

8000 to 1 RESULTS

Say, How'd You Guys Like to Put Some Money on This Game?

by Redmond A. Simonsen

For those that didn't see *MOVES 28*, the Editor made so bold as to challenge the Readers to the opening move in *Napoleon at Waterloo* using the Feedback form to indicate the Reader move. And now with 93% of all precincts reporting: pretty close!

HOW WE DERIVED YOUR MOVE:

First, Kevin Zucker went through the *MOVES 28* Feedback result print-out and picked out the majority (or plurality) moves on a question-by-question basis; then both of us looked at the result to see if it made any sense. Happily, it did (for the most part). Incidentally, because of a mechanical problem with the binder, not all of you got Feedback cards

to send in any event. I'm sorry about this, I believe we have the problem corrected now (it concerned the weight of the stock the card was printed on). The main instance where we did not strictly apply the majority rule was in the order of the main attacks. The order indicated gave no chance of surrounding and/or destroying any British units. The Staff Player Panel (representing you folk) determined the exact order.

HOW THE MOVE WAS EXECUTED:

The four honorable members of the distinguished Staff Player Panel assembled in SPI's conference room and literally surrounded the Editor at the game table. They were

shown the exact moves and advised of your general instructions. In executing your general instructions, they bickered amongst themselves until a consensus was arrived at.

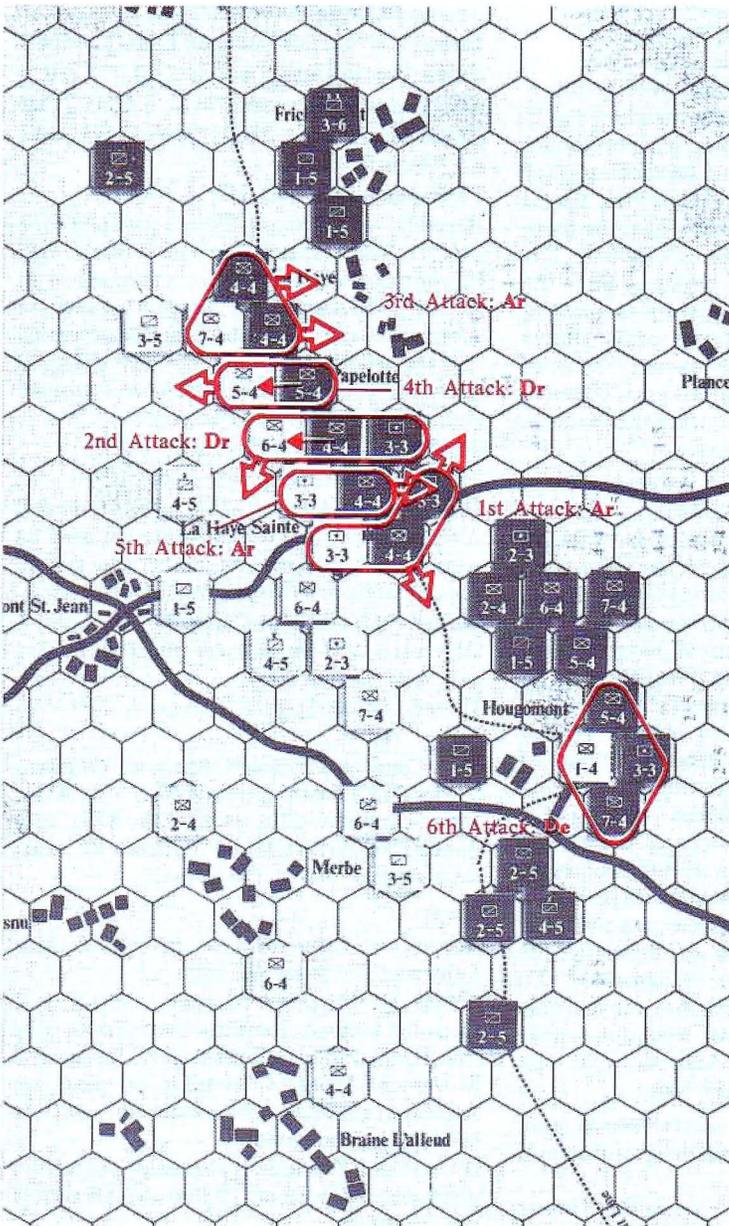
MEMBERS OF THE STAFF PLAYERS PANEL:

Mr. Irad B. Hardy; Mr. Thomas Walczyk, Mr. Robert Felice (Staff Member Emeritus), and Mr. Eric Goldberg.

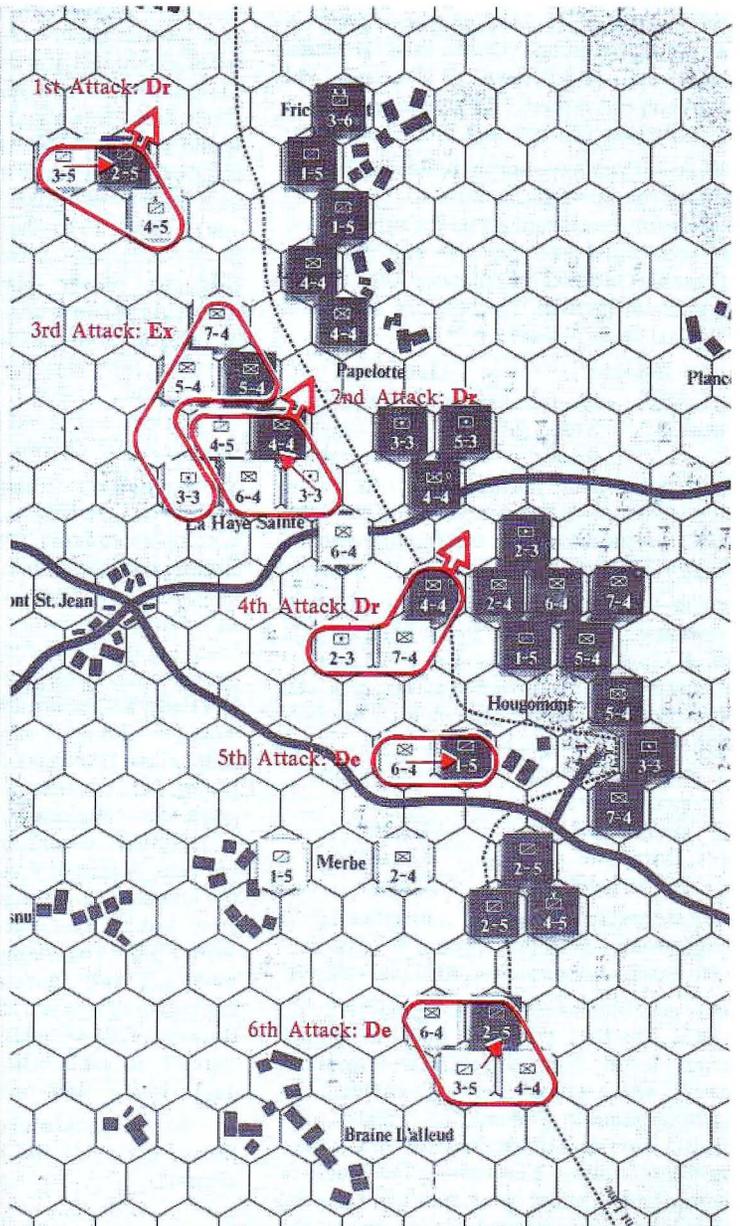
THE GENERAL ORDERS:

Advance after combat only to surround units about to be attacked at 1 to 1 ratios or better or to pin enemy units without risk of counter-envelopment; lose minimum strength in exchanges; move main reserve center and left;

A. French Move and Attack Results



B. British Move and Attack Results



advance on the left and right wings; don't move into Hougomont.

THE FRENCH MOVE AND ATTACK

(See photodiagram A)

The approach was very conservative as was the allocation of the attacks (all were 1 to 1 ratios except the automatic "De" at Hougomont). Failure to place a sacrificial surrounding unit to the (French) left of La Haye Sainte and failure to attack the easternmost British 3-5 considerably reduced the opportunity to surround and destroy British forces. This conservatism was not a result of the blending of your individual moves by the Feedback: very few indicated these direct flanking

attacks. The order indicated gave no chance for surrounding any British units: the Panel adjusted the order in what it deemed to be a prudent manner. As can be seen the die-rolls distributed themselves in an almost exactly statistical manner.

THE BRITISH MOVE AND ATTACK

(See photodiagram B)

The mixed results of the French initial assault gave me many free units and opportunities to employ them. Two automatic attacks were set up on the French left; a positional attack in the center and a surrounding series of attacks on the French right center. All went as planned except for bad luck on the most

important attack of all; the surrounded attack against the French 5-4. I rolled a six and suffered an Exchange (much to the relief of all you French types). Stoically accepting this loss (I'm lying) I nevertheless achieved a very well-organized line.

THE END OF GAME-TURN DISPOSITION

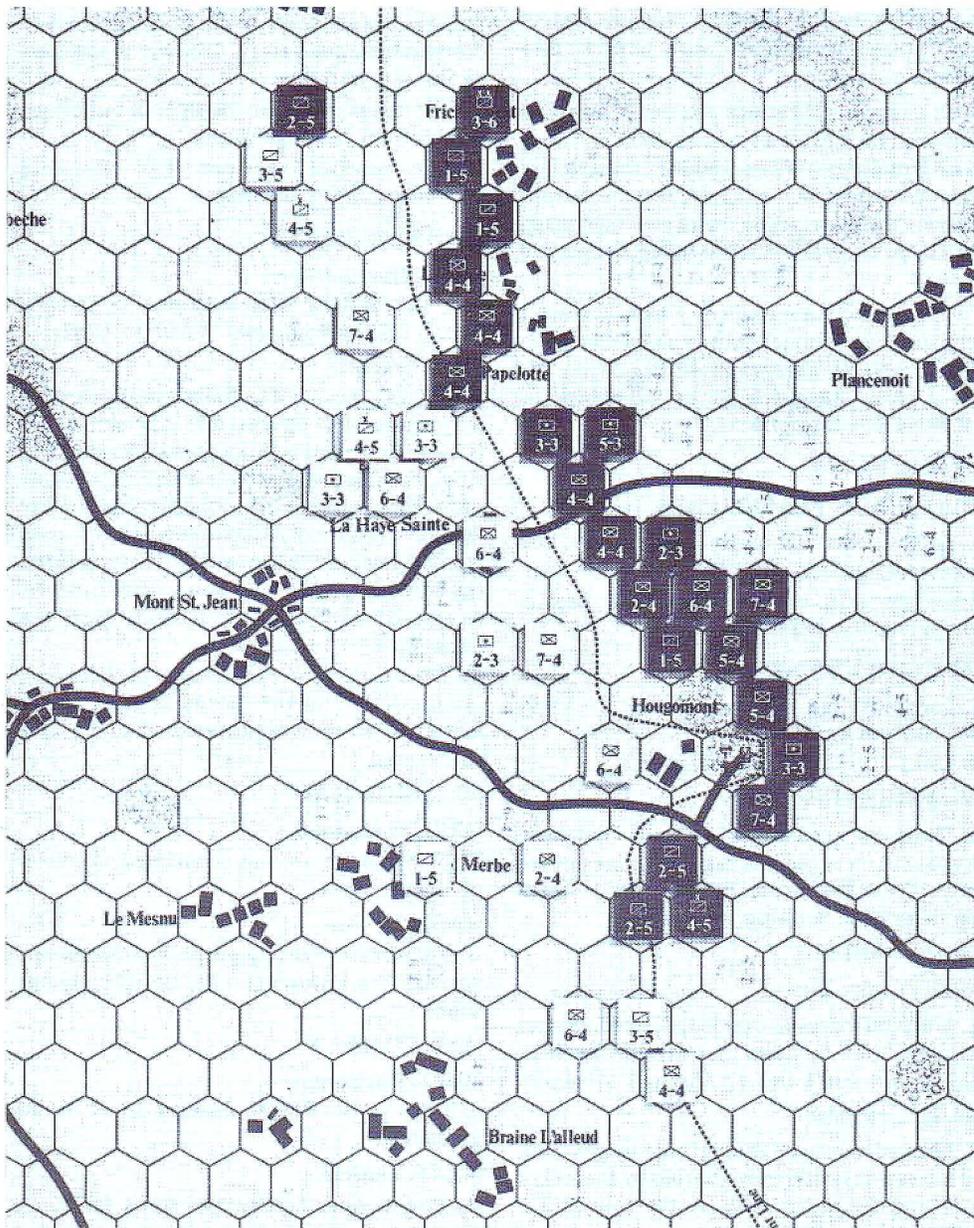
(See photodiagram C)

I feel that this well organized line I've achieved and the loss of tempo inflicted on the French (plus the net two Strength Points by which I'm currently ahead) bodes ill for the boys in blue. Even though nothing disastrous happened to your forces, they were repulsed. I sincerely believe that the chances for a French victory (or even a draw) are weak. But then...what would you expect me to say?

AND NOW WHAT?

Because of lack of space in the Feedback field, we'll not have a mass response this issue. I'm going to play out the game a few times with a competent staff opponent and examine what chances the French do have and whether or not continuation is warranted. How do you feel about it: write me (and also answer Question 76 on this issue's Feedback). I must say it was a novel experience attempting fairly to divine the intentions of a mass mind. There are flaws in the simple system of analysis used on the game move Feedback results. If we go on, I'll try to get more sophisticated. One problem will be the increasing complexity of options offered as the tide of battle shifts across the map. Do any of you have some brilliant idea as to how this can be *efficiently* and easily encoded into Feedback questions? I could use some help! I'd like to thank all that participated and those that wrote as well.

C. End of Game-Turn Dispositions



KEY TO THE PHOTO DIAGRAMS:

- : Units involved in combat
- ← : Unit advances as a result of combat
- ↖ : Unit retreats as a result of combat

Black units are French; white British.