.

Rule 10.3 (Clarification) All infantry fire is rounded down after all units' fire power are combined.

Rule 13.84 (Clarification) You retreat from engaged situations during your movement phase.

Rule 12.0 (addition) Ammunition-depleted units have a zone of control effective for retreat from melee.

Rule 18.8 (addition) A hit result upon a crew-depleted battery will be considered a pin.

I found these additions to add to the "play" of cavalry and artillery rules, and to game balance. I am greatly interested in comments and results from my errata and any further testing with the TSS/Stonewall system. All comments will be welcomed at 27 Twin River North, East Windsor N.J. 08520. ■ ■