

8,000 TO 1

The Readers of MOVES Play the Editor of MOVES

by Redmond A. Simonsen

While wondering what to do with a bunch of unfilled feedback questions for this issue, the semi-brilliant notion came to me that feedback could be used to play a game by mail! And so I invite you to use your feedback card to encode your opening move in *Napoleon at Waterloo* to which I will respond with my counter-attack. The results of this first Game-Turn will be published either in the next *MOVES* or the following one (depending upon how quickly we can compile the results).

Napoleon at Waterloo has been chosen for a number of reasons: a) virtually everyone has it; b) the opening move is easy to encode via feedback; c) I'm pretty good at it (so I wouldn't be totally embarrassed).

HERE'S HOW IT WORKS:

All the hexes adjacent to those British units which can be reached by French units in the first move have been assigned letter codes (these hexes will be called *attack positions*). You'll notice that the two British units on the extreme left have not had their adjacent hexes coded since only one unit can attack either of them and the attack is highly dubious. Almost the same holds true for the two British units to the right of these two (i.e., the ones due north of Hougomont), but I've given attack positions for these on the off chance that you might want to attempt to pin those units with a "1 to 2" or "1 to 1" attack on the 3-5 cav unit. The British unit in contact with the French to the south of Hougomont does not have its attack positions shown since the unit will be annihilated in the mandatory attack (its purpose is to freeze-out of action the three French units that start adjacent to it). Aside from those three French units, there are six other French units (the Guard) that start so far back of the front line that they can't possibly be brought into the First Game-Turn attack. All these units are characterized as "reserves" and you'll be asked to indicate the general direction of their movement (if we play the Second Game-Turn in a subsequent issue of *MOVES*).

What you'll be doing is indicating on the Feedback Response Form, the *strength* of the French infantry and cavalry units that you've moved into the various attack positions. You'll also be asked what attack positions are being used to attack the indicated *defense positions* (i.e., those hexes occupied by British units which are also assigned a letter code). In addition, you'll indicate the disposition of the two French artillery units that can be brought to bear in the First Game-Turn.

You'll also be asked to indicate the *order* in which you want the attacks to be resolved.

Finally, you'll be asked to give general instructions as to how boldly you want the attacking French units to advance (should they be victorious).

Since it would be too difficult to encode via feedback *all* the various combinations of advances and so forth, a panel of SPI staff members will actually make any additional decisions necessary (they will also audit the dice throwing and my counter-attack just so I'm not tempted to make any "adjustments" in my favor). The panel will also move and position those units not actually in on the first attack (they will do so according to your general instructions).

Since, of course, you're not all going to submit the same plan of attack, we'll use a majority-rule principle to decide what amount of strength gets put in a given attack position. If a major subvariant of the basic attack plan evidences itself, we'll try to run that as a separate series of attacks.

WHAT SHOULD YOU DO?

Set up your *Napoleon at Waterloo* game (if you don't have one, simply play on the printed diagram and record your decisions on paper) and move your French units as in an actual face-to-face game. Note the positions of your units with respect to the diagram printed in this article and record your move by answering the pertinent feedback questions. Mail in your form as soon as possible. The first 500 forms received will be used as the statistical base against which I'll make my counter-attack. So make your move carefully, but *quickly*.

WHAT SHOULDN'T YOU DO?

Don't send me a diagram or verbal explanation of what your move is—it cannot be fed into the computer that will compile the results and indicate the decision of the "mass mind." Send only the feedback form, carefully filled out (if you make an illegal move—by using the same unit in two different attack positions, for example—your card will be invalidated).

HOW DO WE DETERMINE WHO WINS?

Well, if you all really put the blocks to me on the First Game-Turn assault, I'll resign. On the other hand, if you really blow it—I'll assume a British victory (I win). If the outcome is not extremely clear cut, we'll attempt to play the Second Game-Turn (assuming participation warrants it) in a subsequent issue of *MOVES*. Even if we only play the one Game-Turn, it will be a wargaming "first"—the massed talents of the readership against a lone editor.

ON THE OFF CHANCE THAT YOU'RE NOT FAMILIAR WITH *NAPOLEON AT WATERLOO*

NAW was SPI's first introductory game. The rules are very simple:

1. Each hex costs one Movement Point to enter.
2. Units may not enter or exit Woods hexes, except by using a Road.
3. Units may not stack.
4. Zones of Control are Active/Rigid: units may only leave an Enemy Zone of Control via a combat result.
5. All units to which there are Friendly units adjacent must be attacked; all Friendly units adjacent to Enemy units must participate in an attack.
6. Other than Movement Allowance, cavalry units and infantry units have identical characteristics.
7. Artillery units may attack directly (as inf/cav do) or they may bombard a single target two hexes distant. If they bombard, they cannot themselves suffer an adverse combat result. A combined bombardment/direct attack may be made against individual defenders (totalling the Attacking Strength).
8. Units may Advance after Combat (one unit per vacated loser's hex).

The Combat Results Table is similar to that used in the *Blue & Gray Quads*. "1 to 1" is a 50% chance of AR or DR; "2 to 1" contains one EX result; optimum attack is "3 to 1." "6 to 1" is 100% DE.

KEY TO THE MAP:

Attack Positions: These are the hexes labelled "A" through "O." When filling out the Feedback Response Form, indicate the strength of the French infantry and cavalry units to be moved into these hexes.

Defense Positions: These are the hexes (occupied by the British units) labelled "P" through "Z." When filling out the Feedback Response Form, indicate which Attack Positions are attacking which Defense Positions.

Reserve Units: These are the rearmost French units that cannot participate in the initial attack. Indicate what general direction they should take.

