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MAGAZINE

THE AMERICAN CIVIL WAR 1861-1865



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England's First Civil War
PLUS
the MOVES™ Gaming Section

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Richard Berg

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SUMMER 1983



On the cover:
original artwork by the TSR Hobbies art staff, depicting the final desperate days of fighting in the American Civil War.

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OUTGOING MAIL

T TRANSITIONS

S&T™ nr. 93 marks a number of milestones: on the upside, we are finally able to announce the start-up of our new SPI™ Game line (read Dave Ritchie's report below); regrettably, at the same time, Editor-in-Chief Michael Moore has fulfilled his self-imposed task to start up S&T and ARES™ Magazines and has departed. Michael's influence lingers as we begin a number of format changes which he helped plan.

Michael Moore deserves a great deal of credit for holding both S&T and ARES together throughout the demise of the old Simulations Publications, Inc. and for establishing them again with TSR Hobbies, Inc. Almost alone, working exhaustingly long hours, Mike re-established the magazines as viable enterprises in the hobby-publishing market by retaining the same high-quality writers, features and games. Now that his task of getting the magazines running again has been accomplished, Mike has gone back to his favorite city, New York, to be with our friends at Victory Games. He is a superb editor and we wish him well.

Handling the magazine games in S&T and in ARES will be David Ritchie, the person responsible for the SPI Game line here at TSR. Geoffrey Golson will be taking care of ARES Magazine duties, while I will be handling editorial matters for S&T. Dragon® Magazine Editor Kim Mohan will be lending his publishing expertise in an advisory capacity. His credentials, having helped to boost Dragon's circulation from 15,000 to 120,000, speak for themselves.

The basic format of S&T will remain the same. However, we begin several new features with nr. 93. Our new MOVES™ Gaming Section revives the famous name of the old Simulations' magazine. We offer this section for those of you who have expressed an interest in more gaming articles. The section will include a rules questions column, game progress reports, variants for the S&T issue games, gamers' classifieds and the regular Feedback and Games Rating Chart. In addition, game designer Richard Berg will be leading off the next issue's MOVES Section with the revived "Forward Observer" column, offering his unique views on gaming and the hobby industry. Rules questions, progress reports, Feedback and the Rating Chart are included in this issue; we hope to have the rest in place with issue nr. 94. Please send in short blurbs for the Gamers' Classifieds (opponents wanted, convention announcements, game club meetings and game merchandise for sale) to our mailing address. Also, we need help in our Feedback section for rerating

games to update our Games Rating Chart. We will also begin our letters to the editor column in nr. 94.

Looking at this issue (one of the largest S&T's ever at 72 pages), it's interesting to note how themes unintentionally develop. Rich Berg leads off nr. 93 with an in-depth look at the American Civil War and the reasons behind the Southern defeat. Due to a production decision, English author Brenda Ralph Lewis' article on the Wars of the Roses was moved up to this issue. It fits in quite nicely. Lewis, in her inimitable style, gives an insightful examination of England's first civil war in her S&T debut. Computer software columnist Ian Chadwick will return in the next issue, after completing a computer software book.

Due out in the fall will be the Special Edition nr. 2, featuring a major article on the Russian and Soviet Navy by Dr. John Jessup, and Rich Berg's article on the prelude to the Antietam campaign, the battle at South Mountain. In S&T nr. 94 Norway will be in the spotlight in the game on a hypothetical Warsaw Pact invasion of the North Cape, designed by Chuck Kamps. Chuck will also be handling the main article on the same subject. S&T contributor Dick Rustin's article on the German invasion of Norway in World War II explores an earlier invasion of that nation. Both S&T Special Edition nr. 2 and S&T nr. 94 will be out in the fall, followed by S&T nr. 95 at the end of January, spotlighting Rich Berg's *Soldiers of the Queen*™ Game. That should wrap up 1983. Next issue, we'll talk about what's ahead in the new year.

— Charles Ramsay

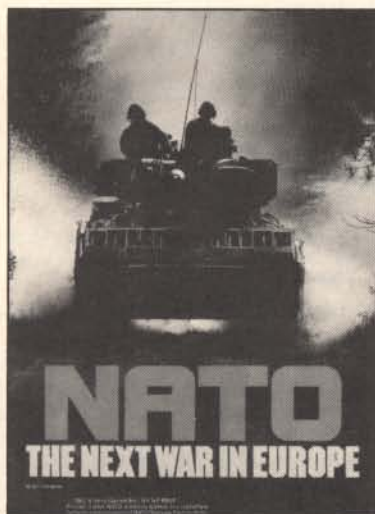
From the Ashes

By the time you read this, we will be only a few weeks away from actually shipping the first SPI™-brand boxed games to be produced in two years. Even as I write (in early June), Dave Sutherland is in the process of finishing the boards for the *A Gleam of Bayonets*™ (nee Antietam) Game's maps and the folks in Purchasing are running last-minute checks on the *Battle Over Britain*™ Game's negatives to make sure that everything is in order. Both games are scheduled to appear in August. They will be accompanied by a pair of reprints, the ever-popular *Air War*™ Game and, after a three-year absence, the classic *Wellington's Victory*™ Game.

Two months after this initial wave of releases appears, we will follow it with three more reprints (the *Drive on Stalingrad*™ Game, the *Battles for the Ardennes*™ Game,

(continued on page 11)

The Two New Winners Coming This Summer



NATO: The Next War in Europe

Poised on the West German border, the Warsaw Pact juggernaut is ready to make the dash to the Atlantic. The NATO nations are in disarray, and their commitment to withstand aggression is in question. When the armored columns advance, will NATO be able to stop them?

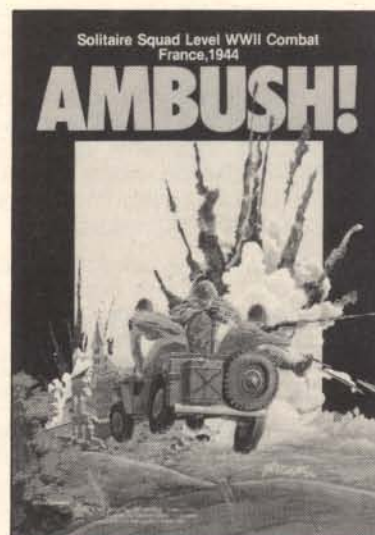
NATO allows you to simulate a potential NATO/Warsaw Pact confrontation in Central Europe. Designed to be played in one sitting, this operational level game is of moderate complexity and yet recreates the major problems facing each side — from maintaining supply lines to transporting troops to potential nuclear warfare. Each of the three basic scenarios can be played in an evening, and the campaign versions can extend for days. NATO offers a combination of flexibility and ease of play that is certain to make it a classic.

*The Next Generation
of Great Games*

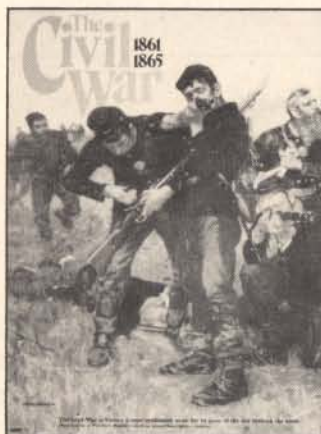
AMBUSH! The Solitaire Game with Guts At last, the game players have been asking for!

An American squad trudges across the devastated French countryside on their way to the Rhine. Suddenly, bullets start buzzing around them! A German patrol has them spotted. Then, mortar fire explodes all around! They have walked into an ambush! Time to start fighting!

Ambush! is the unique solitaire wargame that lets you recreate small unit tactics during World War II. The ground-breaking game system puts you in charge of an American squad — faced with a variety of missions against an ever-changing, hidden German foe. A number of scenarios are included, each recreating a different kind of small unit operation.

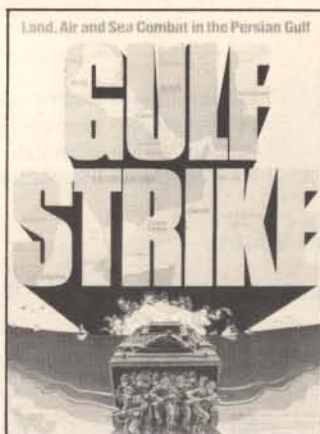


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THE CIVIL WAR \$18.00

America's epic struggle from the bitter campaigns in the East to the skirmishes in the West — the decisive strategic level game of the whole war. Contains two big maps, 520 playing pieces, four yearly scenarios, and campaign scenario.



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It Happen . . .*



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We are looking for wargamers that enjoy playing multi-player limited intelligence simulations. We are looking for players that have dreamed about taking their "monster" game, assigning a separate command to 98 different wargamers, and having the game moderated, so that the only information the players receive about the enemy is what the original commanders could see or hear on the battlefield. If this sort of game appeals to you, then read on, and take part in some of the most realistic simulations on the market today.

High Tide

July 1, 1863, Heth's Confederate division runs into Buford's cavalry on the road from Cashtown to Gettysburg and precipitates the battle which was the turning point of the war in the east. The point on Cemetery Ridge known as the Bloody Angle marks the high tide of the Confederacy. As a Confederate, can you help crush the army of the Potomac, and bring about a quick end to the war? Or will you as a Federal heroically repel the invading southern army, and return south to put down the rebellion?

In High Tide you play the part of an army, corps, division or brigade commander. At the brigade level you command several infantry regiments, cavalry regiments or artillery batteries. At the division, corps and army levels you send dispatches, may command troops and develop strategy for the players under your command.

The cost is \$2.00 per turn for all players. Infantry and cavalry regiments cost 40 cents each per turn, artillery battalions 30 cents per turn, and dispatches cost 10 cents per turn. Average cost for brigadiers will be \$3.00 to \$4.50. Cost for command positions should average about \$2.50. The set-up, which includes unit set-up, sectional maps and rules, costs \$5.00.

To sign up indicate preference in the same manner as in Prokhoravka. Specific commands may be requested but are not guaranteed.

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*See separate ad in this issue for information on these games.

HIGH TIDE

UNION		CONFEDERATE	
Army	_____	Army	_____
Inf. Corps	_____	Inf. Corps	_____
Inf. Division	_____	Inf. Division	_____
Inf. Brigade	_____	Inf. Brigade	_____
Cav. Corps	_____	Cav. Corps	_____
Cav. Division	_____	Cav. Brigade	_____
Cav. Brigade	_____	Arty. Brigade	_____
Arty. Res. Corps	_____	Any Confed.	_____
Arty. Brigade	_____		
Any Union	_____		

Prokhoravka

A classic armored confrontation between the Russian 5th Guards, Tank Army, and the German 2nd SS Panzer Corps, around the Russian town of Prokhoravka, on July 12, 1943. As a German you must break out and surround the Russian defenses. As a Russian you must throw back this final assault and destroy the last chance of a major German offensive breakthrough.

Prokhoravka is a simulation on a scale that most wargamers dream about. With 89 players in each game, command control problems are well represented. Limited intelligence plays an important role. A player only knows what he sees, and at times won't be able to distinguish friend from foe. Each player commands 6 or more companies (Russian) or platoons (German) on a tactical scale so detailed you'll feel you know the men personally.

Prokhoravka is suited for players with a variety of tactical and strategic preferences. The highest ranking commander will issue orders to the Divisions (German) or Corps (Russian) and control the Army artillery. His primary responsibility is the overall strategy. The German Divisional and Russian Corps commanders will have a similar situation. Each will be responsible for a "front", and will answer only to the supreme commander. German Regimental and Russian Brigade commanders will have troops similar to battalion commanders, but will be given orders by superiors and will have to relay them to the battalion commanders. Battalion commanders should be players not interested in such communications; just taking orders and fighting.

The cost is 10 cents per unit added to the base cost listed next to the positions below. The number of companies/platoons in the command is listed in parenthesis. To sign up send a \$4.00 set-up fee and list, in order of preference, those positions you would be willing to play. List your favorite as No. 1, next favorite as No. 2, etc...Any position you would not play should be left blank. Any person that checks the "Any" box and receives a position other than one which they listed as a preference will receive a \$2 discount on their set-up.

- ☐ I'd like to join Prokhoravka (\$4 set-up)
- ☐ I'd like to join Manifest Destiny* (\$4 set-up)
- ☐ I'd like to join High Tide (\$5 set-up)
- ☐ I'd like to join the Ancients Campaign* (\$5 set-up)

PROKHORAVKA

German Commands:				Russian Commands:			
Corps	(21)	\$2.50	_____	Army	(27)	\$2.50	_____
Division	(15-18)	2.00	_____	Corps	(14-16)	2.00	_____
PZ Grndr Rgt	(16-18)	2.00	_____	Mech Rfl Bgde	(17)	2.00	_____
Panzer Rgt	(10-12)	2.00	_____	Motor Rfl Bgde	(18-23)	2.00	_____
Panzer Bttn	(9-12)	2.00	_____	Tank Bttn	(13)	1.50	_____
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Engineer Bttn	(7-9)	1.00	_____	SU/Recon Combo	(7-9)	1.00	_____
Any German	_____	Any Russian	_____	76 mm AT Bttn	(6)	1.00	_____

THE ICE FORTRESS OF NEISSE, GERMAN PANZERGRENADIER MOBILIZATION AND THE RAIDER *SEADLER*.

Great Guns

IN 1847 ALFRED KRUPP (1812-1887), THE mastermind who inherited the nearly bankrupt family business at the age of 14 and built it into the largest armaments manufacturer in the world, presented a sample 3-pounder cast-steel, rifled cannon to the Prussian Army for testing. The *Artillerie-Prüfungs-Kommission*, dominated by reactionaries, promptly relegated the piece to a warehouse, not even bothering to authorize its being mounted on a field carriage. Krupp at once began to prod the *APK* into trying the piece out. As luck would have it the ill-fated Revolution of 1848 broke out, which postponed any possibility of action until the workers and peasants had been properly crushed. With that out of the way, Krupp resumed his campaign and, nearly two years after receiving the piece, the *APK* authorized a series of tests.

On 2 June 1849 the 3-pounder was put through its paces. It proved up to all the tasks expected of it, though the more hide-bound of the reactionaries pointed out that it was in no way superior to any existing piece of bronze ordnance, thereby conveniently ignoring the fact that it was considerably cheaper. The final test, however, was impressive and convinced all but a handful of the most extreme reactionaries of the merits of the new cannon. This was the bursting test.

This test was a normal part of arms testing. Basically it entailed overloading the weapon to determine what degree of overcharging would result in a burst gun. The test had two purposes. First, it gave some indication of the useful life of the gun, for the greater the bursting charge, the longer the piece was likely to be useful in service. More importantly, pieces were sometimes improperly loaded in the heat of battle and it was a good idea to know how much abuse a gun could take before blowing up, taking with it valuable manpower. So Herr Krupp's gun was double-loaded and discharged, with the members of the *APK* safely ensconced in a bombproof shelter. Nothing happened. A careful examination of the tube showed no signs of damage or wear. The gun was overloaded and fired yet again, with no more evidence of damage. Even when rammed almost to the muzzle with powder, the piece refused to burst. Finally the gun was packed

with powder once more and buried in a ditch, to be discharged through a wire. But when it was dug out, the piece still showed no signs of damage.

By this time virtually everyone was convinced of the quality of Krupp's product. But one further test was made. The gun was overloaded again and fired. A tremendous explosion was heard. As the observing officers rushed from their bombproof they discovered that the gun was nowhere to be seen. Then, quite suddenly, a shower of small metal fragments descended upon the commissioners. The gun had literally been blown to pieces, some of which had risen high into the air before falling back to earth. No one was injured and everyone was convinced that Herr Krupp's cannon was the finest piece of ordnance in the world. Everyone, that is, except the Inspector General of Artillery, General von Hehn, who still refused to accept the new gun. General von Hehn was able to prevent the adoption of the new weapon for many years, until his retirement. So opposed to the rifled-steel gun was he, that in his will von Hehn stipulated that no rifled cannons were to be used to fire salutes at his funeral. It was a demand which could only be met with great difficulty, for by von Hehn's death in 1864, virtually the entire Prussian artillery inventory consisted of Krupp's new guns.

Dennis E. Showalter, *Railroads and Rifles*

German Army Mobilization in World War II

Motorized and Panzergrenadier Divisions

THE NOTION THAT MOTOR TRANSPORT ought to be provided to infantry formations developed rather early in the post-World War I period. Indeed, most armies had significantly motorized infantry elements by 1930. When Hitler began the rebuilding of the German Army in 1934, provision was made for the creation of several motorized divisions. These were to serve a number of functions. Held back from the front they could serve as highly mobile reserves for halting enemy breakthroughs. They could also provide for more rapid concentration of forces for the attainment of surprise. And paired with panzer divisions they could serve as a

► By V-E Day, 7 May 1945, the five hardest-hit divisions of the U.S. Army (3rd, 4th, 9th, 36th and 45th) had sustained a total of 123,394 casualties, or 176% of their official combined T/O&E strength.

► Of 942 wagons accompanying the army of Maurice of Nassau during his campaign of 1610 in the Netherlands, fully 129 (13.7%) were for the personal use of Maurice or his staff.

► During the Franco-Prussian War (1870-1871) the German field pieces fired an average of only 199 rounds each, or 1.08 for each day of the six-month-long conflict.

► The English word "war" is etymologically cognate with the Romance words "guerra" and "guerre," all deriving from the Old High German word "werra," meaning "brawl" or "tussle," which in turn derives from the Old Teutonic "fir-werran," meaning "confusion."

► On 1 August 1907 the "Aeronautical Division" of the U.S. Signal Corps was created — the germ of the modern U.S.A.F. — with a strength of one officer and two enlisted men, one of whom promptly deserted when he discovered what he had volunteered for.

► Female personnel of the Huk guerrillas in the Philippines after World War II habitually wore brassieres considerably larger than necessary since they proved convenient for smuggling hand grenades past admiring government sentries.

► During World War II the United States seriously contemplated a draft of women so that the Women's Army Corps could be expanded to 1,500,000, roughly ten times the number that actually enlisted.

► In 1823 the Spanish Army had 7,148 pieces of artillery, but only 4,974 artillerymen, which works out to 1.44 pieces per man.

► World War I cost the United States approximately \$1,000,000 per minute.

► Chinese tradition has it that the game of dominoes was invented in the A.D. 1200s by General Hung Ming in an effort to keep his soldiers awake while on guard duty.

► During World War II the British Army intelligently supplied its airborne and amphibious troops with special grease-proof brown paper bags officially designated "Bag, Vomit, For Use Of."

► The dubious distinction of being the first person killed by anti-aircraft fire probably belongs to Imperial German Air Service Lieutenant Pilot Franz von Hiddeson, brought down over the Bois de Vincennes in France on 2 September 1914.

Between 1480 and 1940 there were 278 wars between various of the European powers.

useful element in effecting breakthroughs and in exploiting them.

Motorized divisions are essentially infantry divisions in which motor transport has been provided for all elements. A motorized division is not capable of cross-country movement, nor is it able to fight "mounted." It moves by roads and fights on foot. While motorized divisions proved useful in the Polish and French Campaigns of 1939 and 1940, they also proved to be less than cost-effective. The investment in vehicles was almost as much for a panzer division without the equivalent combat power. As a result, in the autumn of 1940, most motorized divisions in the German Army were converted into mechanized divisions, called *Panzergranadierendivisionen*.

A mechanized or armored infantry (panzergranadier) division is an infantry division raised to the degree of mobility possessed by an armored or panzer division. It is capable of cross-country movement and may fight "mounted" or "dismounted" as the situation dictates. Ideally, the mechanized division contains a significant contingent of tanks and anti-tank arms as well as armored troop carriers. It is thus able to engage in *blitzkrieg*-style operations on its own to some extent. But Germany was too poor to properly outfit its panzergranadiers. The infantry contingents were frequently only partially carried in armored vehicles, with the balance in ordinary trucks or even on bicycles or motorcycles. And the armored battalion was usually composed mostly of assault guns or *sturmgeschützen kanonen*, tracked, armored

turretless vehicles equipped with a tank cannon. Due to the politics of the German Reich, Army (*Heer*) panzergranadier units were generally less well-equipped than those of the *Waffen-SS* or the *Luftwaffe's* Hermann Goering "Parachute Panzergranadier Division." Actually, the panzergranadier divisions in the SS and the *Luftwaffe* were virtually indistinguishable from panzer divisions due to the generous amounts of equipment they were allowed.

From the Dustbin of History

*"You cannot organize
civilization around a core of
militarism and at the same
time expect reason to control
human destiny."*

Franklin D. Roosevelt

On the Rocks!

In 1740 FREDERICK THE GREAT OF PRUSSIA launched a surprise invasion of Silesia in an effort to wrest that province from Austrian control. In a lightning campaign he quickly cleared the Austrians out of Silesia and went on to invade Bohemia. But the stoutly built fortress of Neisse, under the command of a General von Roth, held out against him,

threatening his lines of communication. Frederick sent off a considerable force to besiege and capture the fortress while he marched on towards Prague. Through the autumn and winter, while Frederick and Austria's old Marshal Daun played cat-and-mouse in central Bohemia, von Roth held out. Each effort by the Prussian besiegers was met by a counter-stroke on the part of the garrison. Sorties and raids were common. Damage to the walls was repaired as quickly as it occurred. But gradually even the stoutest defense must fail, and by mid-winter Neisse seemed doomed. It was then that von Roth had a unique idea.

Water was poured over the shaky ramparts. As this froze, still more water was poured on them. In short order the entire fortress was encased in layers of ice, which made it inaccessible, and proved more than a match for the heaviest siege cannon. The heroic defense of the fortress was such as to inspire the normally inept Austrian military to heroic efforts in turn and an army of relief was dispatched before the spring thaw. The besiegers were forced to withdraw. Neisse did not fall.

Christopher Duffy, *Fire and Stone*

Belligerency Redux

NATIONAL BELLIGERENCY MAY BE MEASURED in a number of ways. In a recent *FYI* column we presented the statistical evidence for European belligerency in the form of the number of years each of the major European powers had been at war since 1480. Another way of looking at it is to consider the absolute number of wars in which each power was engaged in during the same period. Between 1480 and 1940 there were 278 wars between various of the European powers.

Looking at matters this way presents some interesting surprises. Warlike Prussia/Germany turns out to have engaged in 8.8% fewer wars than Sweden and precisely the same number as the Netherlands, despite the pacifistic reputation of those two powers. But Prussia's military reputation is relatively recent, while the Netherlands have the misfortune of being bordered by several great powers and were once owned by Spain and later Austria. Sweden, of course, was a potent imperialist force some centuries back.

A comparison between this chart and that which appeared in *S&T* nr. 89 reveals some interesting facts. Although the Netherlands fought only 30.5% of the number of wars which France appeared in, the Dutch were at war a total of 118.8 years in those 22 wars as against but 129.6 years for France's 72 wars, or 91.6% of the time. Nevertheless, these

Panzergranadier Divisions by Branch of Service

Year	ARMY					WAFFEN-SS			LUFT- WAFFE		TOTAL				
	Add	ReD	Dis	Los	Tot	Add	ReD	Tot	Add	Tot	Add	ReD	Dis	Los	Tot
1937	4				4						4				4
1938					4										4
1939					4	2		2			2				6
1940	9	1			12	1		3			10	1			15
1941	2	1			13	1		4			3	1			17
1942	2				15	1		5			3				20
1943	10	5	2	5	13	5	5	5			15	10	2	5	18
1944	3	3		3	10	2		7	1	1	6	3		3	18
1945	2				12	1		8		1	3				21

Note: The date indicated is as of the end of each year, except for 1945, when the end of March is used. Abbreviations are: **Add** division raised or converted to motorized or panzergranadier in this year; **ReD**, division of this type converted to another type, usually panzer, and deducted from the totals; **Dis**, disbanded; **Los**, lost in combat; **Tot**, number available as of the indicated date. This chart excludes Luftwaffe parachute divisions, which also were essentially motorized formations.

figures are deceptive, for much of Dutch belligerency was due to their long war for independence, known as the Eighty Years' War.

Power	Wars Participating In	
	Number	%
Britain	78	28.1
France	72	25.9
Spain	64	23.0
Russia	61	21.9
Austria-Hungary	53	19.1
Turkey	42	15.1
Poland	31	11.2
Sweden	25	8.9
Piedmont/Italy	25	8.9
Prussia/Germany	22	7.9
Netherlands	22	7.9
Denmark	19	6.8

(Footnote to the Footnote: Lest any purists point out that "Austria-Hungary" did not exist until 1868, we hasten to observe that the usage is shorthand for lands of the House of Austria in Austria and Hungary.) Quincy Wright, *A Study of War*.

Count von Luckner and the Voyage of the *Seeadler*

ONE OF THE CLASSIC NAVAL STRATEGIES is commerce raiding. At the onset of World War I Germany promptly attempted to resort to this hallowed instrument. Warships and merchantmen already at sea at the onset of the war began pursuing Allied commerce with a vengeance. But one by one the raiders were hunted down.

After the destruction of the German light cruiser *Königsberg* by two British monitors in July 1915, German commerce raiders were to consist entirely of converted merchant ships. The most successful of these was *Mowe*, which during the course of two voyages, sank 34 Allied merchant ships and mined and sank the predreadnought battleship *King Edward VII*. Her sister ship *Wolf* managed to deliver supplies to General Lettow-Vorbeck's army in South-East Africa and later sank 12 Allied ships in the Indian Ocean. Two other raiders, *Leopard* and *Greif*, were sunk as they tried to run the British blockade.

One of the most unusual raiders was *Seeadler*. Built in 1888 at Glasgow, she was a 1580-ton sailing ship. While on a voyage to Russia with a load of American cotton she was captured by a U-boat and sent to Germany.

Seeadler was converted into a raider. A 1000-horsepower diesel engine was installed.

Armament consisted of two rapid-fire cannons and several machine guns. The cargo space was modified to hold more than four hundred prisoners. Special deluxe cabins were constructed for captured sea captains. Numerous secret doors and hatches were installed. The captain's dining table was located on a massive elevator, the purpose of which was to separate a British boarding party from their weapons during dinner. The ship was made to have a Norwegian feel — Norwegian instruments were placed on the bridge, the library contained Norwegian books, and the ship's provisions were obtained from Norway. A Norwegian-speaking crew of German sailors was assembled to man her. And the First Mate was provided with a set of women's garments to pass himself off as the Captain's wife.

The man chosen to command *Seeadler* was himself somewhat unusual. Count Felix von Luckner had run away to sea at the age of 13. He had signed on as a cabin boy on the Russian sailing ship *Niobe*. It was not a successful experience. No one on board spoke German and his duties included cleaning daily the pig pens below. He jumped ship in Australia and spent the next two years of his life drifting around the southern continent. He served in the Salvation Army, working in a lighthouse, hunted kangaroos, studied boxing, and traveled with a group of Hindu fakirs. Back in Germany his family listed him as missing.

At the age of 15 he tried the sea again, signing on the American schooner *Golden Shore* as an able-bodied seaman. For the next five years he sailed before the mast as a common sailor. He used an assumed name and told no one that he was a German Count. During this period he served for several weeks in the Mexican Army. At the age of 20 he decided to improve himself and enrolled in a German school of navigation. After graduation he served on a steamship as a petty officer. From there he enlisted in a reserve officer program, becoming a German naval reserve officer after a year of training.

For the first time since running away to sea, he returned home, wearing the uniform of a German naval officer. A family reunion was held and the long-lost Count was presented to his family. He took back his real name and served for the next seven years on the Hamburg-American Steamship Line. During this time he passed the tests necessary to become a sea captain.

During this period a series of exploits, in which he saved five people from drowning, brought him considerable fame. Because of this, the Kaiser took a personal interest in the Count and allowed him to become a regular officer in the German Navy, even though he

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The Count offered a bottle of champagne to the first to sight a ship.

was overage at the time. The year was 1912, and the Count was probably the most experienced sailing officer in the German Navy. In the opening conflicts of World War I, he fought at the Battle of Jutland on the battleship *SMS Kronprinz Wilhelm*. Later that year, he was transferred and given command of *Seeadler*.

On Dec. 21, 1916, the Count, with 64 hand-picked officers and men, left Germany. A convenient storm disrupted the British blockade and allowed *Seeadler* to slip through. But on Christmas Day, they were stopped by a British cruiser off the coast of Iceland. Everyone donned their disguises. Fortunately the British inspection team didn't penetrate the masquerade and let her proceed.

The Count had clear orders to attack only sailing ships. Nonetheless during January 9th and 10th of 1917, he captured and sank two steamships after taking their crews on board *Seeadler*. Since his sailing ship couldn't catch a fleeing steamer, Luckner would hoist a Norwegian flag and request information or else pretend to be in trouble. Once his victim was close enough, down would come the

Norwegian flag and up would go the German one. The crew would meanwhile have donned their naval uniforms and the hidden weapons would be revealed. This became the usual pattern of captures for the remainder of the raider's cruise.

To seek out his victims, the Count relied on lookouts in the rigging. He offered a bottle of champagne, as an incentive, to the first one to sight a ship. During the cruise, this offer was extended to prisoners as well. Oddly enough, they accepted. As time went on, the ship's rigging was full of German sailors and Allied prisoners competing for the prize by sighting victims for the raider.

Eleven days after sinking the two steamships, von Luckner took up station near the equator, between Africa and South America. There in less than two months he sank eight sailing ships, each time removing the crew. Just before he left the area, he captured his biggest prize, the English steamer *Hornarth*, on March 11, 1917. The 9800-ton ship was loaded with 500 cases of rare cognac and 2300 cases of champagne. When *Hornarth* was sent to the bottom,

Seeadler was crammed with as much liquor as could be safely stored into every spare corner. Who said war *had* to be hell?

The Count now faced a dilemma. The *Seeadler* was unable to take on any additional prisoners. Up until now the success of the raider had depended in large part upon the ignorance of the enemy. Once word was out that a sail-powered raider was loose on the high seas, raiding would become more difficult and more dangerous. Yet on March 21, 1917, the Count transferred all his prisoners to the newly-captured British sailing ship *Cambronne*. The ship was allowed to go free and arrived a few days later at Rio de Janeiro.

Aware that Atlantic waters would soon become too hot for him, von Luckner took *Seeadler* south and rounded Cape Horn into the Pacific. Although the United States had entered the war in April 1917, victims were difficult to find in the vast Pacific expanses. By June 1917 only three American schooners had been destroyed.

Scurvy and beri-beri were beginning to break out among the crew, so on July 29th *Seeadler* put in at Mopelia, one of the Society Islands. This deserted island was the first land the Germans had set foot upon since leaving the Fatherland. Supplies and water were taken on board. Then, on the morning of August 2nd, a tidal wave smashed the raider onto a reef and ended the career of *Seeadler*.

Not being one to give up, the Count and five of his crew sailed 2300 miles in an open lifeboat to Fiji, where they were captured while trying to steal a ship to replace the lost *Seeadler*. The Count spent the remainder of the war as a prisoner in New Zealand. The men left on Mopelia managed to capture a passing schooner and sailed it to Easter Island, where their ship was wrecked on a submerged rock. A Chilean steamer transported the crew to Chile. They were treated there as shipwrecked sailors, and lived as guests of German colonists until the end of the war. The American prisoners left behind on Mopelia Island were rescued by a Japanese cruiser looking for the German raider.

On their return to Germany, the Count and his men found themselves to be national heroes. They could well afford to be proud of their voyage. Fourteen Allied ships had been destroyed by *Seeadler*, herself a captured Allied ship. Not one life was lost during the entire cruise, as all crew and even pets were removed from a prize before it was sunk. The voyage of the *Seeadler* was probably the last time an armed ship of sail would seek out her enemies and destroy them. The age of fighting sail was truly over, ended by a tidal wave in the South Pacific.

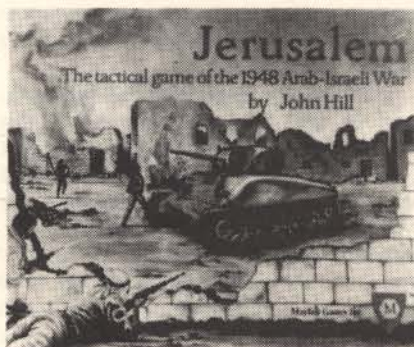
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OUTGOING MAIL

(continued from page 4)

and the *Firefight*TM Game) along with a revised version of the *Blue and Grey Quad I*TM Game featuring the new rules format that we pioneered in S&T nr. 92. Before I get inundated with letters from *Chickamauga*TM Game fans who want to make sure we don't damage that finely balanced game . . . well, we won't. The idea behind a revision of *Blue and Grey* is to spiff up the presentation, not to alter mechanics. Hopefully, by taking the rules out of the somewhat daunting case format, we can get more non-wargamers to try this quad. At least that's the theory.

The two waves we are featuring in the summer and fall of 1983 are only the beginning of what TSR is hoping will be a major market supplementing our efforts in the role-playing field. It's a little too early to reveal details on our 1984 releases, but the scale of effort currently going into preparation of new games for next year is easily as great as what went into each year's schedule of products at Simulations Publications. Perhaps more important than the sheer number of games that we have in the works is the fact that TSR has made some important decisions concerning the nature of those games.

One of the frustrating things about working at Simulations Publications was the way the company would gyrate wildly from one product-style or theme to another. One year quads would be "in" and the company would

have five of them in production. When that wave crested, "monster" games would become the rage and so on. This inconsistency was most strongly reflected in the "killing" of eras or themes by the company. When Napoleonic was a "hot" era, you couldn't hardly get a Civil War game on the schedule. When Napoleonic started to die, the company pulled all its support out from that era, leaving those who liked such games high and dry. This is one characteristic of the SPI brand that will not be carried on here at TSR Hobbies. We may de-emphasize a theme or drop an unprofitable technology from time to time, but we intend to offer a balanced line that includes games of all styles and eras. Within any given planning period, we will always offer a minimum number of new or refurbished titles drawn from even the least popular era.

In addition to balancing the line, TSR will make every effort to keep the product fresh and exciting. In practice, this means that we will devote a lot of time and effort to revising some of the better SPI titles to bring them up to current graphic and editorial standards. Games like the *Empires of the Middle Ages*TM Game, for example, are going to get new rules (written in English this time) to broaden their potential audience. Other titles, like the *Invasion: America*TM Game, will ultimately undergo more major revision to add new scenarios (and balance existing ones) and to repair some mechanical problems. Finally,

some games (the *World War I*TM Game, perhaps?) will simply get better, more colorful components. This sort of "servicing" of the line was something the designers at Simulations Publications used to dream about. But Simulations' "publish (new titles only) or perish" philosophy didn't leave room for us to be the good stewards we wanted to be. The new SPI brand will take a different course.

All of this may be greeted with some amusement by those who remember the plans I outlined in issue nr. 91. But circumstances change and plans must change to meet them. Within the context of TSR's corporate resources and direction, the plans which we started to implement last winter had to be dropped. This was, of course, acutely embarrassing to all of us . . . not least of all to me since I was the one who put those plans into print. You will all, I am sure, be glad to know that we refrained from announcing our first two waves of releases until work was near completion. Within the next two issues, we should be able to provide equally solid news on what will be coming up in the SPI line in 1984.

As a footnote to all of this, please note that we were able to accomplish one of the objectives listed in issue nr. 91. We have sold off much of the inventory of older games in obsolete packages that was cluttering up the New Jersey warehouse.

—David James Ritchie

New for Origins

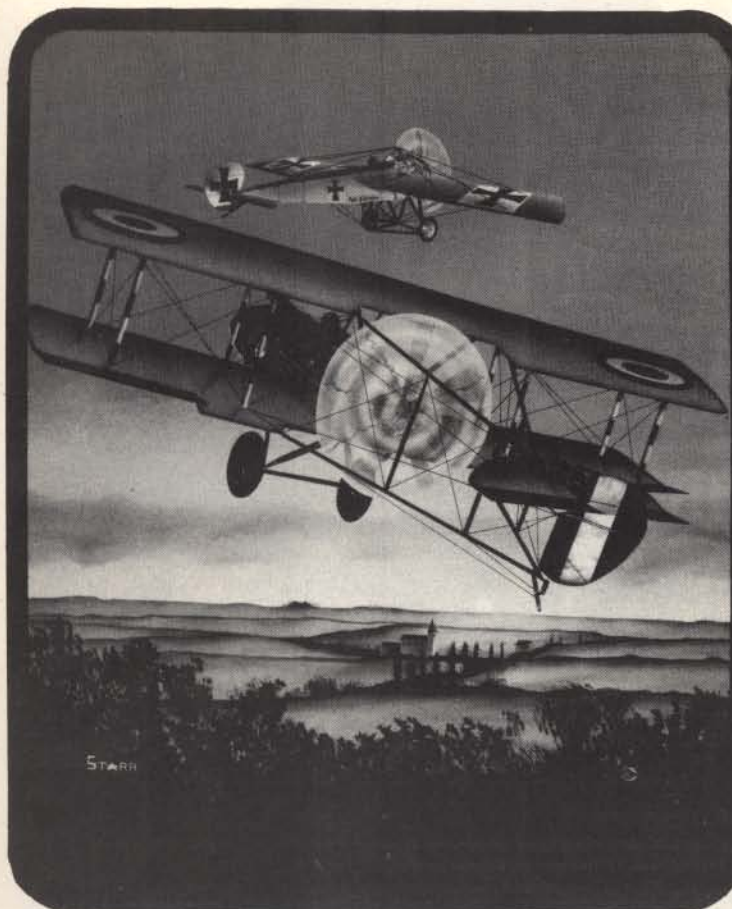
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BERG'S REVIEW OF GAMES

Edited by Richard Berg

I'VE GOT THIS PILE OF GAMES SITTING ON MY desk that resembles the top bricks of the Leaning Tower of Pisa. No sooner had I opened my mouth in my year-end review, spouting that we were entering the Dark Ages of wargaming, when histo/sims (Ed. Note: game designese for historical simulations) started sprouting like relatives at a will-reading.

Whatever it is, publishers seem to be back at it with a vengeance. Avalon Hill's subsidiary, Victory, released three high-class items at once and Malcolm Watson in England (Attactix Games) has four equally high-toned items. Game Designers' Workshop is still plugging away at the *Europa* series, Steve Newberg (SimCan) is grinding 'em out in Canada and a host of other small, medium and large companies seem to be getting back into swing. The market, though, has changed and I think many of these publishers are aware of that. A good number of the games are specialty items — games that are aimed at a specific audience, rather than the general public. Also, the level of sophistication in the graphics is remarkable, even for "small" companies.

What we seem to be seeing is a realization that the market of today is quite different from that of, say two years ago. The peripheral gamer, as well as the younger player, has gone over to computer games. They probably won't be back, unless they can break the hold that passive entertainment holds over those who become addicted to it. Computer games — and I speak of arcade-style games, not computer simulations — are, indeed, passive entertainment, although they often give the illusion of total participation. They are passive entertainment in that the computer, essentially, does all the thinking; the player simply rides the joystick. Now, playing computer games is not as passive as watching TV or visiting relatives, but it certainly does not require an intensive level of intellectual concentration or reasoning, something which almost all board simulations require. And that is why all histo/sims will always have a limited audience; very few people are up to the intellectual rigors of these sorts of games.

Well, on to more important items. Lots of new releases, and I've only scratched the surface. I am actively looking for qualified people to write reviews for this column. Write to me in care of S&T™ Magazine, Dragon Publishing, P.O. Box 110, Lake Geneva, WI 53147, and enclose what passes as a resume for this sort of thing. I want to know what you've done before or why you think you can fill the bill and I'll see what I can do in using your skills. Those few of you out there who have previously done work for

REVIEWS THIS ISSUE COVER ERAS FROM NAPOLEON'S TIME DOWN TO WORLD WAR II.

RBROG and want to pick up where you left off (which was probably in limbo, given the last few issues), just let me know. I've got lots of games just dying to be sliced to ribbons and I can't rattle the box on all of them at once so please write in.

Coming up on the agenda will be a spate of North Africa games, including GDW's *Western Desert*™ Game, *Wargamer's Decision at Kasserine*™ Game and the *Rommel in the Desert*™ Game by a new Canadian company, The Game Preserve. *The Hell's Highway*™ Game (Victory) is also slated for the acid pen, as are the *Battle for Normandy*™ and the

Victory At Waterloo™ Game

Design: Not listed

Components: 16" x 24" mounted gameboard; 100 counters (about 1/4 of which are blank); 4 page rules folder; boxed.

Attactix/Emithill Ltd, \$20.

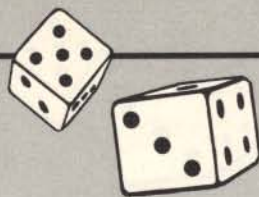
Reviewed by: Richard H. Berg

ALL RIGHT FOLKS, IT'S BACK TO SQUARE 1. And I'm not talking about infantry formations, either. For those who have been yearning to get back to basics, this is the chance. *Victory at Waterloo* is probably the least complex



Fight For the Sky™ Games by Attactix. I'm also looking for a naval expert to take a look at Quarterdeck's *Destroyer Captain*™ Game to round out what hopes to be a completely WWII column. World War II and the Civil War seem to be hot topics now, and Rommel is getting another workout. They've about run out of titles for North Africa games — how about "Blood and Sand"?

simulation that has appeared in years, a throw-back to the days of the old Simulations' *Napoleon at Waterloo*™ Game and similar entries into the introductory game field. The box blurb says it is "suitable for beginners"; I think "recommended mostly for beginners" would be better, although it is not without some charm. Attactix, the brand name for Emithill's (England) new line of games, is the



brainchild of Malcolm Watson, whom some of you might remember as Simulations' agent-in-place back in Jolly Olde. When Simulations went out in much the same way as did Edward II, Malcolm was left in the lurch. His solution was to form his own company and sell his own stuff. Certainly that was not unique, but it seems to be working as sales are fairly brisk. Attactix has an initial line of four games, of which this item is the easiest (but not by much) to play. The games are lavishly produced but definitely aimed, at least in terms of design, at a novice crowd. The only problem is, with computer games and their ilk how much of a novice crowd is left around? Possibly — and hopefully — a fairly large one. *VaW* is pretty, very pretty indeed. The box art is excellent and shows some flair for marketing. The map is in full-color process and is of the terrain-realism (or bird's-eye-view) school, rather than the old Simulations one-type-per-hex variety. Counters are big with clear information (considering there's only one number to impart, that's not too difficult). The rules are well-written, and the whole project is accomplished in a highly professional manner.

The only problem is, who's going to play it, because it's *so* simple that it takes less time to learn (and probably play) than it did to write this review. (Well, . . . almost.) I would say that if a player has been gaming for a year or more, he could play this without reading the rules. Now I did not do it that way, but after reading them I realized I could have skipped that portion of the learning process and gone right to the first turn. It's move and fight, with rigid zones of control. All units are combat-rated either 1, 2 or 3; they all have the same capabilities, unless the optional, and unsurprising, rules for cavalry and artillery are used. Combat is resolved by comparing strengths, adding a die roll to the difference and seeing if either a piece retreated or was drilled. There's a track for progressive demoralization (point and objective loss) plus the usual arriving Prussians.

This is an ideal game for introducing novices — down to the age of 8 or 9 I might add — to the gaming world. The battle is treated as a *fait accompli* meeting engagement, with several units already engaged. The French are stronger than the British which makes it dicey for the British to counter-attack, although they usually have to because of the rigid ZOC's. Most of the game takes place on the western half of the board, which makes it hard to get many of the Prussian units into play. If the French player opts to try to blow away the British right, and concentrates there, it is doubtful whether the Prussians will have much of an effect on the outcome at all. To win losses have to be in-



flicted and objectives grabbed, in order to push an opponent to demoralization or disintegration. I played two games (both in under 2 hours total, which was a mite faster than most would), and the French won both times. As the end result was fairly close this may be more indicative of my built-in play bias than the balance of the game, and I think a novice will take a lot longer to latch on to this than a veteran. Despite its obvious oversimplifications and total obeisance to the gods of playability, *VaW* is not without merit. It is quick and offers a modicum of challenge to all but the most jaded. It is obviously geared to the beginner and when considering whether to plunk down hard-earned shekels that should be considered, as there are other worthy and more incisive games on this subject. But for your younger brother or an uninitiated friend this could be an ideal gift.

Capsule Comments:

Physical Quality: Excellent

Playability: Also excellent. Of course, it's geared to that. Balance is also OK.

Playing Time: 2 hours

Historicity: Well, they got most of the towns and chateaux right, but beyond that it's superficial at a very generous best. However, it is *not* inaccurate; just simplistic.

Comparisons: About the same level as *NAW* but more colorful.

Overall: For beginners. But not entirely without charm.

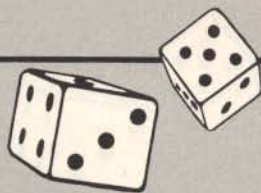
REMEMBER GORDON! The Battle of Omdurman™ Game

Design: Peter Bertram with Fred Chatham
Components: 22" x 34" 3-color mapsheet; 240 counters; 12-page rules book; also includes mini-map for the "Fall of Khartoum, 1885" and a small Order of Appearance Card; boxed.

Phoenix Enterprises, Ltd. \$16.50.

Reviewed by Richard H. Berg

ALL THESE RECENT PICTURES ABOUT COLONIALISM — such as *Breaker Morant* and *Zulu Dawn* — must have finally gotten to the designers, for we are now starting to see if not a rash, then a slow itch in terms of games on colonial warfare. Phoenix, a new and aggressive company in the heart of Georgia, has now released its second effort in this area (to complement last year's *Zulu Attack™* Game). It's also a rare thing for these days: the first time a battle has been covered in a professional wargame. Omdurman is a particularly difficult battle to game — as opposed to simulate; nothing is difficult to simulate. It's not a very mobile battle, except for some rather precipitous charges by some feudal-minded British cavalry. For the most part, the British troops stay behind their wall of thorns and pour round after round into the Khalifa's army. The result is a Dervish slaughterhouse and another step up for the machine gun. However, the battle does have a large modicum of romance attached to it and the situation is not a totally unwieldy one. After all, the Khalifa did have all those troops, some 60,000 to Kitchener's 28,000. The question here, then, is what has Mr. Bertram



wrought in terms of a game and a simulation.

Phoenix has made somewhat of a name with their excellent box covers, and this one is no exception. It's not deathless art, but it's quite colorful and evocative. Much more so, in fact, than the map and counters. The map is clean and easy to read, but it is somewhat washed-out in appearance, with light blues and browns predominating. The counters are colorful, with an effort made to have the Khalifa's units sport their basic flag colors. However, some of the silhouettes are a bit muddy. The rules are well-printed and easy to read; they are also quite short and players will have no trouble getting started in less than an hour. The game system is elemental with units having a melee and a fire rating, plus movement. The turn is move-fire-melee (with some minor variations). Combat is determined by adding up fire factors, adjusting for range, effectiveness, weapons, etc., and rolling a 10-sided die. The outcome is either disruption or loss of units. Believe it or not, the melee and fire modules use the same combat results table. Economical, if not exactly incisive. Aside from some rules about gunboat, Maxim, and howitzer fire, there's not much else in the system.

Designer Bertram has essentially hedged his bets with the innate problems of the battle by providing the player with two scenarios. The "historical" scenario has the British inside the *zeriba* (wall of thorns) and the Dervishes milling around outside trying to charge home. The "campaign" game has the British arriving from the north and the Dervishes issuing from Omdurman to stop them. Both games have their pros and cons. The historical game, although fairly accurate (the Dervishes get wiped — and good), is not very satisfactory. It utilizes only about one-half of the map, if that, and there are too many counters piled upon each other. Playing time is short, but so is the interest in the outcome. It is recommended solely as a solitary experimentation for those who either know nothing about the battle or have some innate hatred of Dervishes.

The campaign game is different. It is also, for the most part, not too accurate. Actually, if the British player is smart — and dull — the longer game will follow history, although following history is not necessarily a good thing or even desired here. Both players enter from opposite sides of the map, with the British trying to get into Omdurman. I tried a couple of variations on the British approach, with one short game winding up with units all over the place in a sort of fractured giant melee. A lot of units got eliminated and I think that play-through was not very revealing of the worth of the game, as I purposely

did some strange things.

The conservative British player will probably run for the *zeriba* (it's not built yet but is on the map, a sort of "attractive nuisance," so to speak) and if this happens he will probably get a repeat of the historical scenario. However, there are other options in terms of approaching Omdurman itself, which is what the British have to take if they are to win. Actually, what they have to do is put a leader inside the city, a victory condition which sometimes brings out the worst in the Dervish player, as he spends most of the time trying to kill British leaders. There's not much tactical sophistication in the game, but since it plays at a battle level that's not a problem. Weapons do have differing ranges and their effects are accurate enough without having to endure any burdensome rules. The game moves fairly quickly, at least at the beginning, and the possibilities of it ending long before it's supposed to are quite real. Balance is not a strong point, as it will take a very wily Dervish player — or an old-time British general — to produce a victory for the Khalifa. But this is usually the type of game in which the question of play balance doesn't assume overly great importance. *Gordon* is no masterpiece, either in terms of history or in pure play. But that may be more the situation than the system. It is done well enough so that it should provide a fair amount of enjoyment to anyone interested in this area.

Capsule Comments:

Physical Quality: Quite good. Components are sturdy, box cover is attractive, rest is professional if uninspired.

Playability: Smooth and facile, easy to learn. Moves along at a fair clip and there is little rules searching to do.

Playing Time: Probably can finish in a long evening for the "campaign" game; historical scenario much shorter.

Historicity: In terms of Order of Battle, etc., excellent at the level it aspires to. In terms of recreation, not bad — but mostly because of the historical scenario. Certainly acceptable at any level.

Comparisons: Better than its company predecessor, the *Zulu Attack Game*, in terms of historicity, although *Zulu* is probably a bit more fun. (The forthcoming *S&T Magazine Soldiers of the Queen*™ Game will include an Omdurman game, but from a slightly different approach.)

Overall: Good, but not great. Geared more towards play rather than a provider of insight.

The Civil War 1861-1865™ Game

Design: Eric Lee Smith

Components: two 21" x 33" game-maps; 520 counters; 56-page rules book; charts and tables; boxed.

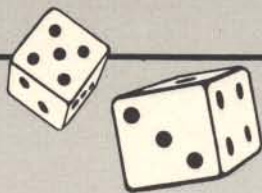
Victory Games, Inc. \$18.

Reviewed by Richard H. Berg

WELL, WE'VE ALL BEEN WAITING TO SEE what this cross-breed between the old Simulations, Inc. and Avalon Hill is going to come out with, and here it is. Civil War fans can take a deep breath and pitch in with gusto, for this first effort by Victory, and *chef d'oeuvre* by my old partner-in-crime, Eric Smith, is one of the best games of its kind in years. It's easily the best Civil War campaign game around, it's that good.

The Civil War is a game that Eric Smith has been working on — and towards — for a long time, and Victory has given him the opportunity to present most of his theories and prejudices about both the war and game design. As designing a game on this subject is a demanding task, so the playing of it will be for anyone who wants to get so involved. But these same demands are not in overwrought systems and intricate formulae, but rather are in planning and decisions. It is truly a strategic-level game, with some operational overtones; the burdens that are placed on players are not ones of combat and tactics, but rather of organization and foresight. *TCW's* components are, for the most part, the best of both the AH and the Simulations, Inc. worlds, which says a lot. The game box is striking (and will be recognizable to all owners of *TSS*); the map is excellent, using more color than AH has previously been willing to use in their historical games. The rules book is thick and laid out in AH style, with a large number of examples and explanations. The counters are fairly standard Civil War stuff, and the whole package is quite prepossessing. It looks like it wants to be played, and if you know anything about marketing you know that that's half the battle.

Make no mistakes, *TCW* is not a simple game. It is not that the rules are difficult, opaque or overlong. It is simply that the game covers a lot of ground and places heavy intellectual demands on the players. And there are lots of rules, including a perhaps over-extensive treatment of the naval aspects of the war (the only area I think where Smith could have toned down his treatment somewhat). But everything you've seen before from this war is in the game, as well as the inclusion of the Far West and the various problems — and fun — you can have with the Indians, etc. out there. Granted, you won't



get to do much, or even want to, but playing around with New Mexico and burning stockades can be a pleasant diversion after trying to get your huge armies into gear. The heart of the game is the turn sequence, which in turn is built around the focus of the game, command. Basically, units (rather, strength points) can be moved efficiently only through leaders, and each leader (and there are plenty provided, from Lyon up to Grant) is rated for

guard as to some of his intentions. A player is not simply helpless while his opponent's counters are moved, just sitting back waiting for his next turn. The sequence is so interwoven that quick reaction, if the capability is there, is possible and necessary.

As for combat, it accurately reflects on a strategic scale, the basic casualty truths of the Civil War: the attacker is usually at a disadvantage unless his strength, position and

*"It plays like the Civil War
and, even better, it puts one right
into the Civil War."*

his ability to "move." Each leader is also rated, or rather ranked, according to how much of a force he can move, with usually only 3- and 4-star generals capable of moving armies. Some commanders take quite a few command points to get into gear, although most hover around the '2' level. In addition, the well-thought-out rank system does not allow players to simply shuffle a McDowell or a McClellan off to oblivion in West Virginia; for the most part you are forced to use these turkeys simply because there's no one else better to move your men around.

What moves these men is the command point system. There are three theaters in the war: East, West and Far West. Each player must decide where he wants to place his emphasis; he then rolls two dice and finds out how many command points he can allocate to each theater. As can quickly be seen, a wrong emphasis can mean disaster, for if an opponent is making a huge thrust in the Tennessee Valley and a player has decided to build up along the Rappahannock, he might just have set himself back six months. Once having determined how many points they can use, players now begin the basic turn sequence, which is, to the greatest extent, open-ended. Within certain rules restrictions, the players actually alternate movement (and attack, construction, etc.), passing the turn to the other player back and forth. Although this type of alternation is not as fluid as in TSR/S&T's new *The American Civil War 1861-1865*™ game in this issue, it is quite similar. Probably great minds working at the same problem; or, more likely, two designers tapping into the same source. What that system does do is enable players to truly launch campaigns, and, at the same time, to keep the other player off

command is sufficient to overcome the built-in bias in favor of the defense. The system, and the CRT itself, is perhaps a bit overblown, and I think that I would have chosen a somewhat different method of arriving at the same conclusions. But I've been guilty of worse mechanics (cf., the *Vera Cruz*™ Game), so who am I to complain. The combat results table is pretty big and does take some getting used to, but it is quickly assimilated and can be used to great effect in planning campaigns.

There is certainly a lot more to *TCW* than can be gotten into in this article. It is a game also rich in rewards. It is not by any means perfect. The rules are long, although they are clear enough, and I decry the over-emphasis placed on the naval aspect of the game. I have always had a personal aversion for those river naval units that use hexside movement, but this is a personal idiosyncrasy. I also do not agree with several of the ratings given to the commanders. Smith has chosen to give some commanders "negative" ratings. Now these are not "minuses"; rather, the opposing player gets to use that rating as if it were a plus for him. That, in and of itself, is not bad. It's simply that I don't agree with the numerical ratings. One further gripe I do have is another personal aversion. Smith has chosen to give his army commanders ratings which are used like "saving" die rolls. In other words, if an army commander has a '2' rating, he can choose to roll for combat results twice more in an effort to gain a better result. I've always felt that this particular game mechanic was a barrel of turkey lips, the competition buff's version of "King's X." It is also strangely anachronistic given the level of historicity and realism that is attempted in this game. Surely



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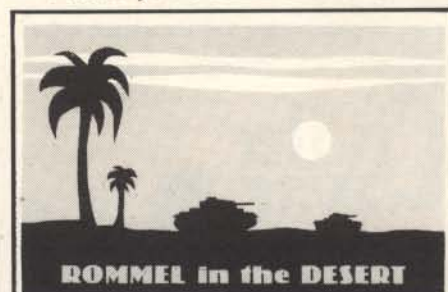
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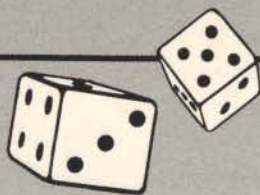
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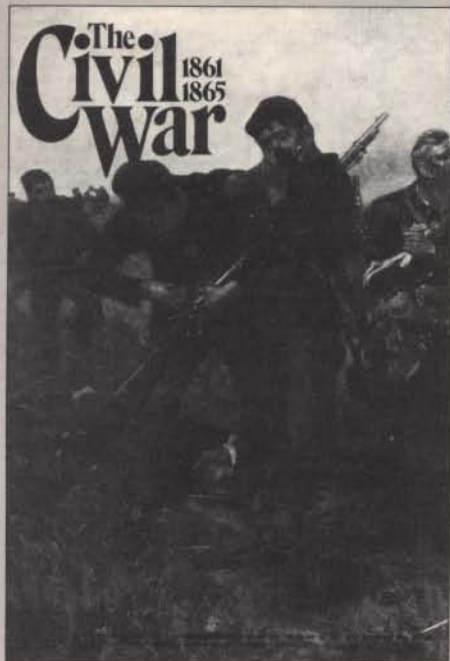
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Smith could have thought of a better way to use the information he had than to squander it on repeat die rolls.

None of the above, however, takes away from the overall excellence of the game. It plays like the Civil War, it feels like the Civil War, and, even better, it puts one right into the Civil War. And, most importantly, it is a load of fun. Right from the beginning both players have dozens of questions to ponder, and each turn simply multiplies the possibilities. While the system will almost force the player to be cautious, it conversely places a premium on ingenuity and decisiveness. The player is always in the game, he's always thinking, and he's always got problems, no matter how well he seems to be doing. *TCW* is balanced enough so that the South can realistically gain victory, even if it is not the victory of conquest. This doesn't mean that the Southern player simply sits around and defends; he must use the strategic defensive with the tactical offensive. *TCW* truly allows both players to make the same mistakes, or to avoid those pitfalls, that plagued both sides during the war. And it does not do this in an arbitrary fashion but rather in such a way that the player willing-



ly leads himself down the wrong road. That is the strength of *TCW*, and that is where it will gather what will surely be a legion of followers. Smith's *TCW* is clearly his *magnum opus*. And if the rewards of working on such a game are as great as I know they can be, the rewards of playing it are even better. By all means, get this one.

Capsule Comments:

Physical Quality: Excellent; in some areas superlative.

Playability: It's long and fairly complex, but the system is mastered in a few turns, allowing the players to concentrate on the game rather than the rules.

Playing Time: Long; how long depends on what one wants to do, but this is an exercise to be savored over a few days, not whizzed through in a few hours.

Historicity: Quite good, great in spots. I personally quibble with some of the leader ratings, but that's nit-picking.

Comparisons: Far and away, the best game of its kind and certainly the best simulation on the American Civil War available.

Overall: Great. Grab it.

The Red Army™ Game

Design: John M. Astell and Frank Alan Chadwick

Components: Four 22" x 17" mapsheets; 240 counters; 12-page rules booklet; four 5" x 8" sheets of charts and tables; die; boxed. Game Designers' Workshop, \$12.

Reviewed by David James Ritchie

AFTER THE HOBBY'S TWO DECADES OF MORE or less robust life, it should surprise nobody that wargaming is currently experiencing an increasing quantity of retreads. Counting amateur efforts, the number of titles available long ago cracked the thousand mark. With that many games on the market, it was a foregone conclusion that sooner or later we would run out of new subjects that were both readily gameable and blessed with the recognition value needed to ensure survival on today's crowded shelves. Of course, some topics have always been more popular than others. I long ago reached my personal saturation level with the Ardennes, for example. But the retreading of old ground has expanded to the point where we are now seeing the second, third or fifth game on a lot of comparatively obscure (and often ungameable) subjects.

Such a game is GDW's *Red Army* Game. The game's subject is one which must certainly rank in the top 10 on everyone's "least likely to amuse" list . . . namely, the Soviet 1944 summer offensive which destroyed the German Army Group Center. Historically, four Soviet fronts (more than 2,000,000 men) spent about a month (22 June to 23 July) beating up on 700,000 troops of four German armies. In the process, the Soviets managed

to push the front nearly 500 kilometers to the west while destroying 30 enemy divisions. It was not one of the shining moments of German arms. It was also not much of a contest. While estimates vary wildly with the source consulted, it is probable that the Soviets had a manpower advantage of 3 to 1, an airpower advantage of 7 to 1, an artillery advantage of 2 to 1 and an advantage in armor of more than 10 to 1. Moreover, the disparity in tactical competence which had given the Germans an edge early in the war was not in evidence by mid-1944. Given all of this, it is inconceivable that the offensive could have ended in anything but a substantial Soviet victory.

Having made clear my opinion that this was not the ideal subject for a new game, let me now say that, subject matter notwithstanding, *Red Army* manages to be a pretty decent game. It sometimes strains to put the action into the context of meaningful victory conditions . . . but the action itself is splendid. Even while shaking my head at the folly of anyone publishing yet another game on this subject (one unlamented turkey . . . the *Destruction of Army Group Center™* Game . . . had previously been overrun by the same topic), I still found myself intrigued by what was happening on the map.

What was happening was a fairly accurate recreation of the rout of AGC by a tough, well-trained, mobile opponent. The system chosen by Mssrs. Astell and Chadwick is an admirable adaptation of the standard double-impulse sequence of play that will be familiar to most wargamers. After initially checking supply and handling some relatively insignificant and extraneous air combat mechanics, the phasing player gets to move and attack. When he is finished, previously-designated enemy "reserves" may be moved to contain advances or threaten supply lines. Then, the phasing player gets to move and attack again.

The terrain analysis, which seems straightforward at first, also interacts nicely with the double-impulse system to subtly canalize play along historical lines. In this game (unlike the aged *Simulations* game on this subject) the marshes are indeed difficult to move through, especially since they are studded with impassable swamp hexes. However, a well-planned attack can tear a hole in the line that will allow rather rapid exploitation along roads through most areas. It was just such a 70-kilometer dash during a 48-hour period that led to the closing of the south pincer behind Bobruysk during the historical battle. One can't quite equal the performance of the Soviet cavalry during that encirclement (the two-day time scale, 10-kilometer ground scale and 4-MP move-

(continued on page 46)

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The American

The Roots of the Southern Defeat

by Richard Berg

AS WARS ARE FOUGHT BY GENERALS, SO THE tactics and strategies of wars are shaped by the predilections and prejudices of generals. The American Civil War reflected this in the planning and fighting done by generals tutored in lessons during the Mexican-American War.

There, the vast majority of Civil War commanders had been young West Point-trained officers under Zachary Taylor and Winfield Scott; they had learned that offensive spirit and courage almost always won. But the lessons that these commanders failed to perceive during the intervening years were that changes in added defensive firepower also changed battlefield tactics. The war that began with outmoded Napoleonic-style uniforms and strategies, ended with industrialized trench warfare.

While the South won many battles in the Civil War, the fact that the North won the battles that won the war was not indicative of whether Ulysses S. Grant was better than Robert E. Lee. Rather, it was more a symptom that, as the war progressed, more Northern generals were quicker to grasp that the methods and requirements were changing. The days of the massive Napoleonic shock assaults were over, as certainly was the dream of completely annihilating the enemy on the field. The firepower of the basic small-arms weapon fired into massive bodies of men meant that both sides were going to take fearful casualties, the attacker more so than the defender. Given these huge numbers of men with their new, deadly capabilities, most battles were fought to exhaustion, one side winning a narrow tactical victory, and then, unwilling or unable to pursue, allowing the "defeated" army to withdraw.

No one battle won the American Civil War; successful campaigns were what proved victorious. While Grant's campaigns in the West were undertaken to cut the South in half and deprive it of the vital Mississippi River, his Eastern campaigns (1864-65) were simply to grind the Confederacy into powder by sheer force of weight. Both succeeded, mostly because Grant had the insight to see both the problem and the solution. Although he still favored old-fashioned frontal assaults, Grant understood the type of warfare he was



fighting. It was not a war to capture territory, but to slowly crush the country so that it could not continue to fight.

On the other hand Lee, one of the finest tactical commanders and battle strategists of the last few centuries, still failed to grasp the strategic significance of the Confederacy's position. He was forever trying to win the one decisive battle, despite constant advice from the often overbearing (and maligned) General James Longstreet. Lee often seemed to forget that for the South to win, they simply had to not lose. Both of his campaigns in the North — Antietam in 1862 and Gettysburg in 1863 — were disasters, not because they were defeats, but because they should not have been undertaken. To better understand this, picture what would have happened after the Second Bull Run (August, 1862) if, instead of striking north with his weary army, Lee had simply consolidated the defense of northern Virginia and then sent a full corps west to turn the tide against Grant. In 1863 Lee did send Longstreet west, with excellent results, but it was too late.

The point is not that the presence of a full

corps in 1862, say under Thomas "Stonewall" Jackson, would have driven Grant from the field, but that both theaters would have been stalled for a long time (especially with McClellan in Washington D.C.). It is not unreasonable to think that as Union armies failed to gain ground, Abraham Lincoln's political fortunes would suffer. With a Democratic electoral success in 1864, a negotiated peace would not have been too far-fetched.

From the beginning it was the political situation that forced both sides into committing themselves into war. Neither side was prepared for any sort of prolonged conflict.

While the South needed time to set up the machinery necessary for waging war, the North also needed time to gather an army. Neither side had a standing army of the sort needed to fight a war over vast regions, so both countries set about calling out volunteers. The Confederacy began to confiscate Union property and supplies in the South, for the most part meeting little resistance. One place that did resist was Charleston, South Carolina, where the commander of the Federal fort guarding Charleston's harbor, Major Robert Anderson, refused to surrender to Charleston's commandant, Br. Gen. Pierre G. T. Beauregard. The impasse lasted for several weeks, until on April 12, 1861, Beauregard ordered his shore batteries to fire on Fort Sumter, thus officially initiating hostilities.

While both sides labored to build up an army strong enough to launch the first blow, the generals began to formulate the strategies that would essentially divide the war into two major theaters: the East, where Union deep-thinkers would launch campaign after campaign to capture Richmond, thus concentrating four years of warfare in a narrow corridor from Virginia to southern Pennsylvania; and the West, where bold action and decisive campaigning by Union generals overbalanced the brilliant tactical maneuvering by Lee in the East.

The Eastern Theater

BY THE END OF SPRING, 1861, BOTH SIDES (erroneously) felt that they were in a position to begin operations. Nominally in command of

Civil War

1861-1865

Union forces was old General Winfield Scott, the hero of Vera Cruz and the Mexican-American War. While unfit for field command (there weren't two horses in the country strong enough to hold his weight), Scott knew what went into making a fit field army. He warned Lincoln that the hastily-gathered Union volunteers milling around Washington were not fit or ready for battle. Lincoln, however, was under considerable pressure (both publicly and politically) to initiate an attack, so he called on the inexperienced Br. Gen. Irvin McDowell, who had been urging a move on Richmond for weeks, to take the 30,000 men available in Washington and advance south. In the meantime, two separate — and green — Confederate armies were maneuvering in northern Virginia. One, some 23,000 strong under Beauregard, was immediately aware of all of McDowell's movements (at this point spies still travelled freely from one camp to another); the other army, some 10,000 men under cautious, solid Joseph E. Johnston, was effectively evading Maj. Gen. Robert Patterson's 14,000-man Union force.

McDowell's plan, as dictated to him by Scott, was to crush Beauregard's smaller army before Johnston, in the Shenandoah, could join him. But the Rebels were on interior lines — Johnston could reinforce Beauregard quickly via the railroads at Manassas Junction, while Patterson had no such link with McDowell, now advancing into Virginia. Beauregard wired Johnston about McDowell's impending move. Johnston immediately left a small screening cavalry force under J.E.B. Stuart in the Shenandoah Valley to screen Patterson and marched to the nearest railroad depot for a quick trip to the battlefield. By July 20, 1861, the two Confederate armies, now under Beauregard's command, were joined for an attack.

The next day, Sunday, was hot and dry, as McDowell sent his raw army across Bull Run to attack Beauregard in the first major battle of the war. He made a classic turning movement aimed at flanking the Confederate left and rolling it up against the creek. Such a movement, however, was undertaken with little understanding of the new capabilities brought about by the firepower of the new rifled musket. As McDowell's men moved

around the Confederate left flank, the Southern regiments simply fell back at right angles and used their defensive firepower to stop the Union from completing an assault. The Union could not get close enough to execute their flanking maneuver. While riflepower and range gave McDowell the ability to reach the enemy line with great speed, the Confederates also used the rifled musket's increased range to effectively block such a movement.

The battle was quite ragged, given the raw state of most of the troops; yet it was an accurate indicator of how Civil War battles would be fought. The ability of the rifled musket to inflict damage was tremendous. When McDowell's initial success was thwarted (and just barely — a sagging Confederate line was buoyed by Col. Thomas "Stonewall" Jackson's brigade of Virginians and Wade Hampton's South Carolina Legion), the Confederates turned McDowell's flanking movement against him, driving the Union back. The ill-trained Federal troops left the field in headlong flight back to Washington, demoralized but little damaged. Beauregard's and Johnston's exhausted troops were in no position to follow. While the South had won the field, the battle proved to be of little strategic importance. Its real significance lay in the performance of the armies and in the capabilities of the weapons.

It was now obvious to Lincoln that McDowell was in over his head. He needed someone to mold the ragtag Union volunteers into an effective fighting force. For this he reached into West Virginia and came up with George McClellan, who proved to be an excellent choice in terms of getting the Union forces into shape.

While Joseph Johnston spent the fall and winter strengthening the Richmond defenses and sending Stonewall Jackson into the Shenandoah Valley to wreak havoc, McClellan organized and readied his newly-named Army of the Potomac, some 100,000 strong, for a massive invasion of Virginia by way of the sea (which the Union controlled). The idea of a naval turning maneuver was interesting, and at the beginning, its execution was exemplary. Landing on the Virginia Peninsula, McClellan outnumbered Confederate forces in the area by more than three



Col. Mosby, CSA

to one. McClellan was unaware of this, as his Pinkerton spies gave him grossly over-estimated Rebel strength reports. After an initial, discouraging attack at Williamsburg, McClellan sat for a month and then slowly began to maneuver towards Richmond. By the middle of June, McClellan was poised five miles from the Confederate capital; he still had not struck a decisive blow, despite repeated urgings from Lincoln. But before that, Johnston had launched a partially-

successful attack against McClellan on May 31 at Seven Pines. During the course of the battle, Johnston was wounded severely enough for Jefferson Davis to give command to Robert E. Lee. Lee, in charge of what came to be known as the Army of Northern Virginia, was well acquainted with "Little Mac" McClellan; he could rely upon McClellan to never do anything rash or unexpected.

Lee then launched a series of attacks, not in the sense of an offensive; rather, a series of tactical assaults aimed at conducting an aggressive defense. To aid in his plans he immediately recalled "Stonewall" Jackson from the Shenandoah Valley, where since March 1862 Jackson had been keeping Union forces two-and-a-half times his size in total turmoil. Starting with his attack on James Shields at

was on its way back to Washington in total disarray; the Peninsula Campaign was over. But the cost to the Confederacy had been enormous, as the innate Southern aggressiveness and desire to attack became apparent for the first time. This aggressive drive was to cost them dearly.

Lincoln had followed the proceedings with barely contained fury. Realizing that McClellan was never going to get moving, he removed "Little Mac" from overall command and placed Maj. Gen. John Pope in charge of Union forces stationed in Washington. Pope, a pompous blowhard with little understanding of warfare, promised immediate and decisive action. He sent off about 50,000 men to strike Lee from behind.

Lee was no fool, however, and realized

Banks lost so many supplies to Jackson that he became known as "Mr. Commissary."

Kernstown, Jackson marched up and down the Valley, exploiting the maneuverability of his smaller force to enable him to attack at locally favorable odds a trio of Union buffoons — Irvin McDowell, Nathaniel Banks and John Fremont — who stumbled around in inept pursuit of him.

Banks was a particularly favorite target of Jackson — his somnolent forces lost so many supplies to the marauding Jackson that he became known as "Mr. Commissary." At Front Royal in May 1862, Jackson completely annihilated a Union force of 1,000 men and took \$300,000 worth of supplies, simply because he out-maneuvered Banks. Two days later Jackson slammed into Banks again, this time at Winchester, where he inflicted casualties five times his own. (One of the war's peculiarities soon became apparent — large disparities in casualty rates could only be accomplished in small battles.) With Banks out of the way, Jackson realized he had extended his adventures too far north and beat a hasty retreat, followed by Fremont and Shields in close pursuit. Lincoln, who was directing Federal strategy then, planned to trap Jackson between the two Union commanders, but Jackson had other ideas. As the two Union armies neared each other, Jackson turned, repulsing Fremont's force at Cross Keys on June 8th and then (using interior lines and rapid mobility) stopping Shields' attack at Port Republic. The first Valley campaign had ended; Jackson was now free for use in the Peninsula Campaign.

The First Southern Offensive

WITH JACKSON EN ROUTE TO REINFORCE him, Lee began his attacks. On June 26, 1862, he launched the first in a series of swift counterpunches that quickly became known as the Seven Days' Battles. Striking first at one flank and then the other, often at fearful cost, Lee sent McClellan reeling back towards the Atlantic coast. By the end of the first week of July, the Army of the Potomac

that the Union would get no help from McClellan, who still had 70,000 men under his command. While Lee hastily regathered his troops in Richmond, he sent Jackson north to delay Pope, who was proving to be even more incompetent than McClellan. Never quite seeming to know what to do, Pope was first delayed by Jackson at Cedar Mountain and then by Lee's full army at Second Bull Run, on the site of the first battle by that name, where the Confederacy won another smashing victory. Pope's thoroughly demoralized troops fled en masse towards Washington. By the end of August Lee's army was the only one in the field in northern Virginia. The road north lay open, and Lee was determined to carry the war to the Union.

The opportunity was too great for Lee to resist. If he could march north into Maryland he felt he could carry that "border" state to the Southern cause. Moreover, a victory on Northern soil would not only throw Northern politics into turmoil but would possibly also bring several powerful European states into the conflict. But Lee's army was in no shape for such an offensive, and Lee failed to heed what Longstreet so often told him — for the South to survive, they did not have to win, just avoid losing. Attacking northward did not follow that strategy.

Meanwhile, Lincoln and his Cabinet began looking once more for a new commander. Despite the strident opposition of many of his advisors, Lincoln again turned to McClellan. "Little Mac" seemed to be able to do what no other Union general could do — whip an army into shape in less than a month. (That Lincoln failed to consider Grant, who had scored two major victories — Fts. Henry-Donelson and Shiloh — is indicative of how little value Washington placed upon the Western theater.) By the beginning of September, 1862, McClellan had again wrought a seeming miracle, turning the demoralized Army of the Potomac into an immense, effective force of more than 100,000.

Lee, crossing with his bedraggled Army of Northern Virginia over the Potomac on September 6th, planned to strike north towards Harrisburg, cut the rail lines there and then turn southeast towards Washington. He split his army, sending Jackson's corps to capture Harper's Ferry while he proceeded north towards Pennsylvania. Luck was not with Lee, however, and his plans fell into Federal hands (Lee soon knew that McClellan knew, so the advantage was not that great). McClellan saw the situation as only having to catch Lee's army in its separate parts and defeat them in detail. With painfully slow speed, McClellan sent his army west to intercept Lee in Maryland. He moved so slowly that Lee (actually Division Commander D. H. Hill) just barely had time to delay them at the bloody Battle of South Mountain, where the Confederates held off Union forces almost four times their strength. While Jackson was busy taking Harper's Ferry, Lee, realizing that his offensive was over, fell back towards the Potomac in an effort to lure McClellan into what Lee felt might be a decisive battle.

This was an obvious mistake. Longstreet, always the devil's advocate, urged Lee to escape to Virginia. Instead, Lee heeded the exhortations of his more hot-blooded subordinates, such as John Bell Hood, and decided to stand.

Now occurred perhaps the only opportunity for one large army to completely obliterate the other — the last such chance for possible swift victory. McClellan again clearly read the situation, but failed to grasp it. Lee's army was not only approaching total exhaustion (but not demoralization), but was also badly split. Jackson was still off at Harper's Ferry, and while McClellan started to filter his 70,000-man army through the passes of South Mountain on the 15th of September, Lee deployed his reduced force of some 17,000 men over a wide arc just east of Sharpsburg, across Antietam Creek. All McClellan had to do was attack and Lee, his back to the Potomac, was sure to surrender. But Lee, seeming to be acting out of desperation, gambled (correctly) that McClellan was a remarkably poor field commander who would not attack and had little grasp of tactics. Lee was right. McClellan again relied upon the grossly overstated intelligence reports of his Pinkertons as an excuse for further procrastinations. While he delayed through the 15th and 16th, Lee's army gradually swelled in size until he had some 40,000 men available on the morning of the 17th, when McClellan finally did attack. The odds had been changed from four to one to less than two to one. Even so, McClellan still had a fearful advantage. Lee's army was tired and hungry, while McClellan's was fresh.

Had McClellan had any insight into the tactical situation he would have immediately launched an all-out coordinated attack at all points along the Confederate line. Such an attack would put extreme pressure on an already-thin Southern defense. Instead, McClellan attacked in piecemeal fashion, from right to left. Lee, using the roads around

Sharpsburg as interior lines, shifted his troops first from right to left and then back to the right again as the battle progressed. Wave after wave of Union assaults were beaten back with ferocious losses (Antietam was, and still is, the worst day in American history in terms of casualties), but the Rebel line did not break until Ambrose Burnside finally lumbered into action on the Union far left. By mid-afternoon, the belated crossing of the creek by his IX Corps had pushed the beleaguered Confederates back towards Sharpsburg and a smashing victory seemed imminent. Then, seemingly out of nowhere, A. P. Hill's division arrived, the last one out of Harper's Ferry. Dressed in Union uniforms pilfered from the arsenal there, they fell upon a totally baffled Union left wing and pushed

lomatically) was almost gone. Most importantly, it gave Lincoln the leverage necessary to issue the Emancipation Proclamation, a move that boosted his political fortunes.

While Lee retreated back into Virginia, Lincoln pondered on whom to appoint to command next. One side benefit of Antietam was that McClellan, in response to widespread criticism, left the army. The "moving finger" in Washington now swung around to Ambrose Burnside, who had acquitted himself with less than glory as commander of the Union left at Antietam. Burnside did not want the command. Whatever his faults — and they were legion — he was aware of them. He was fit for corps command at best. Despite endless refusals from Burnside, Lincoln gave him command of the Army of the Potomac. He

a series of frontal attacks across the river against the well-entrenched Confederates. The result was a smashing defeat and more than 10,000 casualties. If any battle of the war was to prove the death of the old tactics and the importance — and solidity — of a well-established defensive position, it was Fredricksburg. Slowly a pattern was beginning to emerge. The frontal attack was obsolete — maneuver became all-important.

High Tide of the Confederacy

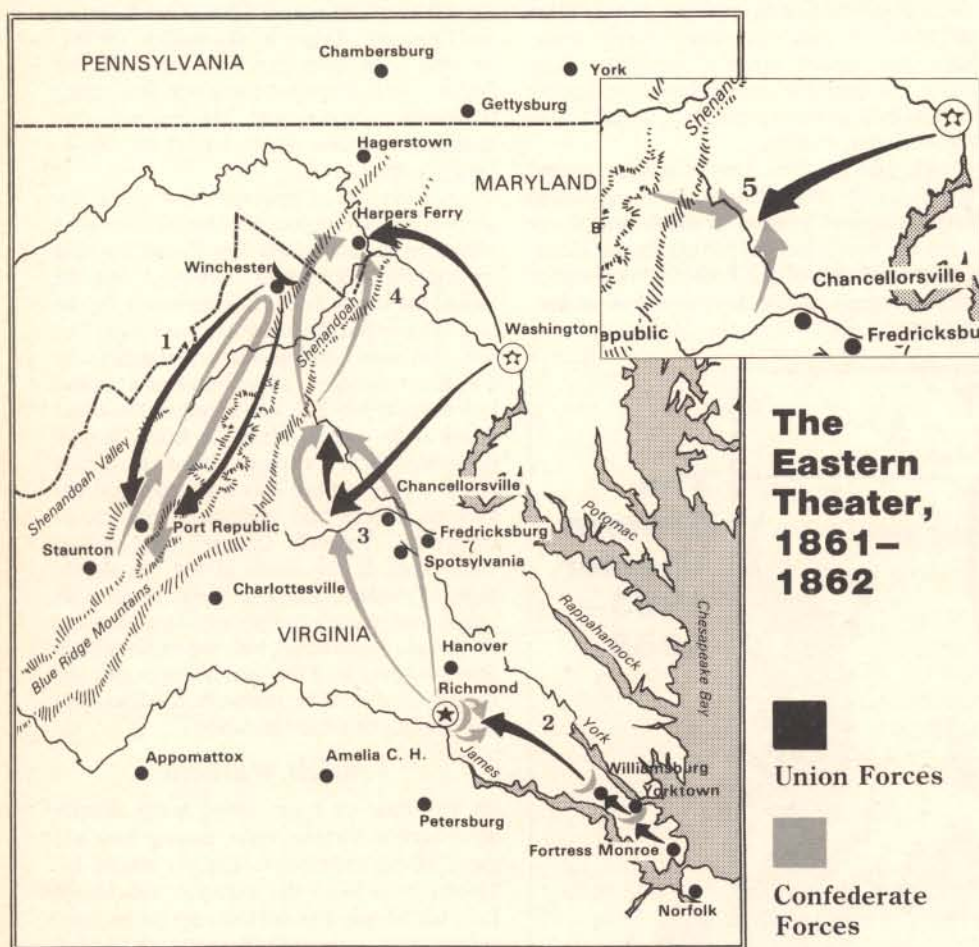
NEXT OCCURRED PERHAPS THE MOST spectacular battle of the war. Burnside was replaced by another corps commander, "Fighting Joe" Hooker, who grasped the strategic situation quickly, and came up with a masterful solution. Leaving 40,000 men (two corps) under John Sedgwick opposite Fredricksburg to screen his movements, Hooker marched his five remaining corps across the Rappahannock/Rapidan Rivers. He emerged with some 65,000 men in Lee's rear. It appeared that Lee was trapped, but he took a calculated risk that Hooker, like his predecessors, would at the key moment freeze in place. Lee decided to split his 60,000-man army in two: leaving 10,000 men under Jubal Early strung along the Fredricksburg Heights, Lee counter-marched his remaining force to meet Hooker.

On May 1, 1863, Hooker used his great numerical superiority to push Lee's vanguard brigades back through the thick woods east of Chancellorsville. At nightfall, with his advantage secure, Hooker inexplicably withdrew his troops from their hard-won positions, forfeiting all that he had won. Sedgwick was also left without orders at Fredricksburg.

Lee's position was precarious. He faced five full Union corps with only 43,000 men. But given the Union inactivity, Lee decided to press his advantage with a daring and brilliant tactical maneuver. The first day's fighting had revealed that much of the Union line directly in front of him was dug in with strong breastworks, but reconnaissance by "Jeb" Stuart uncovered the Union right — Oliver Howard's XI Corps — hanging in the air, unprotected, along a road. So Lee divided his forces again. Keeping a portion of 17,000 men under his personal command to hold off any attacks by Hooker, Lee sent Jackson and 26,000 men, screened by Stuart's cavalry, on a fourteen-mile turning maneuver. They set out at dawn on May 2nd through heavy woods and over narrow trails, to turn Hooker's right.

Daniel Sickles' III Union Corps spotted Jackson's men and moved out to attack them. Sickles reported that Jackson was now retreating south. Jackson wasn't, and two hours before dark his force fell upon the rear of Howard's XI Corps. Jackson's maneuver was better than his attack, however, which soon bogged down in confusion. Howard retired in good order, being joined by John Reynolds' I Corps coming from Fredricksburg, which in turn halted the Rebel attack. Late that evening Jackson was shot in error by his own men, and died a week later.

By the morning of the 3rd, the Union line



1. Jackson's Valley Campaign
2. Peninsula Campaign
3. Second Bull Run Campaign
4. Antietam Campaign
5. First Bull Run Campaign

them back towards the creek. The battle ended with both sides in almost the same positions they had started in. For Lee, it was a tactical stalemate; he always was best on the defensive. In actuality the victory was McClellan's as Lee was now forced to retreat, albeit unfettered by any Union pursuit. Still, for the first time Lincoln had what he needed so badly, a major victory in the East. The Army of the Potomac had tasted victory; it was no longer a laughing-stock. Moreover, the chance of Europe entering the war (even dip-

should have listened to Burnside.

Burnside and the Army of the Potomac now followed Lee down into Virginia. By early December, 1862, both armies faced each other across the Rappahannock River at Marye's Heights overlooking the city, was a strong one, despite his inferior numbers. Added to this was the fact that Burnside had yet to grasp the new realities of this war; he was still steeped in the tactics of the Mexican-American War. He therefore launched

was still intact, if pinched in. Then fate took a hand. Hooker, standing on the porch of his Chancellorsville headquarters, was severely injured when a stray cannonball knocked down the roof. Although Hooker was dazed and in pain, he remained in command. Hooker now ordered his army to pull back and strengthen their positions. This was an immense blunder, for his army was caught in a crossfire by the two separated Rebel corps. Hooker was forced to pull back towards the Rapidan in confusion, while the two Southern forces linked up again. Sedgwick, meanwhile, had finally managed to cross against Early at Fredricksburg, and pushed him out of his positions. Lee exploited his interior lines, shifting troops back to aid Early. This blunted Sedgwick's well-planned attack; by the end of May 4th both portions of the field had been carried by Lee's brilliant maneuvering. It was the finest victory of Lee's career, a masterpiece of quick decision, rapid maneuver, and exploitation of interior lines and the indecisiveness of the opposing commander.

Having accomplished another seeming miracle, Lee now made the greatest mistake of his career. He perceived his victory at Chancellorsville as having the same result on the Union as the victories of the Seven Days' and Second Bull Run. He decided to strike north again, a miscalculation soon to be

proven tragic. Despite their heavy losses and missed opportunities, the Army of the Potomac wasn't finished — they yearned for another crack at Lee.

Lee's decision to strike north once more was based on several factors, all of which seemed important at the time. Lee was much aware that the war in the West was going badly, with the lynchpin of Vicksburg under continual siege. A strike north might just take pressure off that theater, and could also afford Lee the opportunity to gather some much-needed stores and supplies from the rich farmlands of Maryland and Pennsylvania. Once again, Longstreet suggested that Lee simply go on the strategic defensive in Virginia and send one of his three corps west to aid in Mississippi. The strategy was sound, and it is interesting to ruminate on the effect an additional battle-hardened corps would have had against Grant's operations. Lee chose the northern route, however, hoping for the kind of victory that had eluded him in the Antietam campaign.

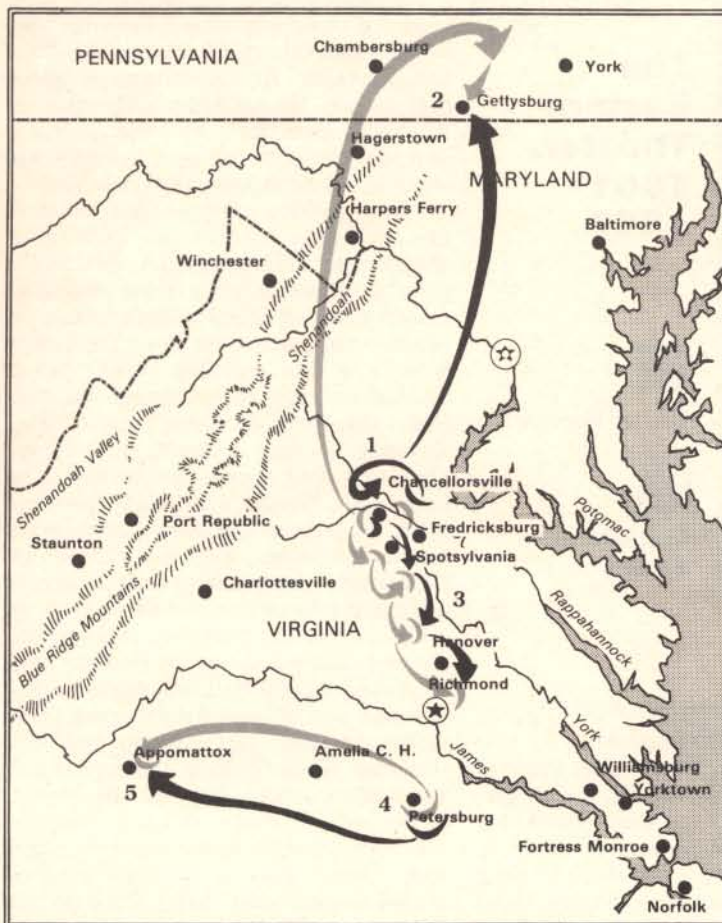
On June 25, 1863, Lee once more crossed the Potomac, this time with some 75,000 battle-hardened troops, probably the finest army the South had yet fielded. In the meantime, the Army of the Potomac, now under the command of another ex-corps leader, defense-minded George Meade, slowly

followed Lee north. Meade, like his predecessors, was no genius. However, he did have one advantage — he rarely made mistakes. Cautious, conservative, yet tenacious and determined, he was the perfect man for the time. Keeping his slow-moving army of 90,000 between Lee and Washington, he trailed Lee into Pennsylvania where, almost by sheer accident, they met at Gettysburg on July 1, 1863.

Lee, having miscalculated in moving north in the first place, began to compound his mistakes with some poor battlefield judgment. At Gettysburg he was strictly on the offensive; it was not his forte. Lee's initial attacks on McPherson's Ridge were tentative and his decision to halt the battle at dusk of the first day enabled Meade to solidify his already excellent position along Cemetery Hill and Cemetery Ridge. In all actuality, the battle was over after the first day. Meade's larger, better-equipped army was in a strong defensive position, and Meade, ever the cautious tactician, simply waited for Lee to come to him.

On July 2nd, Lee spent most of the day getting Longstreet into position for a fruitless attack on the Union left (the Round Tops) in an attempt at a turning maneuver. But the size of the Union Army, the fierce terrain, the lack of coordination between Lee's right and left, and some courageous performances by Union commanders, all added up to a second lost day. On July 3rd, Lee launched the worst attack of his career, the fateful frontal assault of George Pickett's troops against the Union center. The carnage was ferocious, and the loss in officers and manpower was never overcome. "Pickett's Charge" was another vivid proof of the death of the Napoleonic style of warfare. Sheer numbers alone were simply not enough to overcome position and firepower. Lee's army, with heavy casualties, stumbled back into Virginia, never to take the offensive again. The momentum in the East had finally shifted to the Union.

The Eastern Theater, 1863–1865



Union Forces

Confederate Forces

Trench Warfare

BY THE END OF JULY, 1863, BOTH ARMIES were back in Virginia again, playing their old game of cat-and-mouse. Lincoln waited for Meade to pick up the initiative and smash Lee, but Meade was not the man for decisive campaigning — he evolved a strategy of what seems to have been to bore Lee to death. Given Meade's caution, Lincoln realized that the war could go on for years. So he made the move he should have made back in 1862, and brought Ulysses S. Grant east to take command of the entire Union Army in March 1864. To back him up, Henry Halleck was kept in charge of overall administration. The two Union generals who best understood their respective areas were now in command.

Grant wasted little time. On May 3, 1864, his 120,000-man Army of the Potomac crossed the Rapidan River and began to hammer at Lee's 65,000-man Army of Northern Virginia. And hammer is what Grant did best. Regardless of cost he attacked, keeping up the pressure of heavy losses and dwindling

1. Fredericksburg and Chancellorsville Campaign
2. Gettysburg Campaign
3. The Wilderness Campaign to Cold Harbor

4. Siege of Petersburg
5. Appomattox Campaign



Gen. Burnside



Gen. Longstreet



Gen. Meade



Gen. Sheridan

resources on the seemingly imperturbable Lee. Driving into the thick forests of the Wilderness, Grant began a series of battles that, for their use of trenches and resultant carnage, resembled World War I more than anything else. From Spotsylvania Courthouse down to North Anna and finally on to Cold Harbor, Grant drove Lee before him, inflicting (and incurring) huge losses. By the beginning of June, Grant was only five miles from Richmond; here Lee was at his best. The Confederates dug in and couldn't be moved. Grant tried to move south to outflank Lee, but the entire position solidified, then stagnated some miles south of Richmond at Petersburg. There, truly modern trench warfare, in all its horror, emerged. By the summer of 1864 both armies' positions were static. One thing was clear — Lee was trapped. Grant intended to keep him there, regardless of the losses he took.

During the hard winter of 1864–65 both sides elongated their lines around Petersburg to the south. The situation was becoming more and more desperate, especially with William Sherman's campaign through Georgia and the Carolinas, and with the destruction of Hood's army at Franklin and Nashville in December 1864. In January 1865, Union Maj. Gen. G. K. Warren slipped the lines and tore up forty miles of railroad on the Weldon & Petersburg Line, thus leaving the besieged Rebels with only one railroad open.

As spring approached, Lee, now in total field command of the Confederate armies, had to do something. Sherman, having smashed Joe Johnston at Bentonville, North Carolina in March, was only 125 miles to the south. Grant was obviously looking to extend the Union left at Petersburg even further south. Lee decided to launch a bold attack on the northern end of the Petersburg line. John Gordon's initial assault on Ft. Steadman proved well-timed, but Union reinforcements quickly bottled up the attack and the South settled back into its dreary defense.

On April 1st, Union Maj. Gen. Phillip Sheridan arrived in Petersburg after cleaning up the Shenandoah Valley and attacked the Confederate far right, under Pickett, at Five Forks, the last pitched battle of the war. Falling on both of Pickett's flanks simultaneously, Sheridan pushed Pickett far north of the Rebel lines and cut the Southside Railroad,

the last rail link. Lee was effectively isolated. With Sherman pushing up from the south against an ineffective Joe Johnston, Lee's only course was to evacuate his position. On the night of April 2nd he slipped his lines and headed west. Grant, this time exhibiting the type of dogged pursuit that both sides had previously failed to use during the war, hounded Lee until finally, on April 9th, 1865 at Appomattox Courthouse, Lee surrendered. Four days later, Joe Johnston also surrendered to Sherman and the war in the East — and for the Union — was over.

The Western Theater

WHEREAS ALL THE POLITICAL AND MILITARY brains of both sides saw the East as the decisive theater, in truth it was the West that brought victory for the North. By taking and holding the West, the North isolated the Confederacy in the Eastern theater, rendering it immobile.

Action out west started well for the Confederacy, but it was all downhill after that. In early action in Missouri, a key border state, the Confederates repulsed a surprise attack at Wilson's Creek in August 1861. Despite the tragic death of the Union commander, Br. Gen. Nathaniel Lyon, the Rebels were unable to take advantage of this opportunity.

Meanwhile, the Confederates had been constructing a series of strongpoints along the Kentucky-Tennessee border, highlighted by two forts at the confluence of the Cumberland and Tennessee rivers, Forts Donelson and Henry. These two forts were considered the key defensive positions in the Midwest, and were felt to be impregnable. In charge of the entire Tennessee region was the senior ranking Confederate general, Albert Sidney Johnston, another Mexican-American War veteran with little large-unit command experience. He had some 40,000 men in the field, with William Hardee in command of half in central Kentucky facing Don Carlos Buell's Army of the Ohio, 45,000 strong. In the west, along the Mississippi, the ex-bishop, Leonidas Polk, fielded some 16,000 men facing Grant's 20,000-man corps in Cairo, Illinois. To the west of the Mississippi River, Henry Halleck had just replaced that incompetent political hack, John C. Fremont, in the Department of the Missouri. Halleck had two small armies under

Samuel Curtis and John Pope stumbling around in the backwoods looking for Confederates Sterling Price and Earl Van Dorn. Halleck was ostensibly in charge of operations around the Tennessee and the Cumberland, but stolid, over-cautious Buell was his equal in rank; neither could agree to act in a coordinated fashion.

By January 1862, seemingly everyone had a plan of attack for the Union. With McClellan in nominal command of the whole war back in Washington, no one could get a definitive word on anything. Both Halleck and Buell took it upon themselves to launch their own operations; Buell made a half-hearted attempt to take Nashville, but the whole operation proved abortive. Not wanting his command prerogatives taken over by Buell, Halleck now ordered Grant to proceed from Cairo up the Tennessee River against Fort Henry, which was under the command of Br. Gen. Lloyd Tilghman. Tilghman realized that his position was untenable; Fort Henry was situated on level ground on the eastern side of the Tennessee, making it easy prey for the Union gunboats. As Union Commodore Andrew Foote proceeded with his flotilla of Union gunboats up the Tennessee, and Grant marched overland to cut off retreat from the fort, Tilghman simply abandoned it and sent his 2500 men over to Fort Donelson.

A. S. Johnston received news of Ft. Henry's surrender with much trepidation. Never having commanded so large a force of men, he was at a loss as to what to do. Johnston opted for caution, and in so doing chose disaster. Polk remained where he was. Hardee's force was ordered to retreat from Bowling Green to Nashville, while Br. Gen. John Floyd took 12,000 of Hardee's troops and went to reinforce Ft. Donelson. In command there prior to Floyd's arrival was another old Mexican-American War veteran, Gideon Pillow. Rather than attack Grant as he arrived piecemeal over country that had little cover, Pillow chose simply to keep his men in their entrenchments while Union reinforcements were built up to 25,000 men.

There were now three commanders inside Ft. Donelson; Floyd, Pillow, and Simon Buckner. Floyd ordered a counter-attack, led by Pillow's division, against the Union right. The attack succeeded and a hole was opened up that could have been supported by

Buckner's reserve division, but Floyd vacillated and Grant closed up the hole. Floyd now decided that the Confederate position was hopeless, and he and Pillow crept out the back way on the night of Feb. 15th, leaving Buckner to surrender (unconditionally, as Grant demanded). The ignominious surrender completely changed the picture in the West. By controlling the two forts Grant now held the Tennessee River, effectively splitting Johnston's forces in two. Johnston had no choice but to abandon Nashville to Buell and retreat into Alabama. All of Kentucky and western Tennessee were now under Union control. Halleck intended to exploit this advantage, but then spent the next several months arguing with Buell on just what the best strategy would be.

This respite gave the Confederacy the time it needed to regroup. Beauregard, never a favorite of Davis and out of favor in the East, was sent west to aid Albert Johnston. Beauregard was given free reign in Mississippi and Alabama, as Johnston was probably relieved to have a subordinate who actually knew how to command. Beauregard's plan was to concentrate forces at Corinth, Mississippi, and then strike back at Grant before the latter consolidated his position. To that end Beauregard ordered strong reinforcements up from Mobile (Braxton Bragg's 10,000 men) and from Louisiana (Daniel Ruggles' 5,000 men), cajoled a promise from Earl Van Dorn out in Arkansas to lend some troops, and eventually gathered an army of some 40,000 men in readiness to strike back. Grant seemed willing to oblige by almost falling into Beauregard's trap. Halleck had finally succeeded in convincing the slow-moving Buell to join his forces with Grant's in a campaign to take Memphis and control the Mississippi River that far south.

Meanwhile, Beauregard was having trouble getting the type of cooperation he needed from the glory-seeking Earl Van Dorn. Rather than send troops to aid Beauregard and Johnston in Tennessee, Van Dorn decided to garner a little glory on his own, and launched a campaign to smash the Union Army operating in Missouri under Samuel Curtis. On March 7th and 8th, 1862, Van Dorn caught Curtis at Pea Ridge, Arkansas. Curtis was able, in a fierce battle, to defeat Van Dorn's army in detail and render that force out of action for some time to come. The Rebels would get no reinforcements from across the Mississippi.

By April 5th Grant was encamped on the western bank of the Tennessee River at Pittsburg Landing, near a small church called Shiloh. A. S. Johnston, with four small corps (John Breckinridge's, Bragg's, Ruggles' and Polk's) and with Beauregard doing the actual tactical planning, now set to redeem himself from the previous fiasco in Tennessee. His army pushed forward towards Grant's sleeping army encamped around Shiloh on the morning of April 6th, 1862. Despite Grant's relative unpreparedness, his defensive position was excellent. The swollen creeks to his right and the swollen river on his left meant

that he could not be outflanked. Beauregard was forced to commit a frontal assault and hope that surprise and numerical superiority would carry the day. The terrain around Shiloh, however, was some of the worst encountered in the war; Johnston's troops, ordered forward in an old Wellington-style line abreast, got fouled up in the thick



Grant won two smashing victories. Halleck then proceeded to fire him.

undergrowth. Even with the relatively total surprise they had over Grant when they attacked at about 8 a.m., such was the Confederate confusion that Grant was able to make good use of roads and trails in the rear to shift troops around to good effect.

By early evening Grant's forces had been driven back almost to the riverboat landing itself, but the Rebels had lost A.S. Johnston already, and neither Beauregard nor Bragg, his new second-in-command, wanted to press their advantage. Unaware of Buell's approach, the Confederates settled down to a hellish night of rain and Union gunboat cannonfire. They awoke to a massive counter-attack by Grant, supported by Buell's divisions. The attack was successful, and the Confederate triumph of the first day had been transformed into a smashing Union victory. Beauregard was forced to pull out of Tennessee completely, leaving Memphis and the upper Mississippi under Union control. When Union Commodore David Farragut seized New Orleans virtually unopposed three weeks later, the Confederacy seemed in danger of being sliced in half. Grant, now a

major general, had won two smashing victories. Halleck then proceeded to fire him, and took command in the field.

Halleck was a disciple of the European authorities on warfare; for him, occupation of key points was the object of a campaign. To a certain extent his viewpoint, especially in reference to important rail junctions like Corinth, where Beauregard and Bragg were licking their wounds, was valid. However, Halleck failed to appreciate the fact that the enemy's army could not be ignored. Nevertheless, he now set out to gather the accolades, moving his Army of the Tennessee's three wings, under George Thomas, Don Carlos Buell and John Pope (Grant, directly under Halleck, was effectively in limbo), towards Corinth. Beauregard finally abandoned the town in good order at the end of May. President Jefferson Davis, tired of seeing countless Rebel withdrawals, sacked Beauregard and placed Braxton Bragg in command of the theater; most of Bragg's 60,000-man army was now located in Tupelo, Mississippi.

Having taken Corinth without a shot, Halleck now proceeded to become idle again. Buell was sent eastward towards Chattanooga, ostensibly to make a show of force in eastern Tennessee, where Kirby Smith fielded a Confederate division. The rest of his force was deployed over the area, and Halleck himself was summoned to Washington to assume the role of General-in-Chief. That left Grant nominally in command again, although Buell insisted upon command-

ing his own sector. Despite the fact that the Federals held the upper hand, they now fell to squabbling amongst themselves. By mid-July, Buell's plans for advancing against Chattanooga were disrupted by guerrilla raids by Nathan Bedford Forrest and John Morgan against his supply links to Nashville and Louisville. By the time he resumed his movement, Bragg had already moved before him. Bragg decided to make a diversionary move eastward to open up Tennessee for the next Southern offensive. Bragg was a strange commander. Like McClellan, he was an excellent administrator, but something of a disaster as a field general.

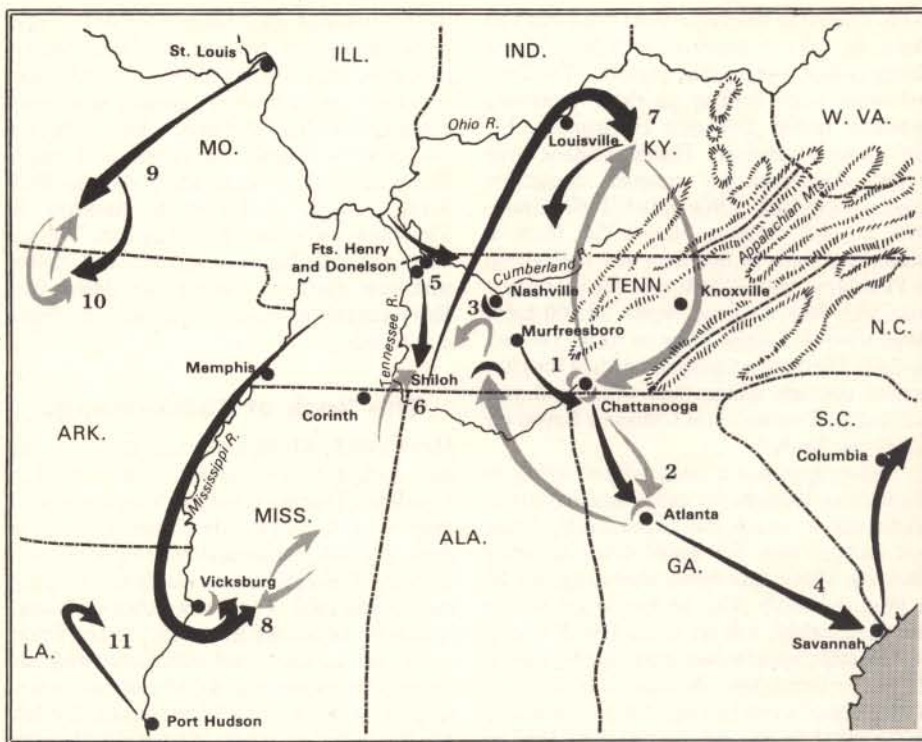
With Grant's 60,000 men spread all over western Tennessee, Bragg left Van Dorn and Price with 30,000 men to hold Grant and the Tennessee border, while he shifted his 30,000 men east of Tupelo towards Chattanooga, arriving there at the end of July. Buell was confused by Bragg's activity, which Bragg used to launch a major offensive into the heart of Kentucky. His objective was to link up with Kirby Smith and strike for Louisville, thus cutting off Buell from his com-

munications. While in retrospect this move seems somewhat chimerical, its timing was exquisite. Grant was spread out, Buell was befuddled, and in the east Lee was crossing the Potomac into Maryland. For the citizens of the South, almost numbed by the constant disasters in the West, the moment of retribution and triumph seemed at hand. With two offensives aimed at the Union's underbelly, the war was finally developing favorably.

As ill-conceived as was Lee's Antietam campaign, however, so was Bragg's move against Louisville. Not only was he greatly outnumbered by Buell, but Grant was able to concentrate his forces in Western Tennessee rapidly. It was difficult to see what Bragg was intending to accomplish with his Kentucky offensive. But by mid-August Kirby Smith had left eastern Tennessee and had pushed his way through the Cumberland Gap towards Lexington, Kentucky. By the end of August, Bragg had marched his army directly north from Chattanooga towards Louisville. Buell, eventually spotting Bragg's move, followed him north. Several times Buell had the opportunity to fall upon Bragg's line of march, but failed to do so, probably from a lack of desire to close with the enemy. By mid-September 1862, Smith held Lexington and Bragg was in Munfordsville, directly athwart Buell's railhead from Bowling Green into Louisville. There, some 40,000 fresh Union recruits under William "Bull" Nelson stood alone, directly between the pincers of Smith and Bragg. And Buell, with a shot scarcely fired, had been forced back from the Tennessee-Alabama border almost to the Ohio River. It was brilliant maneuvering on Bragg's part, but it had yet to accomplish anything other than to throw Grant into activity.

Back in Mississippi, however, all was not quiet. The ever vainglorious Earl Van Dorn was getting that pin-a-medal-on-me itch again. He devised a plan to take advantage of the havoc wrought by Bragg's Kentucky march to create his own disturbance. Assuming command of the area after Price's attempt to divert Grant's attention at Iuka had failed, Van Dorn gathered a moderate force of some 23,000 men and headed for Corinth, now held by Maj. Gen. William Rosecrans. Van Dorn's approach was textbook-perfect. Rosecrans, relegated to guarding the important rail center, was unprepared when Van Dorn hit him on October 3rd, 1862, from the north. But Van Dorn underestimated Rosecrans' strength and ignored the fact that the Union would be operating on interior lines. This, combined with the grueling heat and woods, handed the two-day battle to Rosecrans as a well-earned defensive victory. Van Dorn's last attempt at glory (he was shot by a jealous husband some months later) failed to accomplish even a diversion, and western Tennessee still lay strongly in Union hands.

Four days later, on October 8th, Bragg was discovered by Buell's army southwest of Lexington at Perryville, where portions of both armies stumbled into a major battle while looking for water. With divisions wandering around looking for places to stand, Polk,



The Western Theater

Union Forces

Confederate Forces

1. The Chickamauga/Chattanooga Campaign
2. Sherman's Atlanta Campaign
3. Hood's Franklin & Nashville Campaign
4. Sherman's March to the Sea
5. Forts Henry and Donelson
6. Shiloh Campaign

7. Bragg's Perryville Campaign
8. Grant's Vicksburg Campaign
9. Wilson's Creek Campaign
10. Van Dorn's Pea Ridge Campaign
11. Bank's Red River Campaign

under Bragg's orders, attacked the well-defended Union line at rather poor odds. Still, he managed to push Alexander McCook's division back while Sheridan held his ground. Several counterattacks then drove Polk back from the field in defeat, with Bragg retreating to the east to join Smith. Buell wasn't even aware that the battle was raging, so he could take little credit for the somewhat sloppy victory. So while Bragg, upset at having marched so far and so well to so little avail, dragged his army back into Tennessee to Murfreesboro, Buell, for his lack of effort, got the sack.

Murfreesboro and Vicksburg

HIS REPLACEMENT WAS THE VICTOR AT Iuka and Corinth, William S. Rosecrans. Rosecrans' command was in eastern Tennessee. To that end he gathered his army together at Nashville in preparation for a march against Bragg at Murfreesboro. Harassed by constant cavalry raids by Joe Wheeler, Rosecrans proceeded slowly until, on the night of December 29, 1862, he drew up opposite Bragg, deployed outside Murfreesboro astride the Stones River. Bragg's deployment was peculiar. He took little advantage of the terrain, especially by placing the river to his back. And the battle proved to be a curious, bloody affair, as the same strategy was plotted by both sides — a quick smash at the opposing right to drive the other into the river. None of this was very subtle,

and much of the battle was fought in confusion. Initially Bragg's attack was successful and he managed to roll up the Union right. Although Rosecrans was pushed back against the river, he refused to accept defeat. He counterattacked against Breckinridge's corps across the river, drove it from its position and then used the high ground to pour artillery fire into the remainder of Bragg's line. By January 3rd, Bragg had been out-generated by Rosecrans, who, in a rare display of character strength, simply refused to accept defeat. One tragic result was the casualty rate — both sides lost more than 25% of their men. It was another gruesome battle that accomplished little strategically.

Meanwhile, events were unfolding along the Mississippi that would ultimately decide much of the war. The key focus here was on the beautiful city of Vicksburg, sitting on a high bluff overlooking the river and guarded on land by extensive swamps. For the Union to control the Mississippi in its entirety, Vicksburg would have to be taken. An early expedition in June 1862 under Farragut failed because the Union Navy had not been provided with ample land support. By the time attention was focused back on the river after Van Dorn's abortive Corinth attack, Vicksburg had been garrisoned to the point where only a major attack could take it.

In the fall of 1862 Grant, placed in charge of Mississippi operations by Halleck, had also

been ordered to keep an eye on Price and Van Dorn, in order to prevent them from joining Bragg (which happened at Corinth). The Confederates were beefing up their Vicksburg defenses under their new commander, Lt. Gen. John Pemberton. Finally, Halleck gave Grant permission to conduct operations against Vicksburg in November, 1862. Grant, with five full divisions, faced Van Dorn in Mississippi with 24,000 men and Pemberton in Vicksburg, with 12,000 men. He sent Sherman with four divisions, some 32,000 men, down the Mississippi River to attack the city by land. Sherman landed just north of the city, waded through swamp and mire, and was stopped by Pemberton at Chicksaw Bayou (or Chicksaw Bluffs).

After spending a futile winter trying to dig his way through the canals and bayous to Vicksburg to attack the city directly, Grant had another idea. He would cross his army over the Mississippi below Vicksburg and hit it from the south; first he had to get across the river, which was no mean feat. Knowing that Pemberton now had some 32,000 men in the city, Grant left Sherman just north of Vicksburg as a red herring, and proceeded to do just what he planned. By mid-April 1863 he had some 40,000 men at Grand Gulf below Vicksburg, before Pemberton realized what was happening. Instead of concentrating his force against Grant, Pemberton split his force and left only a token force to oppose Grant's crossing. Despite some resistance and skirmishing, Grant got his entire army across by the first week of May 1863, and moved inland while Pemberton hastily regathered his forces into Vicksburg. Grant had taken an audacious chance by ignoring his lines of communication and bases, foreshadowing what Sherman was to do in Georgia eighteen months later. With Banks off from Baton Rouge into Arkansas on his disastrous 1863 Red River campaign, Grant had no rear guard to rely on. So he gathered up all the supplies he could and headed towards Jackson, Mississippi to stop Pemberton's reinforcements. Joe Johnston, recently given command of the area, was approaching Jackson with 16,000 new troops, and the possibility that Grant might be trapped between the two Rebel forces without a supply line was very real. But Pemberton was still groping about for Grant's non-existent supply line, enabling Sherman and McPherson to stop Johnston at Jackson on May 13th, sending him reeling back towards the Tennessee border while Grant turned around and smashed Pemberton at Champion's Hill on May 16th. Pemberton now retreated back into Vicksburg, with Grant arriving on the outskirts by May 18th. Davis ordered Pemberton to hold the city, and Pemberton followed these orders dutifully, to the disgust of Joe Johnston, now trying to regather another relief force.

Initially Grant tried a direct assault; that this method wouldn't work was quickly revealed to even such a staunch advocate of the frontal attack as Grant. He then resorted to starving Pemberton out. By July 1st the Confederates, suffering from lack of food and

the tremendous daily bombardment of Union guns, were at the end of their tether. Johnston, with a relief force of 30,000 men, was approaching the city against a rear guard commanded by Sherman. But Johnston hesitated to assault the large, well dug-in Union force on the west side of the Big Black River, so he withdrew to Jackson as Vicksburg surrendered on July 4th. Threatened with a similar siege at Jackson, Johnston withdrew further, leaving the Mississippi River entirely in Union hands, and the South cut in two.

The Rock of Chickamauga

MEANWHILE, ROSECRANS AND BRAGG WERE still eyeball to eyeball just south of Murfreesboro. Despite pleadings from Halleck for Rosecrans to move either against Bragg or the important communications center of Chattanooga, Rosecrans stood his ground until the end of June 1863. Then, in a series of masterly moves, he headed southeast, forced Bragg out of his position, and outmaneuvered him (using the mountains to screen his movements) all the way to Chattanooga. By July 4th Bragg had been forced back into the city, where Rosecrans remained outside for another six weeks, trying to decide which direction to attack from.

The Confederates were not idle during this time. Bragg realized that a big move was on and signalled for reinforcements. Joe Johnston sent a division, Buckner moved his corps down from the north, and Longstreet's corps arrived from back east, dispatched by Lee to help hold the Southern heartland. Meanwhile Rosecrans moved his army across the Tennessee. He then divided his force, sending one wing to take Chattanooga, which Bragg had evacuated at the beginning of September, and sending the other wing to the

south to hit Bragg from the rear. Only George Thomas' corps remained in the center, and Bragg saw the opportunity to hit Rosecrans while he was divided and defeat him in detail. Rosecrans knew he had badly split his army, but was still convinced that he could catch and defeat a supposedly retreating Bragg.

Bragg began to plan the attack for what would be the Confederacy's last major victory — and possibly their last real chance for any sort of victory in the war. Yet he hesitated. He only probed and pinched at the isolated Union corps spread out before him, until Rosecrans finally figured out the danger and concentrated his army east of Missionary Ridge. George Thomas swung his corps of four divisions into position with Crittenden on his right flank with a small reserve under Gordon Granger to his left. On the morning of September 19th, Bragg ordered his army across Chickamauga Creek, although both commanders were unsure of each other's dispositions in the horrendous undergrowth. For two days the battle raged as Bragg, ever the poor field tactician, chose to attack piecemeal, while Rosecrans, actually outnumbered, frantically threw arriving divisions into the flanks. By next morning both sides were still face-to-face west of the Chickamauga. Bragg attacked again, this time hoping to turn the Union left with a "down-the-line" attack. Then fate took a hand. Rosecrans received information that one of his divisions had fallen back. He ordered Thomas Wood's division, in the center of the line, to cover by falling back on Reynolds. Wood, who was aware that no division had really fallen back, still obeyed the order and pulled his men out of line. This created a huge hole in the Union center which Longstreet took advantage of immediately, blowing away the Union far right flank and rolling up what



THERE IS A MYTH THAT HAS LONG BEEN IN existence that the reason the Confederacy lasted so long and did so well against the industrialized might of the North was that it had better generals. The reality of this legend is far from the myth.

There is no doubt that Robert E. Lee was one of the finest commanders this country has produced. But the sad fact is that Lee, as well as most of his compatriots in field command, were the right men for the wrong job. As has been stated several times, historical hindsight reveals to us the simple truth that for the Confederacy to win they simply had to not lose, much as Washington did at the time of the Revolution some 80 years before. Add to this the fact that the technical efficiency of the rifled musket gave the defense a decided superiority. There were several defensive strategies that could have kept the Confederacy alive for a lot longer than it actually lasted. The tragedy for the South was that few, if any, of their army commanders and strategists saw this. Why? The Mexican War and Zachary Taylor.

Almost all of the generals who led Southern armies in major campaigns had seen combat, and had learned the lessons of the Mexican-American War of 1846-48. (Only Hood, too young at the time, was not there — by nature he was the most aggressive anyway.) In that war, the United States Army had fought against much greater numbers and had won every single engagement they entered, usually with a massive frontal charge that swept away the European-trained Mexicans. And the general they admired most was Zachary Taylor, who believed in hitting them quickly and keeping them moving. This style of aggressive assault warfare fed directly into the Southern temperament which forbade defensive posturing and demanded swift definitive action. Even Jefferson Davis, himself a regimental commander of some note during the war, applied the lessons he had learned at Monterrey and Buena Vista as if they were gospel. The truth was that the lessons learned in Mexico were not only false ones, but that the rifled musket had made them obsolete. What Davis, Lee, Bragg and others failed to remember was that the Mexicans had been poorly armed and used their firepower to amazingly minimal effect. As they were all armed with muskets, they were especially susceptible to the massed Napoleonic style charge. Davis also failed to perceive the effect the new weapons had had even when he himself used them. At Buena Vista, his Mississippi Rifles threw back a concerted Mexican charge at a key moment mostly because of their superior firepower. And Braxton Bragg was forever extolling the smashing offensives and stubborn, to-the-death defenses that old Zach had led. No one seemed to see that these tactics won the day for Taylor at Buena Vista because of the amazing mobility of his light artillery and the firepower of his small regiments, both of which could move and fire with much greater ease and effect than the lumbering Mexican brigades and divisions. Mobility and firepower

The Men Who Led the Men



Lee and Jackson

were the true lessons of Buena Vista; Davis, Bragg, and the others saw only the raw courage and the aggressive spirit. This is what they remembered and how they fought.

Lee was at his best as a counter-puncher in such battles as Chancellorsville. There he could use his mobility and his keen mind to pinpoint the problems and find the solutions. It was when he went on the offensive that he brought tragic results. It was not that he won or lost, but that in attacking to win, he was creating a fearful casualty rate — a rate that the South could ill afford to sustain. Lee attacked at Gettysburg, where he lost 30% of his men; he attacked in the Seven Days' Battles, which he "won" — but at what cost? Bragg attacked in three of the four major battles he fought (considering Perryville as an offensive campaign). He believed in the attack and thought sitting in a defensive position was demeaning to the men and their spirit. The only major engagement in which he was solidly on the defensive was at Chattanooga where he commanded a marvelous position: three lines of entrenchments dug into a massive mountainside. Yet he lost because his actions throughout the battle were desultory at best. He simply didn't believe in what he was doing. He couldn't bring himself to fight a defensive battle. Beauregard, Albert Sidney Johnston, Early, Van Dorn . . . all firmly believed that it was better to attack and die than to defend and languish in spirit. It just wasn't in their nature or in their military training to feel comfortable with or even understand the efficacy of the defensive style of warfare they should have adopted. Even James Longstreet, who was a staunch advocate of the strategic defense, was in favor of the tactical offensive as in his disaster at Knoxville in late 1863. Stonewall Jackson, who ironically got his name from his defensive stand at First Bull Run, was another Mexico veteran who advocated the offensive to such a ridiculous point that he once ordered that some of his men be equipped with pikes. His actions in the Shenandoah Valley were marvels of mobility and stealth, yet he cost the Confederacy 20,000 men in waging an offensive war against a

second-rate opponent who probably wouldn't have known what to do if it had been written down. Perhaps the only high-ranking Confederate field commander who advocated caution and the defensive was Joe Johnston, who was thoroughly despised by Jeff Davis for his tactics. Davis blamed Johnston for the loss of Atlanta as well as Vicksburg, and he laid that blame squarely on Johnston's failure to attack. Yet Davis' replacement for Johnston was someone with the opposite of Johnston's style — John Bell Hood. The result was that Hood lost in one week five times the men Johnston lost in two months, as well as the city he was to guard. Johnston had conducted a screened retreat; Hood had attacked.

The Union, of course, had their share of Mexican War advocates as well. No one was more vocal — or more effective — than Ulysses Grant. Grant, like Lee and his peers, was a disciple of Taylor and the assault. Grant loved to assault, and against inferior opposition such as Pemberton, Gideon Pillow, or Braxton Bragg, his assaults were most effective. But in Virginia, against a wily defensive commander like Lee, his assaults at places such as Cold Harbor caused massive casualties. But they were casualties that the Union could absorb, and Grant knew that. So he could afford the luxury of frontal assault and could bathe in the nostalgia of his preconceived notions.

Luckily he had many immediate subordinates who preferred to make the enemy come to them, to let the enemy spend themselves on the powerful rifles and repeaters of the Union. Generals such as Meade, Rosecrans, and Thomas fought excellent defensive battles that helped to crush not only the Southern spirit but also their most valuable resource — manpower. And Grant's wildest ally, and most fervent proponent of the "smart" defense, was William T. Sherman. Sherman had missed the Mexican War, and most of his experience was with Indians out west. He liked the enemy to come to him, to make the first mistake. Then he could crush him. That is why Sherman had so much trouble with Joe Johnston, and so little trouble with Hood. Hood played right into his game plan. Compare Grant's advance on Richmond to Sherman's on Atlanta. Grant fought and clawed his way every inch to the Virginia capital; Sherman maneuvered his way into the heart of the South. Grant's men sustained almost 20% casualties in his campaigns and battles. Sherman's troops took only 7.4% losses.

It wasn't that the Northern generals were brighter or better, but simply that they understood better what the Civil War was all about. The Confederate commanders were too caught up in the spirit and machismo of the South; there was too much pressure on them to prove the rightness of their stance. Vindication of the Southern way of life could only be achieved through aggressive action, and it was just this aggressive action that brought the South to her feet. All they had to do was to not lose, but they wanted too badly to win . . . so in the end they lost. □ □

was now the center of the Union line. Rosecrans, seeing that the battle was lost, left the field to retreat to Chattanooga, leaving only Thomas' corps to defend against Bragg's entire army. With some timely relief from Granger's reserves, Thomas' men managed to hold. By late evening they were able to retreat through Rossville back to Chattanooga in good order. Bragg, with a major victory in his grasp, stopped. Forrest entreated him to fall on the retreating Union forces and disperse them once and for all; but Bragg did none of this. So while Thomas' staunch determination to not give in (earning him the nickname "Rock of the Chickamauga") saved the day for the Union, Bragg's failure to grasp the overall strategic importance of what he had accomplished, as well as his poor tactical handling of his forces, enabled the smashing battlefield victory to go for naught. Rosecrans retreated into Chattanooga while Bragg moved into the hills overlooking the city, ready to besiege him.

Hood's casualties were three times as great as Schofield's.

Bragg, evidently, had decided that he could starve Rosecrans into submission. Rosecrans simply caved in after the crushing defeat at Chickamauga. He did little to alleviate his situation as Bragg slowly closed the noose. Grant, with an eye on the situation, dispatched several corps to Rosecrans' aid and then replaced him with Thomas. By the end of October Grant himself had arrived to take command. And he was not one to sit still. Despite, or perhaps because of, Bragg's stolid position, Grant slowly began to chip away at the Confederate encirclement. Even though the Union slowly loosened Bragg's hold on the city, Bragg felt his position on Lookout Mountain strong enough to dispatch Longstreet to Knoxville. By the end of November, Grant was ready to attack.

Forcing his way across the river with Hooker's corps on the right, Grant bent Bragg's left flank back and forced the entire Confederate army to retreat into its entrenched positions on the mountain. Again Grant used a frontal assault, this time led by the redoubtable Thomas. Amazingly, it worked — one of the rare instances where a well-fortified position was taken by such an attack. Bragg still did nothing while Grant attacked. By Nov. 25th, Thomas' assault on Lookout Mountain had driven the Southerners back. Chattanooga was saved, and Georgia was now ripe for the picking.

The March to Atlanta and the Sea

THE FIASCO AT CHATTANOOGA PROVED TO be too much for Jefferson Davis, who kicked Bragg upstairs and sent in Joe Johnston to command the demoralized Confederate forces. By March 1864 Grant was in Virginia

and Sherman was now in command in the West. Sherman received orders to move against Johnston's army and to advance into the Rebel interior. With three armies under his command (led by John Schofield, George Thomas, and James McPherson), Sherman waited until his supplies and reinforcements were adequate and in early May 1864 pushed off into Georgia. As Sherman advanced, Johnston retreated. If Sherman tried to outflank, Johnston moved to block. By the middle of July, however, Johnston was at the northern outskirts of Atlanta, having fought only one major engagement (Kennesaw Mountain). Johnston was cautious, a characteristic the Confederacy cared little for. Davis, exasperated at Johnston's bloodless maneuvering and seeming unwillingness to fight, sacked Johnston (once again) and looked around for a general who would be more aggressive. The man he came up with was John Bell Hood.

Where Johnston was cautious, Hood was

reckless. His idea of defense was to attack, regardless of the odds. Perhaps the foremost exponent of the Southern credo that a well-led, courageous charge would always win the day, Hood had the power of personality to gain a fierce following with his troops. But Hood was best fit for a division command. Given leadership of an army, Hood proved to be one of the most disastrous field commanders in the Confederate Army. In fairness it should be added that Hood had been placed in command at Atlanta mainly for the purpose of injecting a little aggression into the Southern defenses. However, Hood took this as a mandate to conduct an offensive, rather than a counter-defensive.

In two battles at the end of July 1864, at Peachtree Creek and Ezra Church, Hood attacked Sherman's slowly-advancing force to little avail. By August 31st Hood was forced to evacuate Atlanta, first setting it on fire. Sherman entered the city, finishing what Hood had started.

With Sherman resting in Atlanta, Hood and Jefferson Davis came up with a new scheme, one that almost worked. Instead of continuing southwards, Hood doubled back and headed for Chattanooga, hoping to disrupt Sherman's communications and force him north into another big battle. Sherman initially took the bait, and for six weeks they feinted northward, Hood never quite getting Sherman into position for battle. Sherman asked Grant to allow him to turn around and head for Savannah. As Hood headed for Nashville, hoping to break through into northern Tennessee and Kentucky, Sherman finally received orders to head southeast through Georgia. Ordering Thomas' army at Nashville to stop Hood, Sherman took the remainder of

his force towards Savannah.

Schofield was dispatched by Thomas with 32,000 men to halt Hood's advance. Hood's 40,000 men first ran into Schofield at Spring Hill on Nov. 29th, failing to inflict any great damage as Schofield retreated into the town of Franklin. There, on Nov. 30th, Hood attacked again. Schofield fought an excellent defensive battle against Hood's ill-timed aggressive tactics. Schofield stopped Hood at Franklin and made an orderly, planned retreat to Nashville. Hood's casualties were three times as great as Schofield's — he lost twelve general officers and more importantly, the confidence and morale of his troops.

Two days later Hood approached Thomas' heavily entrenched position at Nashville. This time he was outnumbered by 50%, so he waited for nonexistent reinforcements. Thomas did not wait, however. After several delays caused by snowstorms, Thomas did attack on December 15th, smashing Hood's army beyond repair. In a masterful tactical battle Thomas used one corps to pin the Confederate right while two corps steamrolled the Rebel left, until the entire army was caught in a noose. By the end of the second day of the battle, Hood's army was in full retreat. Hood lost more than 7,500 men on the field. In January 1865 Hood resigned his command. It mattered little anyway; he had no army left to lead. The North controlled the Western theater.

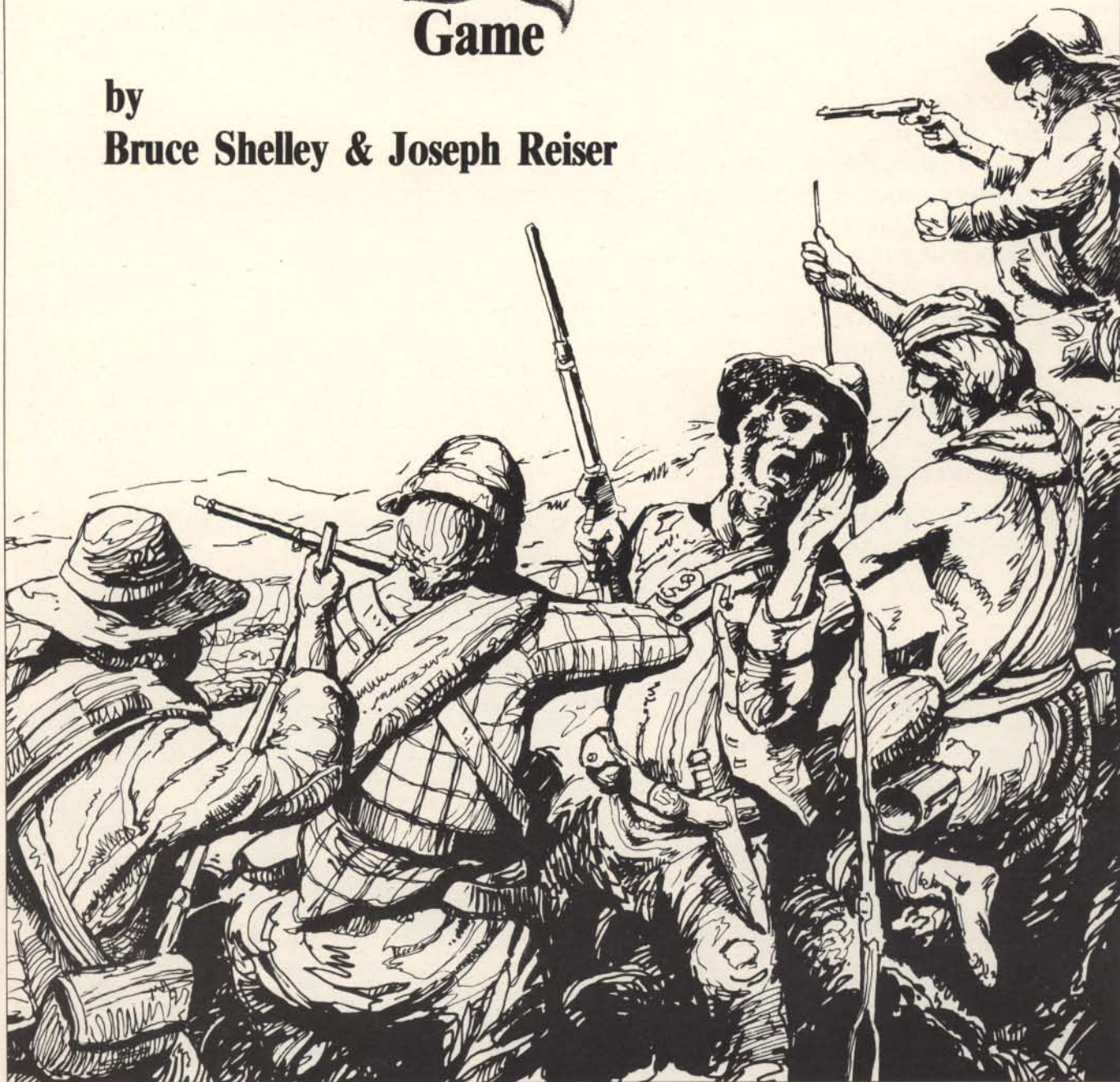
Meanwhile, Sherman led his 62,000-man army in a wide swath through Georgia to the sea, taking Savannah virtually unopposed on Dec. 10th. From there he moved into Charleston, South Carolina and then into North Carolina, where he met Joe Johnston again in a battle at Bentonville in March. By mid-April, it was all over.

Acknowledgements and Sources

MUCH OF THE INFORMATION OF A GENERAL nature comes from previous notes and research I had done, as well as from narratives such as *Lee's Lieutenants*, by Douglas Freeman; Bruce Catton's three-volume set on the Civil War; and the authoritative *Battles and Leaders of the Civil War*. A major source for new insight into the Civil War was Hattaway and Jones' *How the North Won*, a marvelous military history of the war. As for numbers and percentages concerning the battles and generals, there was *Attack and Die*, by McWhiney and Jamieson. This volume, along with *How the North Won*, made the past year a banner one for Civil War historians and enthusiasts. The charts and figures, as well as a large portion of general information on weaponry, were taken from Jack Coggins' *Arms and Equipment of the Civil War*. For atmosphere and inspiration there was a trip I took to Antietam battlefield on a raw, windy November afternoon with my son Alex (the only two visitors present) and a similar voyage with Alex, but with much more pleasant weather, to Ft. Sumter, Charleston, South Carolina. □ □

American Civil War[®] 1861 1865 Game

by
Bruce Shelley & Joseph Reiser



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American Civil War[®]

1861 1865

Game

by

Bruce Shelley & Joseph Reiser

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PART 1

INTRODUCTION

AMERICAN CIVIL WAR is a strategic two-player game about the War Between the States (1861–1865). The US Player takes the role of President Abraham Lincoln. The CSA Player takes the role of Confederate President Jefferson Davis. During the course of the game, the players take turns moving playing pieces representing their troops across the map, using those pieces to attack the opposing player's pieces and making strategic decisions regarding officer assignments and resource allocations.

PART 2

GAME PARTS

A. PARTS LIST: A complete copy of this game includes. . .

- One 16-page rules booklet
- One map sheet
- One sheet of 200 cardboard playing pieces
- Two dice (not included in magazine edition)
- One game box (not included in magazine edition)
- One plastic storage tray (not included in magazine edition).

B. THE RULES BOOKLET: All of the information needed to play the game is explained in these rules. Read them carefully before beginning play. Don't try to memorize the entire booklet — just read everything! Then set up the game by following the Steps in **PART 3** and play it through by following the Steps in **PART 4**. Refer to the rules during play to clarify anything you don't understand.

C. THE MAP: The map shows the part of North America where the most important battles of the Civil War were fought. A hex grid has been laid over the map to help control the movement of the pieces. Each hexagon (hex) equals approximately 35 miles of real terrain. The locations of rivers, mountains and borders have been altered slightly to conform to this hex grid. Also printed on

the game map are various charts, tables, tracks and summaries used in play. These include the . . .

ABBREVIATED COURSE OF PLAY, summarizing what the players do during a Game Turn.

BLOCKADE TABLE, used to find how many Land SP's (if any) are subtracted from the CSA Free Reinforcement total each Game Turn as a result of a successful US Blockade.

CP COST CHART, used to find the number of Command Points (CP's) that must be spent to perform various activities.

CSA ARMY TRACK, used to record which Leaders are assigned to each CSA Army and which Leader is the Commander of each Army.

CSA CP TRACK, used to record the availability and use of CSA Command Points (CP's).

LEADER LOSS TABLE, used to determine the fate of Leaders who are involved in a Disaster or who try to rally Demoralized Land SP's during a CAMPAIGN PHASE.

TERRAIN KEY, showing what the colors and symbols on the map mean and how they affect play.

TURN TRACK, used to record the passage of time and to show the availability of Reinforcements, Cavalry Probes and US NRP's, the Movement Allowance (MA) of Land SP's and the number of VP's awarded to the CSA Player for maintaining a Trans-Mississippi Line of Communications (LOC). In addition, the TURN TRACK lists the number of VP's by which the CSA VP total must exceed the US VP total for the CSA Player to win an Automatic Victory.

US ARMY TRACK, used to record which Leaders are assigned to each US Army and which Leader is the Commander of each Army.

US CP TRACK, used to record the availability and use of US Command Points (CP's).

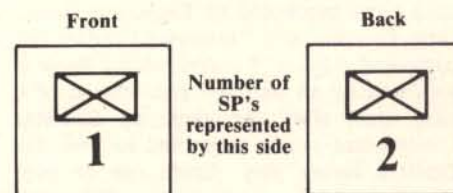
US NRP TRACK, used to record the availability and use of US Naval Resource Points (NRP's).

VP TRACK, used to record the accumulation of Victory Points (VP's) by both players during the game.

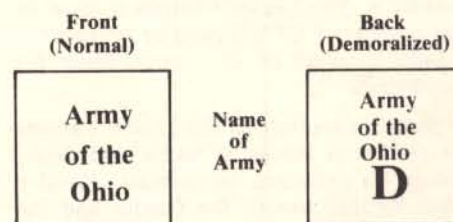
D. THE PLAYING PIECES: The playing pieces represent leaders, army headquarters, troops, and riverine squadrons. Also included in the game are various informational pieces used to keep track of play functions. The pieces are classified as Units (those pieces that are moved across the map) and Markers (those pieces that are

moved along tracks on the map or placed in specific hexes or on units to indicate their status). Most units contain one or more items of information organized as shown on the sample playing pieces.

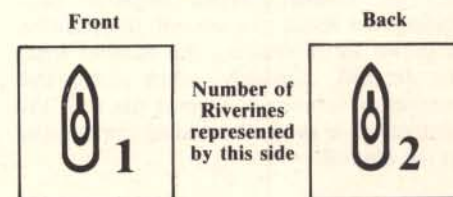
SAMPLE LAND SP



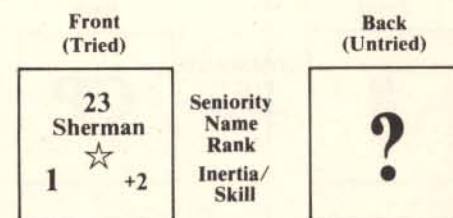
SAMPLE ARMY



SAMPLE RIVERINE



SAMPLE LEADER



• **Seniority** indicates a Leader's relative seniority within his side's officer corps. The lower the number on the piece, the more senior the Leader. When two or more Leaders are stacked in a hex, the most senior Leader with the most stars (called the Ranking Leader) is in command of the first six Land SP's in the hex. The next most senior Leader with the most stars commands the next 6 Land SP's and so on. In addition, the Ranking Leader in an Army is always the Army Commander. Only the Army Commander or the Ranking Leader in a hex without an Army can attack out of that hex.

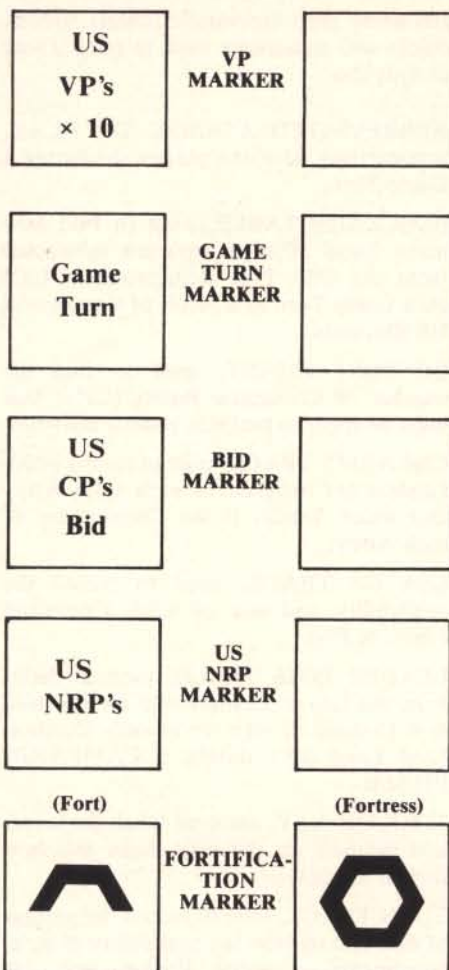
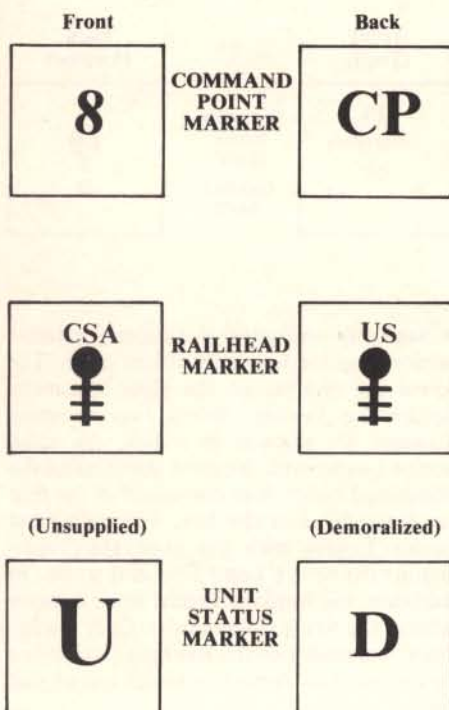
• **Name** is the name of the Leader the piece represents.

• **Rank** is indicated by the number of stars on the Leader's piece. Leaders can be One-star Leaders or Two-star Leaders. U.S. Grant can be a Three-star Leader. Two-star Leaders always outrank One-star Leaders, regardless of the Leaders' relative Seniority. U.S. Grant outranks all Two-star Leaders once he is promoted to Three-star Rank. Only Two-star and Three-star Leaders can command Armies. Leaders whose Rank is indicated by an outlined star instead of a solid star, start the game as One-star Leaders and can be promoted to Two-star Leaders during play. Grant can be promoted twice, the second time to Three-star Rank.

• **Inertia** is a measure of how energetic the Leader is. The Leader's Inertia is equal to the number of CP's it costs to activate the Leader (and all of the troops under his command).

• **Skill** is a measure of the Leader's ability to command troops in battle and determines his influence on combat. Positive Skill Ratings benefit the Leader and the troops under his command. Negative Skill Ratings are applied to their detriment. Leaders with "0" Skill Rating have no effect on combat. When negative Skill Ratings are added to a die roll, the addition is shown by subtracting the number from the die roll. Similarly, when a negative number is subtracted from a die roll, the subtraction is shown by adding the number to the die roll.

SAMPLE GAME MARKERS



E. GLOSSARY: There are many special terms used in the rules to describe what happens in the game. These include . . .

Active/Inactive Player: The player who is currently performing movement and combat during a CAMPAIGN PHASE is called the Active Player. His opponent is called the Inactive Player.

US (CSA) Major City: Refers to a Major City that was controlled by the US (CSA) Player at the start of the game. The same terminology is also used to indicate Rail Hexes that were controlled by one player at the game's start. It is important for purposes of Supply, Reinforcement and Rail Transport to distinguish such Cities and Rail Hexes from those which become Friendly during play.

Friendly: Refers to anything controlled by or belonging to one player. Units controlled by the same player are said to be Friendly to each other. Units controlled by the opposing player are said to be Enemy units.

US (CSA) Territory: Refers to hexes that are tinted to show who controls them at the game's start. US Territory is tinted blue. CSA Territory is tinted gray. Neutral Territory can be controlled by either (or neither) player at the game's start, but it is always treated differently from US and CSA Territory.

Strength Point: The troops that fought in the war are shown in the game as Strength Points (SP's). Each SP represents between 3500 and 5000 troops (depending on their quality). The pieces representing various denominations of SP's are completely interchangeable within the same color. Treat them like money, making "change" as needed to reflect reinforcements or combat losses.

Stack: Refers to all mutually Friendly pieces occupying the same hex, regardless of type.

Force: Refers to any stack that includes at least one Leader.

Department: US and CSA Territory is divided into Departments which regulate the appearance of Land SP Reinforcements. The US Player has 3 Departments. The CSA Player has 2 Departments.

PART 3

HOW TO SET UP

1. Punch out and sort the pieces by color and type.
2. Fold the map back against the creases and lay it out between the players on a flat surface. The US Player sits on the north side of the map; the CSA Player sits on the south side.
3. Each player divides his leaders into two groups; Leaders who begin the game in his LEADER POOL and "Promoted" Two-star and Three-star Leader pieces (not used until a One-star Leader has been promoted). The players set the Promoted Leaders aside for later use, and each places his remaining Leaders in a tea cup or other opaque container. This cup is called the LEADER POOL.
4. The US Player blindly draws 5 Leaders from his LEADER POOL and places one Leader per hex with its Untried Side showing in **0907, 3705, 3809, 3504 and 2106**.
5. The CSA Player blindly draws 4 Leaders from his LEADER POOL and places one Leader per hex with its Untried Side showing in **0409, 3506, 3404 and 1014**.
6. Place 1 Fort per hex in **3809, 1625** and in **4004**.
7. The US Player places the indicated number of US Land SP's in each of these hexes: **3901=1 SP; 3702=1 SP; 3704=1 SP; 3705=8 SP's; 3809=2 SP's; 3605=1 SP; 3504=2 SP's; 3004=1 SP; 2806=1 SP; 1625=1 SP; 2403=1 SP; 1804=1 SP; 2106=1 SP; 1104=1 SP; 0907=3 SP's; 0507=1 SP.**

8. The CSA Player places the indicated number of CSA Land SP's in each of these hexes: 3910=1 SP; 3709=1 SP; 3608=2 SP's; 3607=1 SP; 3506=4 SP's; 3404=2 SP's; 3206=1 SP; 3412=1 SP; 3218=1 SP; 1713=1 SP; 1014=2 SP's; 1324=1 SP; 1525=1 SP; 0220=1 SP; 0516=1 SP; 0409=1 SP.

9. The US Player now places 3 SP's in any hexes of his choice in US Territory and/or in any Friendly City in Missouri and/or any City in West Virginia.

10. The CSA Player now places 5 SP's in

any hexes of his choice in CSA Territory and/or in Springfield, Missouri (0409).

11. Place the Game Turn Marker in the "1" Box of the TURN TRACK.

12. Place all four VP Markers in the "0" Box of the VP TRACK.

13. Place the US NRP Marker in the "0" Box of the US NRP TRACK.

14. Place the US Bid Marker in the "0" Box of the US CP TRACK.

15. Place the CSA Bid Marker in the "0" Box of the CSA CP TRACK.

16. Place all six CP Markers in a tea cup or other opaque container. This cup is called the CP CUP.

17. The remaining pieces are set aside. Armies, Fortifications, and Riverines are built during play. Land SP pieces are used to show Reinforcements or to break down pieces already on the map that suffer losses. Unit Status Markers are used to indicate the changing status of units during play. Railroad Markers are used to show which side can use a Rail Line for Supply and Movement.

PART 4

COURSE OF PLAY

AMERICAN CIVIL WAR is played in *Game Turns*, each of which represents 3 months of real time. Each Game Turn is divided into *Phases*. Each Phase is divided into *Steps* indicating exactly what actions must be taken by the players. The Steps must be performed in the order given. When all of the Steps have been performed, the Game Turn is over and play continues with the next Game Turn. This process continues until the game ends and a winner is found as described in **PART 5**.

A. COMMAND PHASE

1. The US Player blindly draws a CP Marker from the CP CUP.

2. The CSA Player blindly draws a CP Marker from the CP CUP.

3. Each Player looks at his CP Marker and places it front face down in the "0" Box of his CP TRACK. If it is Game Turn 1, skip the rest of this Phase and *Phases B* through *G*. Otherwise proceed to *Step 4*. The US Player is the *First Player* on Game Turn 1.

4. Each player covers his CP TRACK with his hand and places his Bid Marker in the box representing the number of CP's he wants to bid for the right to move and attack first during the Game Turn. A player cannot bid more CP's than the number he found on the CP Marker in *Step 3*.

5. The players simultaneously show their CP TRACKS to each other. The Player with the higher bid is the *First Player*. In the event of a tie, the US Player is the *First Player*. In the event that both players bid "0", skip *Phases H, I* and *J* of the Game Turn. Both players must spend a number of CP's greater than or equal to their bids by the end of the **FIRST CAMPAIGN PHASE**.

6. Each player places his Bid Marker in the

box on his CP TRACK equal to the number on his CP Marker. This is the number of CP's each player can spend during the rest of the Game Turn to build Fortifications, activate Leaders, SP's and Armies, and conduct Combined Operations as shown on the CP COST CHART.

7. Each player flips over his CP Marker, shows it to his opponent and puts it back in the CP CUP.

B. RALLY PHASE

1. The US Player removes 1 Land SP from each US stack containing 2 or more SP's, a Demoralized Marker and an Unsupplied Marker. This SP is destroyed.

2. The CSA Player removes 1 Land SP from each CSA stack containing 2 or more SP's, a Demoralized Marker and an Unsupplied Marker. This SP is destroyed.

3. The US Player rolls one die for each stack of Demoralized US units without an Unsupplied Marker. He adds to each die roll the Skill Rating of the Ranking Leader in the stack. If the modified result is greater than 3, the stack rallies and there is no further result. If the modified result is equal to or less than 3, 1 SP is removed from the stack and it then rallies. The Demoralized Marker is immediately removed from a stack when it rallies. If a rally die roll results in a 1-SP stack losing an SP, any Leaders in that stack are placed in the nearest Friendly US Major City.

4. The CSA Player follows the procedure in *Step 3* for each Demoralized CSA stack without an Unsupplied Marker.

C. SUPPLY PHASE

1. The US Player attempts to trace a Supply Path from each US stack to a Friendly Supply Source as described in **PART 15**. Unsupplied stacks are indicated by placing an Unsupplied Marker on top of them. If a stack of 2 or more SP's found to be Unsupplied at this time already has an Unsupplied Marker, the player removes half (rounded up) of the Land SP's from the stack. These SP's are destroyed.

2. The CSA Player attempts to trace a Supply Path from each CSA stack to a Friendly

Supply Source as described in **PART 15**. Unsupplied stacks are indicated by placing an Unsupplied Marker on top of them. If a stack of 2 or more SP's found to be Unsupplied at this time already contains an Unsupplied Marker, the player removes half (rounded up) of the Land SP's from the stack. These SP's are destroyed.

D. BLOCKADE PHASE

1. If it is Game Turn 3 or earlier or if Foreign Intervention has occurred, skip this Phase and proceed to *Step 1* of the REINFORCEMENT PHASE. Otherwise, the US Player states whether he will blockade CSA Ports this Game Turn and how many NRP's he will devote to this activity. If he chooses not to blockade, skip the rest of this Phase and proceed to the REINFORCEMENT PHASE. If he blockades, move the Marker on the US NRP TRACK backward (toward the "0" Box) a number of boxes equal to the number of NRP's that will be spent on the Blockade and proceed to *Step 2*.

2. The US Player finds the highest-numbered row on the BLOCKADE TABLE that is less than or equal to the number of NRP's he is using to blockade. He reads across this row until he comes to the column showing the current year. Where row and column meet, there will be two numbers separated by a slash.

3. The US Player rolls one die. If the result is greater than the number found before the slash in *Step 2*, the Blockade fails. No further Blockade can be attempted this Game Turn and all NRP's used in the attempt are lost. If the die roll is equal to or less than the number found before the slash in *Step 2*, the Blockade is successful. In this case, the number of CSA Free Reinforcements available this Game Turn is decreased by and the number of accumulated US VP's is increased by an amount equal to the number after the slash. All NRP's used in the successful Blockade are lost.

E. REINFORCEMENT PHASE

1. If it is Game Turn 1 or 2, skip this Step and proceed to *Step 3*. Otherwise, the US Player states whether he will create a new Army for the Ranking Independent US

Two-star Leader on the map. A Leader must occupy a Friendly US Major City that is not Besieged in order for an Army to be created for him. Only one Army can be created per player per Game Turn. If the US Player chooses to create a new Army, he places the Army piece in the hex occupied by the Ranking Independent US Two-star Leader and places that Leader in the Commander Box for that Army (found on the US ARMY TRACK). He then moves his Bid Marker back (toward the "0" Box) 2 boxes on the US CP TRACK to show the expenditure of 2 CP's for this purpose.

2. The CSA Player states whether he will create a new Army for the Ranking Independent CSA Two-star Leader on the map, following the same procedures and observing the same restrictions as the US Player. **NOTE:** Leaders must be Tried for their Rank to be known and an Army to be created for them during Steps 1 and 2.

3. Both players simultaneously subtract the number in the last Game Turn's Loss Column from the number in the STR Column for each Army on their ARMY ROSTERS. The result is entered in this Game Turn's STR Column for each Army. This strength can be increased in succeeding Steps during this Phase. If an Army is found to have no remaining SP's when this Step is performed, the Army is removed from the map and the opposing player immediately adds 5 VP's to his VP total. The player who controlled the Army rolls two dice for each Leader attached to that Army and finds each dice roll result on the Disaster Column of the LEADER LOSS TABLE. These results are applied immediately.

4. The US Player checks the TURN TRACK to find the number of NRP's, Free Reinforcements and Department Reinforcements he gets this Game Turn. The number of Free Reinforcements listed on the TURN TRACK is the number of US Land SP's available for placement in any US Departments. The number of Department Reinforcements listed is the number of US Land SP's available in each of the 3 US Departments. The number of NRP's listed are available for use anywhere on the map. If Foreign Intervention has occurred, half (rounded down) the printed number of US NRP's is available. The rest are lost.

5. The US Player places the number of Land SP's found in Step 4 in any Friendly US Major City or Cities that are not Besieged and/or notes the addition of those Land SP's in the STR Column of any Supplied Army that is within its current MA of such a City. There is no limit to the number of SP's that can arrive as Reinforcements in a particular hex. Reinforcements can be added to any combination of Cities and Armies as long as the number of SP's found in Step 4 is not exceeded and Department Reinforcements scheduled to appear in one Department are not placed in a hex in

another Department. The US Player advances the NRP Marker a number of boxes along the US NRP TRACK equal to the number of NRP's received in Step 4. If this addition results in a number higher than 30, any NRP's above that number are lost.

6. The CSA Player performs Steps 4 and 5, modifying the number of Reinforcements he gets as explained in PART 6.

7. The US Player draws one US Leader from his LEADER POOL and, without looking at it, places it with its Untried Side showing in any Friendly US Major City that is not Besieged or in any hex that contains a Supplied US Army or Land SP. When all US Leaders have been drawn from the US LEADER POOL, skip this Step.

8. The CSA Player draws one Leader from his LEADER POOL and, without looking at it, places it with its Untried Side showing in any Friendly CSA Major City that is not Besieged or in any hex that contains a Supplied CSA Army or Land SP. When all CSA Leaders have been drawn from the CSA LEADER POOL, skip this Step.

9. The US Player states whether he will promote one Tried US Leader. If he does not promote a Leader, skip the rest of this Step and proceed to Step 10. If he wants to promote a Leader, he picks up the Leader's piece and removes it permanently from play. He then replaces the Leader's piece with a piece showing the same Leader at a Rank one star higher than his previous Rank. In all cases except one, a One-star Leader will be removed from play. The replacement piece will contain that same Leader's Name, but will have two stars on it. If the Leader being promoted is Grant and he is at Two-star Rank, then the replacement piece will show Grant at Three-star Rank. Promoted Leader pieces are always placed in play with their Tried Side showing. Promoted Leaders are never Untried. Unsupplied Leaders can be promoted. If the US Player promotes a Leader, skip Steps 10, 11 and 12 and proceed to Step 13.

10. The US Player states whether he will sack one Tried US Leader. If he does not sack a Leader, skip the rest of this Step and proceed to Step 11. If he wants to sack a Leader, pick up that Leader and permanently remove it from the game. Do not put the Leader back in the LEADER POOL. As soon as the Leader is removed, add 5 VP's times the number of stars on the Sacked Leader's piece to the CSA Player's VP total. If the US Player sacks a Leader skip Steps 11 and 12 and proceed to Step 13.

11. The US Player states whether he will examine one Untried US Leader on the map or on the US ARMY TRACK. If he does not examine a Leader, skip the rest of this Step and proceed to Step 12. If he wants to examine a Leader, he picks up that Leader's piece, looks at it and replaces it in the same

hex or box with its Untried Side showing. If the US Player examines a Leader, skip Step 12 and proceed to Step 13.

12. The US Player draws one US Leader from his LEADER POOL and, without looking at it, places it with its Untried Side showing in any Friendly Major US City that is not Besieged or in any hex that contains a Supplied US Army or Land SP. If all Leaders have been drawn from the US LEADER POOL, the US Player can relocate two US Leaders of his choice during this Phase instead of drawing a new Leader. To relocate a Leader the US Player moves the Leader from the hex it currently occupies (or the hex occupied by the Army the Leader is assigned to if the Leader is a Subordinate) and moves the Leader to any Friendly-occupied hex of his choice. A path of Friendly hexes that does not enter an Enemy ZOC or cross Blocked, Ridge or Tidal River Hexsides must exist between the two hexes.

13. The CSA Player performs Steps 9, 10, 11 and 12 within the same restrictions as the Union Player, after which play proceeds to Step 14.

14. The US Player rolls two dice for each Wounded US Leader in the same box as the Game Turn Marker on the TURN TRACK. On a roll of 9-12, the Leader recovers and is replaced on the map as if it was newly-drawn from the US LEADER POOL (except that the Leader is placed with its Tried Side showing). On a roll of 6-8, the Leader is moved ahead one box on THE TURN TRACK. On a roll of 2-5, the Leader dies and is permanently removed from play. The CSA Player increases his VP total by a number equal to 5 VP's times the number of stars on any Leader piece removed from play because the Leader is dead.

15. The CSA Player follows the procedure in Step 14 for each of his Wounded Leaders. **NOTE:** This procedure may result in the addition of VP's to the US VP total.

16. Both players simultaneously determine which Tried Leader is the Ranking Leader in each hex containing pieces under their control. The pieces occupying the ARMY TRACKS are rearranged so that the Ranking Leader in a hex with an Army (or on that Army's ARMY TRACK) occupies the Army's Commander Box.

17. Both players simultaneously move Leaders between the ARMY TRACKS and the hexes occupied by their Armies to show which Leaders they want to be Subordinates occupying their ARMY TRACKS and which Leaders they want to operate independently. Up to 4 Subordinates can be attached to each Army. Excess Leaders occupying the ARMY TRACK must be placed on the map in the hex the Army occupies.

18. Both players simultaneously exchange any Land SP's they want between Friendly

Armies occupying the same hex. SP's can only be subtracted from a lower-ranking Leader's Army for addition to a higher-ranking Leader's Army during this Step. The numbers in the STR Columns of each Army are adjusted to show the desired exchanges.

19. Both players simultaneously remove any Land SP's they want that occupy the same hex with a Friendly Army. A number equal to the number of SP's removed is added to the STR Column of that Army on the ARMY ROSTER. **NOTE:** This is the last time during the Game Turn that Armies can increase their strength. They can't absorb Land SP's during a CAMPAIGN PHASE.

F. FORTIFICATION PHASE

1. The US Player removes from the map any Friendly Fortification Markers that he wants. These markers can be reused later in the game to represent newly-built Fortifications, but the Fortifications they represented no longer exist.

2. The CSA Player removes from the map any Friendly Fortification Markers that he wants. The markers can be reused later in the game to represent newly-built Fortifications, but the Fortifications they represented no longer exist.

3. The US Player states whether he wants to build any Fortresses in Friendly Cities containing a Fort and 6 or more Supplied US Land SP's. For each Fortress he builds, the US Player expends 2 CP's. He then flips over each Fort Marker to its Fortress Side. The Fortress immediately begins to function in all ways as a normal US Fortress. The Fort no longer exists.

4. The CSA Player states whether he wants to build any Fortresses in Friendly Cities containing a Fort and 6 or more Supplied CSA Land SP's. For each Fortress he builds, the CSA Player expends 4 CP's. He then flips over each Fort Marker to its Fortress Side. The Fortress immediately begins to function as a normal CSA Fortress. The Fort no longer exists.

5. The US Player states whether he wants to build any Forts in hexes occupied by 2 or more Supplied US Land SP's. For each Fort he builds, the US Player expends 2 CP's if it is Game Turn 10 or earlier and 1 CP if it is Game Turn 11 or later. He then places a Fort Marker in the desired hex and the Fort immediately begins to function normally.

6. The CSA Player states whether he wants to build any Forts in hexes occupied by 2 or more Supplied CSA Land SP's. For each Fort he builds, the CSA Player expends 2 CP's if it is Game Turn 10 or earlier and 1 CP if it is Game Turn 11 or later. He then places a Fort Marker in the desired hex and the Fort immediately begins to function normally.

G. NAVAL PHASE

1. If St. Louis, Cincinnati and Pittsburgh are all Friendly to the CSA Player or if it is Game Turn 3 or earlier, skip this Phase and proceed to *Step 1* of the FIRST CAMPAIGN PHASE. Otherwise the US Player must state whether he will spend NRP's to build Riverines. If he chooses not to build Riverines, skip the rest of the Phase and proceed to *Step 1* of the FIRST CAMPAIGN PHASE. If he chooses to build Riverines, proceed to *Step 2*.

2. The US Player spends 5 NRP's (moving the NRP Marker along the NRP TRACK to show the expenditure) and places a Riverine Unit with its "1" side showing on St. Louis, Cincinnati or Pittsburgh (if Friendly) or flips over a Riverine occupying a River Hexside of one of those Cities (if Friendly) from its "1" side to its "2" side.

3. If it is Game Turn 11 or later, repeat *Steps 1* and 2. Otherwise, proceed to *Step 1* of the FIRST CAMPAIGN PHASE.

H. FIRST CAMPAIGN PHASE

1. The First Player activates Leaders and Land SP's by spending the appropriate number of CP's listed on the CP COST CHART for each SP or force he wants to activate. Only Riverines and Activated Units can move and attack during the rest of the Phase.

2. The First Player moves any Activated Units he wants in any direction(s) as far as he wants within the limits of the current MA and the rules in **PART 10**.

3. The First Player uses Rail Transport to move any Activated Units he wants from the hex they currently occupy to any other hex connected to it by a continuous line of Friendly Rail Hexsides, regardless of the presence of Enemy ZOC's. The sides of Rail Hexes through which a Rail Line passes are Rail Hexsides. Where a Rail Line meets a Ferry Hexside, the Ferry is considered to be a continuation of the Rail Line. Units can't conduct Overruns while using Rail Transport. Units moved in *Step 2* can't be moved in this Step. In addition, no more than 6 US Land SP's and 3 CSA Land SP's (and any number of Leaders of either side) can use Rail Transport during a Game Turn. Units can attack adjacent Enemy Units during the same CAMPAIGN PHASE in which they use Rail Transport.

4. The First Player uses Naval Movement to move any Riverines and/or Activated Units he wants as described in **PART 12**. Pieces moved in *Steps 2* or 3 cannot be moved during this Step.

5. The First Player states which of his activated Leaders that are next to or in the same hex with Enemy Land SP's or Armies will attack those Enemy units during *Step 6*.

6. The First Player performs each attack

announced in *Step 5*, using the procedure found in **PART 14**.

7. The Second Player performs *Steps 1* through 6.

I. SECOND CAMPAIGN PHASE

The players repeat the FIRST CAMPAIGN PHASE, using the MA for the SECOND CAMPAIGN PHASE found on the TURN TRACK.

J. THIRD CAMPAIGN PHASE

The players repeat the FIRST CAMPAIGN PHASE, using the MA for the THIRD CAMPAIGN PHASE found on the TURN TRACK.

K. SIEGE PHASE

1. If there are no Besieged CSA stacks on the map, skip this Step and proceed to *Step 3*. Otherwise, the US Player states which US forces will conduct Siege Operations against Besieged CSA stacks occupying the same hex. If he does not want to conduct any Siege Operations, skip the rest of this Step and proceed to *Step 3*. If he wants to conduct Siege Operations, the US Player states how many CP's he will spend on each Siege (minimum of 1, no maximum). This number of CP's is subtracted from the US Player's CP TRACK.

2. The US Player uses the US force occupying each hex with a CSA stack against which he is conducting Siege Operations to attack the Besieged CSA stack. This attack follows the same procedure as that for normal combat described in **PART 14** except that the die roll is not modified for any reason, the Combat Ratio is shifted 1 column to the right for each CP spent on Siege Operations in *Step 1*, the attacker ignores all losses (including those required by terrain) and the defender is completely eliminated if Demoralized and unable to rally. If the defender is eliminated, the Fortress is captured intact. It is not destroyed. For each Leader eliminated as a result of Siege Operations, the US Player adds 5 VP's per star to his VP total. If an Army is eliminated, 5 additional VP's are added to his VP total.

3. If there are no Besieged US stacks on the map or if Foreign intervention has not occurred, skip this Step and proceed to *Step 1* of the GAME TURN PHASE. Otherwise, the CSA Player repeats *Steps 1* and 2.

L. GAME TURN PHASE

1. If it is Game Turn 16 or the Union Player has 50 or more VP's or the CSA Player has a number of VP's in excess of the US total equal to the Automatic Victory VP Differential found on the TURN TRACK, the game is over. Determine the winner as described in **PART 5**. Otherwise, proceed to *Step 2*.

2. If Foreign Intervention has occurred, skip this Step and proceed to *Step 3*. Otherwise, the CSA Player subtracts the US VP total from the CSA VP total. If the resulting number is +30 or higher, Foreign Intervention immediately occurs. For the rest of the game, the number of US NRP's available is halved, the CSA Player gets 1 additional Land SP per Department and 1 additional Land SP as a Free Reinforcement each Game Turn, all further US Sea Assaults and Sea Transport cost double CP's and NRP's and the **BLOCKADE PHASE** is skipped. If the result is less than +30, no Foreign Intervention takes place this Game Turn.

3. If it is Game Turn 12 or later or if West Virginia has joined the Union, skip this Step and proceed to *Step 4*. Otherwise, the US Player rolls 2 dice and modifies the result by subtracting the number of the current Game Turn and the number of US Land SP's currently in West Virginia. If the modified result is 3 or greater, nothing happens. If the modified result is 2 or less, West Virginia joins the Union. The state automatically joins the Union on Game Turn 12. As soon as West Virginia joins the Union, it is treated as US Territory (e.g. as if the state was tinted blue) for the rest of the game.

4. The CSA Player now attempts to trace a Line of Communication from any Friendly CSA City west of the Mississippi River to New Orleans, Memphis or Vicksburg. This LOC must consist of any number of Friendly hexes in CSA or Neutral Territory that are not occupied by US Land Units and any number of hexsides that are not Blocked, Tidal River or Ridge Hexsides or that are not in the ZOC of US Riverines. The City (New Orleans, Memphis or Vicksburg) to which this LOC is traced must qualify as a CSA Supply Source or must be connected by an unbroken path of Friendly Rail Hexes to a CSA Supply Source. They cannot be besieged. If all of these conditions are met, the CSA Player adds to his VP total the number of VP's listed under the CSA Trans-Mississippi VP Bonus on the **TURN TRACK**. If any of the conditions are not met, no bonus is received.

5. Each player checks to see if he occupies any Enemy Cities for the first time during a **GAME TURN PHASE** with one or more Land SP's. For each such City, the player increases his VP total by an amount equal to the number printed in the City's symbol. Once these VP's are awarded, they are never lost, even if the City is recaptured by the player who originally controlled it. Players may want to keep a record of which Cities they have received VP's for so that VP's are not accidentally awarded twice for the same Enemy City.

6. Advance the Game Turn Marker one box on the **TURN TRACK** and proceed to the next Game Turn.

PART 5

HOW TO WIN

One player wins the game by accumulating a greater number of VP's than the other. VP's are awarded for capturing Enemy Cities, destroying Enemy Armies, eliminating Enemy Leaders, successful Blockades, violation of Kentucky's neutrality and maintenance of a CSA Trans-Mississippi LOC. As VP's are accumulated, the VP Markers are advanced along the **VP TRACK**. The CSA Player wins the game during *Step 1* of a **GAME TURN PHASE** if he has earned a number of VP's in excess of the US Player's VP total equal to the current Automatic Victory VP Differential found on the **TURN TRACK** or if the US Player fails to earn 50 VP's by the end of the game. The US Player automatically wins when his VP total is 50 or higher during *Step 1* of a **GAME TURN PHASE**.

PART 6

REINFORCEMENTS

During the **REINFORCEMENT PHASE**, new Land SP's, US NRP's, Armies and Leaders enter the game as indicated on the **TURN TRACK** and in the **COURSE OF PLAY**.

A. CSA REINFORCEMENTS

The availability of CSA Reinforcements is affected as follows:

- For every 3 CSA Major Cities in a Department that are controlled by the US Player, that Department's Reinforcement is decreased by 1 Land SP per Game Turn.
- For each successful Blockade, the CSA Player loses 1-4 Land SP's from his Free Reinforcements that Game Turn.
- For every 3 CSA Ports that are controlled by the US Player the CSA Player loses 1 SP from his Free Reinforcements for that Game Turn.
- If Foreign Intervention occurs, all types of CSA Reinforcements are increased by 1 each for the rest of the game.

Reductions of Reinforcements in excess of a Department or Free limit are not removed from some other category of Reinforce-

ment. They are ignored. Note that a Major City that is also a Port has a double effect on Reinforcements if it is captured. It counts as a Captured Major City and as a Captured Port.

B. MILITIA

Militia are a special type of Reinforcement that enter the game during the **CAMPAIGN PHASES**. Whenever any state except Missouri, Kentucky, Virginia and West Virginia is first entered or attacked into by Enemy units, that state's militia is mobilized by placing 1 SP on any City in that state. The Active Player must notify the Inactive Player whenever he intends to move or attack across a hexside coinciding with a state border. The Inactive Player then automatically deploys 1 Friendly SP in any one of that state's cities. **NOTE:** The Inactive Player can trigger the appearance of Militia only by retreating across an Enemy state border during combat.

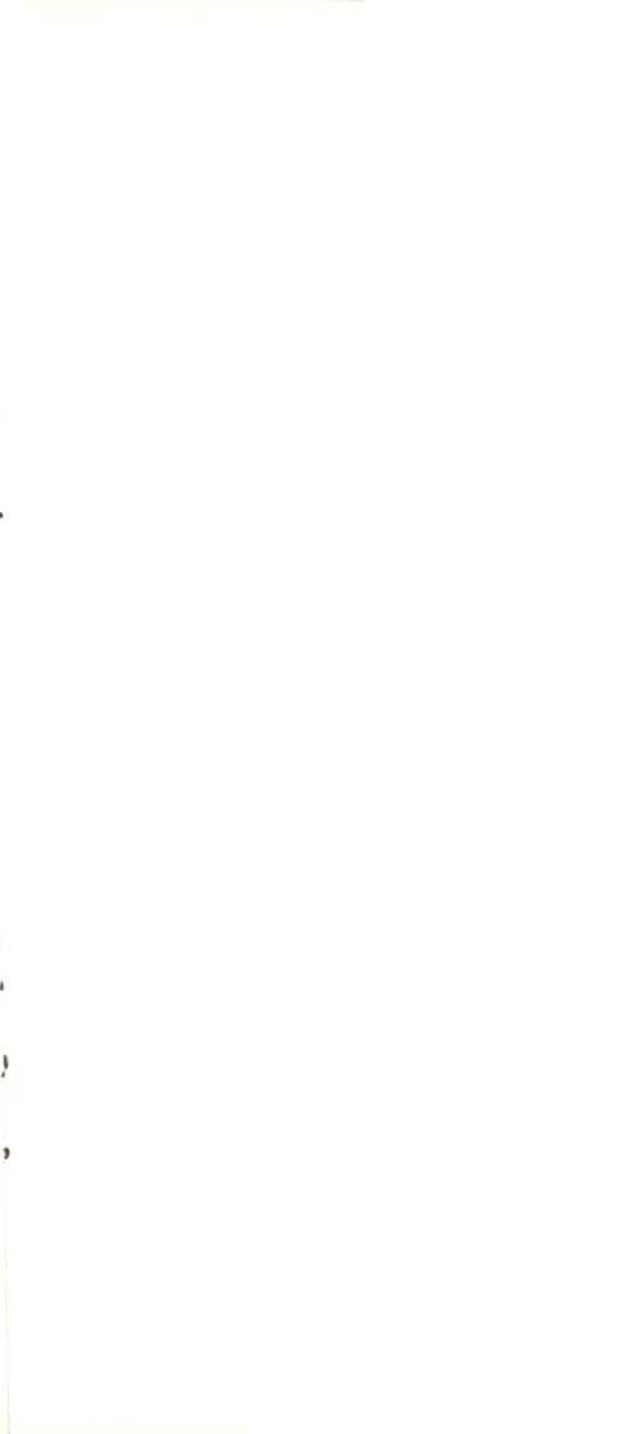
PART 7

ARMIES AND COMMAND

Leaders allow players to efficiently move units and attack. All Leaders enter the game with their Untried Side showing and are not looked at by either Player until they first participate in combat or are examined during the **REINFORCEMENT PHASE**. Army Markers represent the staff and logistics train necessary for the control of large forces. They are named for historical interest.

A. INDEPENDENT LEADERS

All Leaders not assigned to Armies are Independent Leaders. Independent Leaders can never command more than 6 SP's and can never command other Leaders. When several Independent Leaders occupy the same hex, the Ranking Leader commands the first 6 SP's, the second most senior the next 6, and so on. Independent Leaders without SP's to command still affect combat when their hex is attacked. When the Ranking Leader moves out of a hex, he can take up to 6 SP's with him. However, less senior Leaders must leave the Ranking Leader at least 6 SP's, taking only those SP's that their rank entitles them to command. Independent Leaders can drop off SP's as they move. Independent Leaders can move into a hex with Activated SP's other than those which moved with them and can use those SP's to attack. Activated SP's can be moved into a hex occupied by an Activated Independent Leader and can immediately be used by that Leader in combat. Land SP's that begin a **CAMPAIGN**





FEEDBACK CARD

Please write the number that reflects your answers from the Feedback Section of the magazine on this survey answer sheet.

Never place more than one number in the response box. Except where otherwise indicated in the question itself, write "1" for "Yes," "2" for "No," or "0" for "No Opinion". Please Note: We are using a 1 to 5 rating scale on this survey.

1	17	33	49	65	81
2	18	34	50	66	82
3	19	35	51	67	83
4	20	36	52	68	84
5	21	37	53	69	85
6	22	38	54	70	86
7	23	39	55	71	87
8	24	40	56	72	88
9	25	41	57	73	89
10	26	42	58	74	90
11	27	43	59	75	91
12	28	44	60	76	92
13	29	45	61	77	93
14	30	46	62	78	94
15	31	47	63	79	95
16	32	48	64	80	96

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PHASE under the command of a Leader and remain under that Leader's command throughout the Phase, can move and fight without being activated separately. The activation of the Leader also activates any Land SP's that he commands.

B. ARMIES

Players create Armies during the REINFORCEMENT PHASE as described in the COURSE OF PLAY. Previously destroyed Armies can be rebuilt using this same procedure. However, the number of Armies on the map can't exceed the number provided in the sheet of playing pieces. Each Army piece can represent a maximum of 24 SP's, 1 Commander and 4 Subordinate Leaders. When deployed on the map, the Army represents this entire force. Strength is kept secret from the opposing player and is recorded in the STR Column of the ARMY ROSTER, under the Army's name. Army losses are recorded in the Loss Column of the ARMY ROSTERS.

C. ARMY COMMAND

Once assigned to the Commander Box of an Army on the ARMY TRACK, a Leader is never removed from command unless he is sacked, outranked or suffers a "W" or "K" result on the LEADER LOSS TABLE. An Army Commander commands his Army and all Subordinate Leaders and SP's assigned to it. By paying the Inertia cost of the Commander, the entire force is activated and is able to move and fight. A Two-star Leader who is not an Army Commander is automatically appointed Army Commander during Step 16 of any REINFORCEMENT PHASE in which he is the Ranking Tried Leader on an ARMY TRACK or in a hex with a Leaderless Army or an Army commanded by a less senior Two-star Leader. A Two-star Leader automatically becomes Commander of a Leaderless Army at the beginning of any CAMPAIGN PHASE in which he is the

Ranking Leader in the hex with that Army or occupying a box on the ARMY TRACK of that Army. A Leaderless Army (one lacking a Commander) can defend, but can't attack. It is activated at a cost of 2 CP's.

U.S. Grant can command any Army the US Player chooses once he is promoted to Three-star rank. Once activated, Grant can be moved to the Army's hex during any CAMPAIGN PHASE and placed on top of the existing Commander on the ARMY TRACK, taking immediate temporary command. The existing Commander remains under Grant in the Commander's Box, but Grant's ratings are then used to move the Army, establish column shifts, etc. Grant cannot, however, activate an Unactivated Army simply by moving onto that Army. The Army must have already been Activated for Grant to move and attack with it during the Phase he is placed on the Army's Commander Box. Should Grant be in command of an Army when promoted to Three-stars, he can be removed from the command of that Army as soon as another Two-star Leader is in the same hex during a COMMAND PHASE and can then immediately begin taking temporary command of Armies as described above.

D. SUBORDINATE LEADERS

Leaders in a hex with an Army can be placed on the ARMY TRACK during the COMMAND PHASE if a Subordinate Leader Box is available on that Army's Track. Untried Leaders can be placed in Armies when picked from the Leader Pool but are considered outranked by Tried Leaders for purposes of Seniority. As an Army moves, it can drop off Subordinates and SP's, but these can move no further that CAMPAIGN PHASE. Subordinate Leaders can never be "sent" to a destination different from that of the parent Army

unless they are detached (replaced on the map) and their own Inertia Cost is paid to activate them. Leaders, detached from an Army, can't be reattached until the next COMMAND PHASE (if they are again in the same hex with an Army).

PART 8

FORTIFICATIONS

There are two types of Fortifications in the game: Forts and Fortresses. Forts represent entrenchments and other prepared defenses of a temporary nature. Fortresses represent more powerful defensive works. Each player can build an unlimited number of Fortifications during a FORTIFICATION PHASE. However, only one Fortification Marker at a time can occupy a given hex. Fortifications can be destroyed (removed from the map) by the player who controls them during a FORTIFICATION PHASE. In addition, Forts are automatically destroyed whenever a stack of defenders is forced to retreat out of a hex containing a Fort. Fortifications are controlled by the player whose Land SP's were the last sole occupants of their hex. The Fortification effects are explained in PARTS 4 and 14.

PART 9

ZONES OF CONTROL

Land SP's exert a ZOC over the six hexes adjacent to them. Riverine Units exert a ZOC into the hexside that they occupy. Leaders and Fortifications never exert a ZOC. When a Land SP enters a hex in an Enemy ZOC, it must stop moving for the rest of the CAMPAIGN PHASE. Units that begin a CAMPAIGN PHASE in the ZOC of an Enemy Land SP can move directly to another hex in an Enemy ZOC but must then stop moving. Units can freely leave an Enemy ZOC to enter a hex that is not in an Enemy ZOC. They must, however, stop upon entering a hex in an Enemy ZOC. Land ZOC's are negated by Tidal River Hexsides, Ridges, Gaps and the ZOC's of Riverine Units. ZOC's extend out of (but not into) Cities. All ZOC's are negated by Blocked Hexsides. Only the ZOC's of Riverines and Land SP's in Fortifications affect movement along River Hexsides and Coastal Hexes. Riverines can

ARMY OF THE MISS	ARMY OF THE NORTHERN VIRGINIA	ARMY OF THE TNNSSSEE	ARMY OF THE TRNSMISS	ARMY OF THE VALLEY	ARMY OF THE WEST
CMDR **	2 R E Lee ★★ 1 +3	CMDR **	CMDR **	CMDR **	CMDR **
1	18 Jackson ★ 1 +2	1	1	1	1
2	27 A P Hill ★ 1 +1	2	2	2	2
3	?	3	3	3	3
4	?	4	4	4	4

CSA ARMY TRACK EXAMPLE

The track at left shows the Army of Northern Virginia with Lee as its commander and Jackson Hill and two Untried Leaders (in order of rank) as subordinates. Jackson is placed in the "1" Box because he is the Ranking Leader among the subordinates attached to the Army. The Untried Leaders are placed in the "3" and "4" Boxes since Untried Leaders always have a lower rank than Tried Leaders.

move along hexsides in the ZOC of Enemy Land SP's in Fortifications, but can be destroyed in the process. Riverines project a ZOC only into the hexside to which they are pointed. Land Units using River Transport can never enter the ZOC of Riverines or of Enemy Land SP's in Fortifications. The ZOC's of Land Units that aren't in Fortifications never stop river movement. Stacks containing 2 or more SP's that are forced to retreat into an unoccupied hex or across a hexside in an Enemy ZOC lose 1 SP.

PART 10

LAND MOVEMENT

In order to move, Leaders and Land SP's must be activated by spending CP's. Spending CP's equal to the Inertia Rating of a Leader allows that Leader and all the SP's under his command to move and attack together. SP's not commanded by a Leader can be activated at a cost of 1 CP per SP. Move the Bid Marker back one box (toward the "0" Box) on the CP TRACK for each CP spent to activate a Leader or SP.

A. HOW TO MOVE

During each CAMPAIGN PHASE, players can move any or all of their activated Land SP's and Leaders in any direction(s) limited only by the current Movement Allowance (MA), terrain, and Enemy ZOC's. Each stack is moved individually, hex by hex, and must complete its movement before another stack can move. SP's and Leaders can move during any or all CAMPAIGN PHASES of a Game Turn, but must be reactivated each Phase by spending CP's. The MA varies, depending on the Game Turn and Phase. This variable MA is listed on the TURN TRACK and is the number of hexes that each Activated Land Unit can move during a CAMPAIGN PHASE. A unit's movement can be interrupted by terrain and Enemy ZOC's. Land SP's and Leaders can enter all types of hexes, but can't cross Tidal River Hexsides, Ridge Hexsides, or Blocked Hexsides. **EXCEPTION:** Leaders and SP's transported by Sea or River Transport or conducting a Sea Assault can cross Blocked Hexsides. There is no hex grid over the Mountainous terrain on the map. Units can't enter Mountainous Areas. Land SP's and Leaders can't enter an Enemy City during land movement. They can enter their own Cities that are currently Enemy-controlled but are not occupied by Enemy Land Units. Enemy Cities can be entered during *Step 1* of RESOLVING COMBAT.

Land SP's and Leaders can't enter hexes occupied by Enemy Land SP's except during a Sea Assault, Overrun or Advance after combat. Any number of Friendly pieces can end a Phase in the same hex.

B. LEADERS AND MOVEMENT

When a Leader is used to activate Land SP's, that Leader must move with those units. Leaders can't send units to one location and then move somewhere else. Leaders and Armies can drop SP's off when they move, but never their last SP. Instead of moving with Land SP's, Leader pieces can be relocated. Leaders can't be relocated and move with SP's during the same CAMPAIGN PHASE. To relocate a Leader, pay the Leader's Inertia cost, and place the Leader in any other Friendly-occupied Supplied hex on the map that can be reached by tracing a path of Friendly hexes free of Enemy units of ZOC's that doesn't cross a Blocked, Ridge or Tidal River Hexside. Relocated Leaders can do nothing except defend for the remainder of the CAMPAIGN PHASE. **EXCEPTION:** Grant can be relocated and still exercise normal command when at Three-star Rank.

C. OVERRUNS

A Force that has a 5 to 1 superiority in strength over an Enemy unit or stack that doesn't occupy a City or Fortification can ignore that unit's ZOC, enter its hex, and eliminate it from play during movement. Overruns are conducted during movement, are not considered combat, and no die rolls are required. In order to conduct an Overrun, the number of SP's in the Enemy stack must be known (possibly requiring use of a Cavalry Probe). Terrain benefits affecting the defender are applied before the resolution of the Overrun; thus, an Overrun possible in a Clear Hex may not be possible through a Gap or River Hexside. Riverines cannot assist in an Overrun. During an Overrun, the defending units are eliminated and the attacker moves into the Overrun hex. Should that hex be in an Enemy ZOC, the unit must either conduct another Overrun, or stop moving. There is no limit to the number of Overruns that can be conducted by a single force, subject only to the current MA. However, for each Overrun the moving force loses 1 hex of movement (in addition to the cost of entering the hex). Overruns aren't affected by Skill Ratings and don't show the identity of Untried Leaders. Untried Leaders eliminated in an Overrun are returned to the LEADER POOL for future use. After conducting an Overrun, the attacker automatically loses any strength called for by the TERRAIN KEY as if he had attacked across the hexside through which the stack entered the Overrun hex. All terrain effects are cumulative.

PART 11

RAIL MOVEMENT

When the game begins, Rail Hexes in US Territory (tinted on the map), West Virginia, Missouri, hex 3605 and the Rail Line from 3404 to 2805 and 2903 are part of the US Rail Net. All Rail Hexes in Kentucky are Neutral. All other Rail Hexes on the map are part of the CSA Rail Net. Kentucky Rail Hexes become Friendly to a player (and are treated as part of his Rail Net) when that state becomes Friendly to the Player as a result of the player accumulating VP's or the opposing player invading the state. In addition, a Rail Hex is always Friendly to the last player to occupy that hex with 1 or more Land SP's. The effect of occupying a Rail Hex with Land SP's always supercedes all other factors that determine the status of the Rail Hex. At any given moment, each player's Rail Net consists of all Rail Hexes that are Friendly to him. Players can use the hexes in their Rail Nets to trace Supply Paths and to transport their Land SP's and Leaders during *Step 3* of each CAMPAIGN PHASE. Whenever two Rail Hexes controlled by different players are next to each other, mark each hex with a Rail Head Marker to indicate the end of each player's Rail Net.

PART 12

NAVAL MOVEMENT

Both Players can move units by water during a CAMPAIGN PHASE.

A. RIVER TRANSPORT

The US Player can move up to 4 Activated Land SP's and any number of Leaders and the CSA Player can move up to 2 Activated SP's and any number of Leaders per Game Turn by River Transport. Units using this option can move an unlimited number of connected Major and/or Tidal River Hexsides per Game Turn. They must be Activated and must begin and end movement next to a Major and/or Tidal River Hexside. They can't use any other type of movement during the CAMPAIGN PHASE they use River Transport, but they can attack normally. They cannot move into a hexside containing the ZOC of an Enemy Land SP in a Fortification or the ZOC of a Riverine.

B. RESOLVING COMBAT

Each combat announced during *Step 5* of a CAMPAIGN PHASE is resolved during *Step 6* of the same Phase by performing the Steps below:

1. If the hex being attacked is an unoccupied Enemy City, skip the entire combat procedure below and advance all attacking pieces into the hex. The City in that hex is now Friendly. Otherwise, the Active Player totals the number of Land SP's under the command of the attacking Leader. If the attack is taking place against a hex that includes a Ferry or Major River Hexside containing one or more of the Active Player's Riverines, the Active Player must state whether he is conducting a Combined Operation. If he conducts a Combined Operation, he must immediately expend 1 CP.

2. The Inactive Player totals the number of Friendly Land SP's in the hex being attacked and the number of Friendly Riverines in a hexside of that hex and modifies the result by adding 1 if the hex being attacked is a Wilderness, Swamp or City (of any type). If more than one of these types of terrain is present in the hex, 1 is added for each terrain type present. In addition, the Inactive Player adds 1 if the Active Player's units are attacking through a Major or Minor River, Gap or Ferry Hexside. If more than one of these types of hexside is being attacked through, the Inactive Player adds 1 for each type of hexside being attacked through. These modifications are summarized in the Combat Column of the TERRAIN KEY.

3. The totals from *Steps 1* and *2* are expressed as a simplified Combat Ratio (attacker's strength to defender's strength) rounded off in favor of the defender. For example, 5 Land SP's attacking 2 Land SP's in a Clear Hex would yield a Combat Ratio of 2 to 1.

4. The Active Player finds the span of numbers in the STRENGTH Column below within which the number found in *Step 1* falls. The COMBAT TABLE in the same row as that span of numbers is the table that will be used to resolve the combat.

STRENGTH	COMBAT TABLE
1 to 3	A
4 to 12	B
13 to 24	C

5. The Active Player finds the column on the COMBAT TABLE found in *Step 4* that is the same as the Combat Ratio found in *Step 3*. Note that the COMBAT TABLES are divided into *Combat Ratio Columns* (2-1, 3-1, etc.) and *Differential Columns* (+1, +2, etc.). If the Combat Ratio found in *Step 3* is greater than the highest Combat Ratio found on the COMBAT TABLE being used, the Combat Ratio used is the highest shown on the COMBAT TABLE. If the Combat Ratio is lower than the lowest

Combat Ratio shown, the Combat Ratio used is the lowest Combat Ratio shown. If the Combat Ratio found in *Step 3* is less than the highest Combat Ratio shown and greater than the lowest Combat Ratio shown, but does not appear on the COMBAT TABLE, subtract the attacker's strength from the defender's modified strength. The resulting positive or negative number is called the Combat Differential. Find the highest Differential Column on the COMBAT TABLE that is less than or equal to this number and use that column to resolve the attack.

6. The Active Player subtracts the Skill Rating of the Ranking Leader in the defender's stack from the Skill Rating of the attacking Leader. He then subtracts 1 if the defender is in a Fort or 2 if the defender is in a Fortress. If the defender is Demoralized, he adds 1 to the total. If the attacker is demoralized, he subtracts 1. If the attacker is conducting a Combined Operation, he adds the number of Riverines participating in the attack. If the attacker used Rail Transport during this CAMPAIGN PHASE, he subtracts 1. If the net result of this calculation is positive, he shifts the Combat Ratio/Differential a number of columns to the right equal to the result. If the result is negative, the Combat Ratio/Differential is shifted a number of columns to the left equal to the result. If the net shift is greater than 3 columns, ignore any column shift above 3. If a column shift results in the Combat Ratio/Differential Column being higher (lower) than the highest (lowest) Combat Ratio on the COMBAT TABLE, the highest (lowest) column on the COMBAT TABLE is used to resolve the combat.

7. If either the attacker or the defender is Besieged, skip this step and proceed to *Step 10*. If the attacking Leader is not an Army Commander or if there are no Subordinates in his Army, skip this Step and proceed to *Step 8*. Otherwise, roll one die and subtract 2 from the result. If the modified result is 0 or less, there is no effect. If the modified result is a number between 1 and 4, that number of Subordinates attached to the Army must, if possible, be used to modify the die roll used to resolve combat in *Step 8*. These Leaders are chosen by seniority with the highest ranking Subordinate used first, and so on. The identities of Untried Leaders are not revealed if they are not included in the attack.

8. The attacker rolls a die and modifies it by adding the Skill of the number of Subordinates found in *Step 7* (no modification if the attacking Leader is not an Army Commander) and by subtracting the Skill of every Leader other than the Ranking Leader in the defender's stack (regardless of whether these Leaders are part of the same force as the Ranking Leader).

9. The attacker finds the die roll result on

the COMBAT TABLE that is equal to the modified result found in *Step 8*. Results less than the lowest result on the COMBAT TABLE are treated as the lowest result shown. Results greater than the highest die roll result shown are treated as the highest result shown. The attacker reads across the row containing the modified die roll result until he comes to the Combat Ratio Column he found in *Step 6*. Where column and row meet, he will find two results separated by a slash. These are the results of the combat. Results before the slash apply to the attacker. Results after the slash apply to the defender. All numbered results indicate the number of Land SP's that must be removed from the affected stack as a result of the combat. A "D" indicates that the affected stack is Demoralized and a Demoralized Marker must be immediately placed on the stack. A "-" indicates no effect.

10. The combat result found in *Step 9* is modified by the addition of 1 SP if the affected stack was Demoralized at the beginning of the combat. In addition, if the modified Combat Ratio found in *Step 6* was less than the lowest Combat Ratio found on the COMBAT TABLE, the attacking force adds 1 SP to the result found in *Step 9*. If the defender occupies a Fort, the attacker's losses are increased by 1 SP unless a Combined Operation was being conducted. If the defender occupies a Fortress, the attacker's losses are increased by 1 if COMBAT TABLE A is used, by 2 if COMBAT TABLE B is used and by 3 if COMBAT TABLE C is used. Finally, unless the defender occupies the same hex with an Enemy Besieged stack, the players find the rows on the TERRAIN KEY showing the types of terrain in the defender's hex and in the hexside across which the attack was made and read across each row until they come to the Loss Column. This Column will usually contain two numbers separated by a slash. Numbers before the slash are additional SP's that must be removed from the attacker's stack. Numbers after the slash are additional SP's that must be removed from the defender's stack. All modifications are cumulative. Land SP losses inflicted as a result of these modifications must be removed even if no losses were indicated on the COMBAT TABLE.

11. Each player removes from his stack the number of Land SP's indicated by the modified result found in *Step 10*. If 1 or more Riverines participated in the attack as part of a Combined Operation and the attacker must lose more than 1 SP, at least 1 SP loss must be satisfied by removing a Riverine instead. If the defender occupied a Fortification, then the number of SP's that must be removed from the defender's stack is halved (round down). If all of the SP's assigned to an Army are destroyed, that Army is removed from play and 5 VP's are added to the VP total of the opposing player.

Losses removed from Armies are indicated in that Army's Loss Column on the ARMY TRACK. Other SP losses are indicated by removing Land SP pieces whose printed value equals the number of SP's that must be lost. Land SP pieces can be broken down (replaced by other pieces) to make the removal of losses easier. Losses in excess of the number of SP's involved in the attack are ignored. If all SP's in a stack are eliminated, roll two dice for each Leader in the stack and find the result in the Disaster Column of the LEADER LOSS TABLE. Results are explained in LEADER LOSSES below and are applied immediately.

12. If the attacker is Demoralized, the Active Player must immediately state whether he wants to attempt to rally the attacking force. If he does not want to rally the force, skip the rest of this Step and proceed to Step 13. If he does want to rally the attacking force, he immediately rolls two dice and adds the Skill Rating of the Ranking Leader in the force to the result. He then finds this modified result on the Rally Column of the LEADER LOSS TABLE. Results are explained in LEADER LOSSES below and are applied immediately.

13. If the defender is not Demoralized or if there isn't a Leader in the stack skip this Step. Otherwise, the Inactive Player must state whether he wants to attempt to rally the defending stack, executing the procedure in Step 12 if he chooses to rally.

14. If the defender is still Demoralized and the attacker is not, the defending stack must retreat out of the hex into any adjacent hex that the stack could move into during a CAMPAIGN PHASE. The Leaders and SP's in the stack must all retreat into the same hex and must, if possible, end their retreat closer to a Friendly Supply Source than they were at the beginning of combat. Stacks can't retreat into an Enemy-occupied hex or Enemy City. Stacks containing 2 or more SP's lose 1 Land SP if they retreat into a hex in an Enemy ZOC. If they can't retreat due to the presence of blocking terrain or Enemy units, they are eliminated (removed from the game). The opposing player adds 5 VP's to his VP total for each eliminated Army and 5 VP's per star for each eliminated Leader. If the defender occupies a hex containing a Fortress, the defending stack can "*retreat inside the Fortress*" instead of leaving the hex. The stack is placed under the Fortress to represent this fact.

15. If the attacker is still Demoralized and the defender is not, the Active Player must state whether the attacker will retreat. If he does not want to retreat, skip the rest of this Step. If he does want to retreat, the attacking stack retreats within the same restrictions listed in Step 14 above.

16. If it is Game Turn 3 or earlier or if the defender's hex is still occupied and the defender did not "*retreat inside a Fortress*"

during Step 14, skip this Step. Otherwise, the attacker must state whether the attacking force is advancing into the defender's hex. If the attacker is Demoralized, no advance is possible. All attacking pieces in a stack must advance together if this option is chosen.

C. DEMORALIZATION

Demoralization results affect every Leader and Land SP in a hex, even if they didn't participate in the combat. Units that end their movement in a hex with Demoralized pieces immediately become Demoralized. Demoralized units are identified by placing a Demoralized Marker on them (or by flipping them over if they are Army pieces). They can't enter Enemy Territory. If they begin a CAMPAIGN PHASE in Enemy Territory, they can't attack, and can only move if they are supplied and end their Movement closer to their Supply Source. They suffer a detrimental column shift in combat and lose 1 additional SP every time they suffer a "D" result in combat. If a Demoralized Leader moves to a new hex, all units in that hex also become Demoralized. A Demoralized Leader that is alone in a hex during the RALLY PHASE rallies automatically.

D. SIEGES

When the defender in a Fortress hex must retreat, the Inactive Player can elect to "*retreat inside the Fortress*" or retreat out of the hex. If a defender retreats inside a Fortress, the attacking units can subsequently advance into the hex with the defending stack. If this happens, a Siege is initiated and the defending units become "*Besieged*". Units automatically lose their ZOC, rally (if Demoralized) and become Unsupplied immediately upon becoming Besieged. They can't move and can only attack Enemy Units in the same hex. They can be attacked by an Enemy Force in the same hex during subsequent CAMPAIGN PHASES, but can't be attacked by adjacent forces. If forced to retreat, they are eliminated and the Besieging Player gets 5 VP's per star for each eliminated Leader and 5 additional VP's if a Besieged Army is eliminated. Forces friendly to the Besieged stack can attack the Besieging force from an adjacent hex, but such attacks can't be combined with attacks by the Besieged stack. These effects continue as long as the stack is Besieged. A Siege is broken whenever the Besieging Player has no more Land SP's in the hex with the Besieged stack or whenever any Besieging Land SP's in the hex are not commanded by a Leader. When the siege is broken, all of the units in the Besieging stack are immediately placed in an adjacent hex of the Besieging Player's choice. If no hex exists which the units can enter, they are destroyed. The Besieging Player can freely move his pieces into and out of the hex. The Besieging stack traces Supply normally.

E. LEADER LOSSES

The players will sometimes have to roll on the LEADER LOSS TABLE to determine what happens when a Leader attempts to rally the SP's under his command during a CAMPAIGN PHASE or to find the effect of a major defeat (Disaster) on the Leader. Possible results are explained below.

K = Killed: The stack does not rally and the Ranking Leader is permanently removed from the game, immediately giving 5 VP's per star to the opposing player.

W = Wounded: The stack does not rally and the Ranking Leader is Wounded. Place the Leader in the next box on the TURN TRACK.

"—" = No Effect: The Leader survives but the stack doesn't rally.

R = Rallied: The Demoralized result is ignored.

PART 15

SUPPLY

Land SP's and Riverines are either Supplied or Unsupplied. A unit's supply state is judged during the SUPPLY PHASE and depends upon the proximity of a Supply Source. Once determined, a unit's supply state does not change until the next SUPPLY PHASE. Unsupplied stacks are indicated by placing an Unsupplied Marker on top of them.

A. SUPPLY SOURCES

Units are Supplied when they occupy, are adjacent to or can trace a Supply Path to a Friendly Supply Source during a SUPPLY PHASE.

- US Supply Sources include any Friendly Rail Hex on the north mapedge, or any Friendly US Major City that is not Besieged and is connected by a continuous path of Friendly Rail Hexes to another Friendly US Major City that is not Besieged or to the north mapedge. Friendly US Major Cities in Missouri are also US Supply Sources so long as at least one hex adjacent to them is free of Enemy Units and ZOC's. They need not trace a path of Rail Hexes to another City or the North mapedge. In addition, all Coastal Hexes on the map can be used as US Supply Sources so long as the US Player expends 1 NRP for each SP that traces Supply to them.

- CSA Supply Sources include any Friendly CSA Major City east of the Mississippi that is not Besieged and is connected by a continuous path of Friendly Rail Hexes to another Friendly CSA Major City east of

the Mississippi that is not Besieged. In addition, Friendly CSA Major Cities west of the Mississippi are considered Supply Sources so long as at least one adjacent hex is free of Enemy Units and ZOC's.

B. HOW UNITS ARE SUPPLIED

To be Supplied, units must be in or adjacent to a Supply Source, or they must be on a Rail Hex or adjacent to a Major/Tidal River Hexside that traces back to a Friendly Supply Source. This Supply Path can be of any length and can be composed of any combination of Rail Hexes and River hexsides. Railroads and Major/Tidal Rivers link to each other where they cross or end in the same hex. Units west of the Mississippi are Supplied if they can trace a Supply Path consisting of any types of hexes through which they could move and no longer than their current MA in length to any Friendly

Supply Source. This Supply Path need not consist of Rail Hexes and cannot consist of Major or Tidal River Hexsides. Supply by land is blocked by Enemy Land SP's or Rail Net Markers that physically occupy a Rail Hex into which Friendly units are attempting to trace a Supply Path. Supply by river is blocked by the ZOC's of Enemy Land SP's in Fortifications and by Riverine ZOC's.

C. SUPPLY EFFECTS

Unsupplied Units move and fight normally. If they are still Unsupplied during the following SUPPLY PHASE, they lose half of their SP's, (round fractions up). Losses are deducted every Game Turn that the unit remains Unsupplied or until it is reduced to 1 SP. One-SP stacks are always Supplied. Leaders are the only Reinforcements that can be placed on Unsupplied stacks.

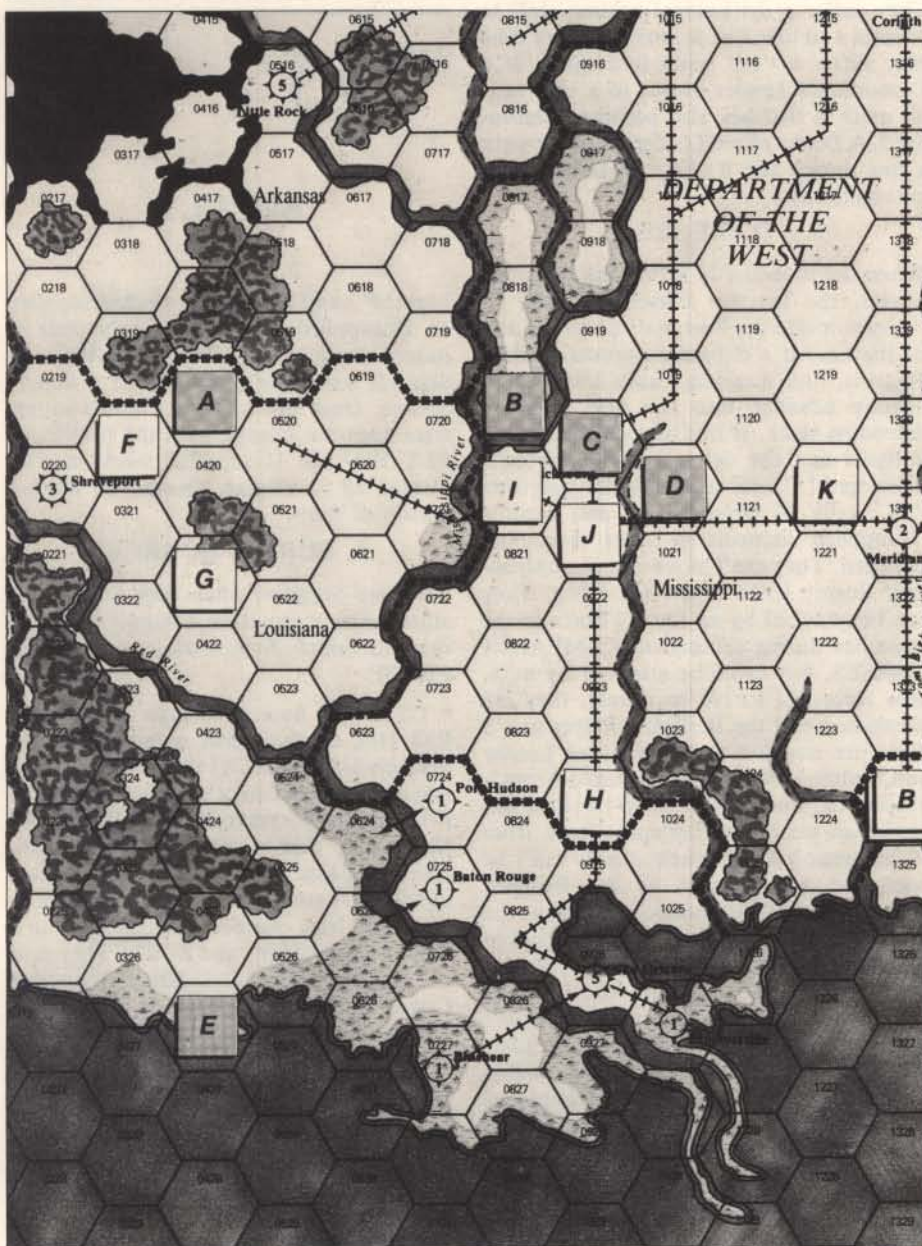
PART 16

NEUTRALITY

Kentucky, West Virginia, and Missouri begin the game as neutrals. Kentucky begins the game Friendly to neither side. As soon as the US Player earns 1 VP, it becomes Friendly to him and the CSA Player immediately places 1 CSA Land SP in any Friendly City in Tennessee. If the CSA Player earns 5 VP's before the US Player earns 1 VP, Kentucky becomes Friendly to the CSA Player instead and the US Player immediately places 1 US Land SP in Cincinnati (if Friendly). If invaded by the Active Player's Land SP's while still neutral, the state becomes Friendly to the Inactive Player who immediately gets 5 VP's and places 1 Friendly Land SP in any City in Kentucky. Units may not retreat into Kentucky while it is neutral. Kentucky Rail Hexes become Friendly to the player who wins the state through the acquisition of VP's, or to the player who did not invade. River hexsides adjacent to Kentucky can be used to trace Supply, for River Transport, and to move Riverines while the state is neutral. Demoralized units of both sides can continue to attack in Kentucky. Missouri is an "open state" for all game purposes. Demoralized units can freely move and attack while in Missouri. West Virginia becomes US Territory as described in PART 4.

TRACING SUPPLY EXAMPLE

It is the winter of 1863. The MA is 3. US Stack A is Unsupplied since its 4-hex Supply Path to Little Rock (counting the hex containing Little Rock, but not the hex the Stack occupies) is 1 hex greater than the current MA. US Stack B is Supplied since it can trace a Supply Path along the Mississippi to a number of US Major Cities. US Stack C is Supplied by Rail. US Stack D is Unsupplied since its only possible Supply Path is blocked by CSA Stack K. US Stack E consists of 3 SP's and is Supplied only if the US Player spends 3 NRP's (1 NRP per SP) to supply the entire stack by Sea. If only 2 NRP's were available for this purpose, the entire stack would be Unsupplied. CSA Stack F is supplied since it is next to Shreveport, a Major City. CSA Stack G is Supplied since it can trace a Supply Path through 1 Friendly hex to Shreveport. CSA Stack H is Supplied since it can trace a Rail Supply Line to either Jackson or New Orleans. CSA Stack I is Supplied since it is next to a Supply Source. CSA Stack J is Supplied since it occupies a Supply Source. CSA Unit K is Supplied since it can trace a Rail Supply Path to a Supply Source.



US ARMY ROSTER

GAME TURN	ARMY OF THE CMBRLAND		ARMY OF THE MISS		ARMY OF THE OHIO		ARMY OF THE POTOMAC		ARMY OF THE TNNSSEE		ARMY OF VIRGINIA	
	Str	Loss	Str	Loss	Str	Loss	Str	Loss	Str	Loss	Str	Loss
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												
13												
14												
15												
16												

CSA ARMY ROSTER

GAME TURN	ARMY OF THE MISS		ARMY OF NORTHERN VIRGINIA		ARMY OF THE TNNSSEE		ARMY OF THE TRNSMISS		ARMY OF THE VALLEY		ARMY OF THE WEST	
	Str	Loss	Str	Loss	Str	Loss	Str	Loss	Str	Loss	Str	Loss
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												
13												
14												
15												
16												

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COMBAT TABLE C.

Die Roll	Die Roll																Die Roll
	-1	0	+1	+2	1 to 2	-2	-1	0	+1	+2	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	7 to 1	
-1	1D/-	D/-	D/-	D/-	3D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	-1
0	D/-	D/-	D/-	D/-	2D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	0
1	D/-	D/-	D/-	D/-	1D/-	1D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	1
2	D/-	D/-	D/-	D/-	D/-	D/-	2/-	2/-	1D/1D	D/1D	D/1D	D/1D	D/1D	D/1D	D/1D	D/1D	2
3	D/-	D/1D	D/-	D/-	2/-	2/1	1/1	1D/1D	D/1D	D/-	D/-	D/-	D/-	D/-	D/-	D/-	3
4	D/-	D/1D	D/-	D/-	1D/1	D/1D	D/1D	D/1D	D/-	1/1D	1D/1D	D/1D	D/1D	D/1D	D/1D	D/1D	4
5	D/D	D/-	D/-	D/-	D/1D	D/1D	D/1D	D/1D	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	5
6	D/-	D/-	D/-	D/-	D/1D	D/1D	D/1D	D/1D	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	6
7	D/-	D/-	D/-	D/-	D/1D	D/1D	D/1D	D/1D	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	7
8	D/-	D/-	D/-	D/-	D/1D	D/1D	D/1D	D/1D	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	8

COMBAT TABLE B.

Die Roll	Die Roll																Die Roll
	-1	0	+1	+2	1 to 2	-2	-1	0	+1	+2	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	7 to 1	
-1	1D/-	D/-	D/-	D/-	3D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	-1
0	D/-	D/-	D/-	D/-	2D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	0
1	D/-	D/-	D/-	D/-	1D/-	1D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	1
2	D/-	D/-	D/-	D/-	D/-	D/-	2/-	2/-	1D/1D	D/1D	D/1D	D/1D	D/1D	D/1D	D/1D	D/1D	2
3	D/-	D/1D	D/-	D/-	2/-	2/1	1/1	1D/1D	D/1D	D/-	D/-	D/-	D/-	D/-	D/-	D/-	3
4	D/-	D/1D	D/-	D/-	1D/1	D/1D	D/1D	D/1D	D/-	1/1D	1D/1D	D/1D	D/1D	D/1D	D/1D	D/1D	4
5	D/D	D/-	D/-	D/-	D/1D	D/1D	D/1D	D/1D	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	5
6	D/-	D/-	D/-	D/-	D/1D	D/1D	D/1D	D/1D	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	6
7	D/-	D/-	D/-	D/-	D/1D	D/1D	D/1D	D/1D	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	7
8	D/-	D/-	D/-	D/-	D/1D	D/1D	D/1D	D/1D	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	8

COMBAT TABLE A.

Die Roll	Die Roll																Die Roll
	-1	0	+1	+2	1 to 2	-2	-1	0	+1	+2	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	7 to 1	
-1	1D/-	D/-	D/-	D/-	3D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	2D/-	-1
0	D/-	D/-	D/-	D/-	2D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	1D/-	0
1	D/-	D/-	D/-	D/-	1D/-	1D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	1
2	D/-	D/-	D/-	D/-	D/-	D/-	2/-	2/-	1D/1D	D/1D	D/1D	D/1D	D/1D	D/1D	D/1D	D/1D	2
3	D/-	D/1D	D/-	D/-	2/-	2/1	1/1	1D/1D	D/1D	D/-	D/-	D/-	D/-	D/-	D/-	D/-	3
4	D/-	D/1D	D/-	D/-	1D/1	D/1D	D/1D	D/1D	D/-	1/1D	1D/1D	D/1D	D/1D	D/1D	D/1D	D/1D	4
5	D/D	D/-	D/-	D/-	D/1D	D/1D	D/1D	D/1D	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	5
6	D/-	D/-	D/-	D/-	D/1D	D/1D	D/1D	D/1D	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	6
7	D/-	D/-	D/-	D/-	D/1D	D/1D	D/1D	D/1D	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	7
8	D/-	D/-	D/-	D/-	D/1D	D/1D	D/1D	D/1D	D/-	D/-	D/-	D/-	D/-	D/-	D/-	D/-	8

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Quantity of Sections of this identical type in game: 1. Total quantity of Sections (all types) in game: 1.

10 Banks ★ ★ 2 -2	14 Buell ★ ★ 2 -1	2 McClellan ★ ★ 1 -2	18 Burnside ★ 1 +1	20 Curtis ★ 1 -1	16 Grant ★ 1 -1	26 Hancock ★ ★ 1 -1	24 Hooker ★ 1 +1	17 McDowell ★ 1 -1	25 Meade ★ 1 0
11 Butler ★ ★ 2 -3	3 Fremont ★ ★ 2 -3	4 Pope ★ ★ 1 -3	19 Rosecrans ★ 1 -1	28 Sheridan ★ 1 +1	23 Sherman ★ 1 +2	21 Sigel ★ 1 -1	27 Steele ★ 1 0	22 Thomas ★ 1 +2	29 Wilson ★ 1 +1

US Two-star Leaders

US One-star Leaders

13 Burnside ★ ★ 1 -3	5 Grant ★ ★ 1 +2	15 Hooker ★ ★ 1 -1	7 Meade ★ ★ 1 0	1 Grant ★ ★ 1 +3	US VP's × 1	US VP's × 10	Army of Virginia	Army of the Potomac	Army of the Tennessee
12 Rosecrans ★ ★ 2 -1	9 Sheridan ★ ★ 1 +2	6 Sherman ★ ★ 1 +2	8 Thomas ★ ★ 1 +2	Game Turn	US CP's Bid	US NRP's	Army of the Cumberland	Army of the Miss	Army of the Ohio

US Markers

US Army Markers

2	2	2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2	2	2

US Land Strength Points

US Riverines

2	4	4	4	4	6	6	6	1	1
2	4	4	4	4	6	6	6	1	1

Fort Markers

CP Markers

6	7	8	8	9	10
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AMERICAN CIVIL WAR 1861 - 1865™ Game Counter Section Nr. 1 (200 pieces): Front

15 Bragg ★ 1 -1	23 Beckwith ★ 1 0	26 Early ★ 1 +1	21 Ewell ★ 1 +1	28 Forrest ★ 1 +2	27 A.P. Hill ★ 1 -1	25 Hood ★ 1 +1	18 Jackson ★ 1 +2	4 Barnard ★ ★ 0 0	1 A. Johnson ★ ★ 0 0
20 Pemberton ★ 2 -2	14 Polk ★ 2 -1	22 Price ★ 1 0	19 K. Smith ★ 1 0	24 Taylor ★ 1 +1	16 Van Dorn ★ 1 0	17 Longstreet ★ 2 +1	2 R.E. Lee ★ ★ 1 +3	3 J. Johnston ★ ★ 0 0	5 Bragg ★ ★ 1 -1

CSA One-star Leaders

CSA Two-star Leaders

CSA VP's × 1	CSA VP's × 10	Army of Northern Virginia	Army of the Tennessee	Army of the Miss	9 Van Dorn ☆☆ 1 0	12 Hood ☆☆ 1 -1	7 Jackson ☆☆ 1 +2	6 Longstreet ☆☆ 2 +1
CSA CP's Bid		Army of the West	Army of the Trans-Miss	Army of the Valley	11 Pemberton ☆☆ 2 -1	10 Polk ☆☆ 2 -1	8 K Smith ☆☆ 1 0	13 Taylor ☆☆ 1 +1

CSA Markers

CSA Army Markers

2	2	2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2	2	2

CSA Land Strength Points

2	2	4	4	4	4	6	6	6	6
2	2	4	4	4	4	6	6	6	6

CSA Railroad Markers

Unsupplied Markers

CSA	CSA	CSA	CSA	CSA	U	U	U	U	U
CSA	CSA	CSA	CSA	CSA	U	U	U	U	U

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AMERICAN CIVIL WAR 1861 - 1865™ Game Counter Section Nr. 1 (200 pieces): Back

?	?	?	?	?	?	?	?	?	?
?	?	?	?	?	?	?	?	?	?

CSA Leaders Untried

?	?	?	?	Army of the Miss D	Army of the Tennessee D	Army of Northern Virginia D
?	?	?	?	Army of the Valley D	Army of the Trans-Miss D	Army of the West D

CSA Armies Demoralized

1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1

5	5	5	5	3	3	3	3	1	1
5	5	5	5	3	3	3	3	1	1

Demoralized Markers

US Railroad Markers

D	D	D	D	D	US	US	US	US	US
D	D	D	D	D	US	US	US	US	US

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?	?	?	?	?	?	?	?	?	?

US Leaders Untried

Army of the Tennessee D	Army of the Potomac D	Army of Northern Virginia D	***	?	?	?	?
Army of the Ohio D	Army of the Miss D	Army of the Cumberland D		?	?	?	?

US Armies Demoralized

1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1

2	2	5	5	5	3	3	3	3	1
2	2	5	5	5	3	3	3	3	1

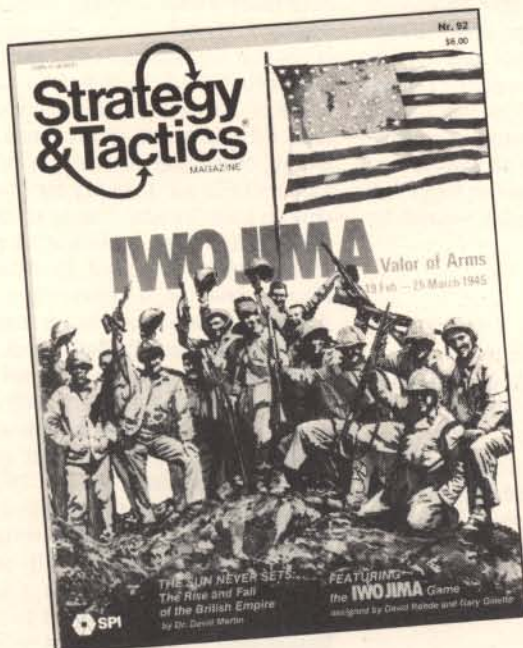
CP Markers

Fortress Markers

CP	CP	CP	Hex	Hex	Hex	Hex	Hex	Hex	Hex
CP	CP	CP	Hex	Hex	Hex	Hex	Hex	Hex	Hex

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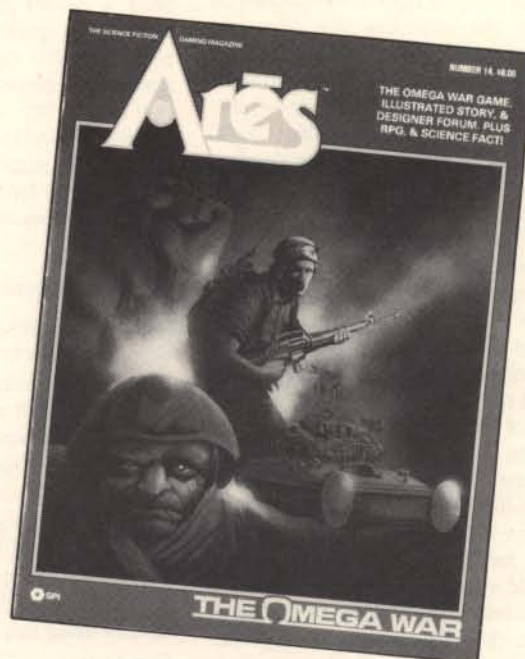


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BERG'S REVIEW

(continued from page 16)

ment allowance don't quite mesh in this situation), but one can come mighty close.

Combat uses an odds-ratio system with column shifts for terrain and air support. Results are primarily retreats and step losses (most units have two steps, front and back). There are a lot of exchanges (or variations on exchanges) at the most common odds and combat is satisfyingly bloody with German divisions getting wasted at a very historical rate. The classic blitzkrieg strategy — surrounding and killing units within 20-30 kilometers of the front line and then flooding through waves of mobile reserves in deep penetrations before the enemy can react — works almost painfully well in this game. The German player just doesn't have the units to commit to reserve status and, lacking such units, he has no hope of sealing off Soviet breakthroughs. The best he can do is to carefully position blocking forces along highways and rail lines and make the Soviets fight for use of these "fast lanes."

Few of the sub-systems in *Red Army* are worthy of more than passing mention. There are craftsman-like rules for stacking and supply that reflect the unique characters of the armies. The fortification, partisan and surprise rules add systems chrome that renders an historical result without a lot of complications. In fact, the whole game fits together pleasantly and naturally to afford an accurate simulation of the offensive that also makes a fun game. The systems may not be excruciatingly innovative . . . but they don't have to be. They all work together the way they're supposed to without a lot of flash.

With Fire and Sword™ Game

Design: Peter Hollinger

Components: 21" x 27" 3-color mapsheet; 200 counters; 8-page rules booklet; plastic-boxed.

Simulations Canada. \$15.

Reviewed by Richard H. Berg

I'M ALWAYS VERY AMBIVALENT ABOUT SIM Can's games. Their mentor, Steve Newberg, is a definite plus in an industry which has a strange mixture of people. He's determined to do solid, quality work on subjects that have rarely seen the light of day. He therefore publishes titles which I, for one, have always been fascinated with, and the SimCan catalogue reads like a list of games I've either wanted to do, should have done, or did in some respects. I have, therefore, always looked forward to the new SimCan releases. On the other hand, as it often is in life itself, the anticipation seems greater than the payoff. And that's pretty much the case with Peter Hollinger's *Fire and Sword* Game, a simulation of the Thirty Years' War (or Wars, if you're a nitpicker). Now, the Thirty Years' War is a fascinating period that has both in-

My one quibble with *Red Army*, aside from the way its subject makes the game stretch and groan to define victory, is that the rules aren't always adequate to the game's needs. I don't want to guess from the context when I'm supposed to remove Reserve Markers, I want to be told in so many words. Most of these omissions are easily interpreted. But how about a rail movement rule that lets me use the Orsha-Lepele' line to send a Soviet corps over 100 kilometers behind the crumbling German line? GDW's reputation for rules glitches of this type is almost as legendary as the company's reputation for solid research. I confess that I didn't let this particular problem destroy my enjoyment of the game, but it was an annoyance I didn't bargain for. If I'd been having less fun at the time, it would have probably soured me on the game.

Capsule Comments:

Physical Quality: Excellent. Very colorful. Graphic design is solidly professional.

Playability: Mechanically, quite good. Victory conditions lurch and stagger due to the unbalanced situation.

Playing time: The Onslaught Scenario can be played in 2-3 hours without difficulty. The full campaign has three times as many turns, but only takes about twice as long to play.

Historicity: Very historical despite minor problems in achieving localized historical results using this system.

Comparisons: Light-years advanced over *Destruction of AGC*. For a retread, far better than most efforts.

Overall: A must for Russian Front buffs. I recommend that others play the game before purchasing it.

trigued and haunted game designers for years. It is an area fraught with dangers and pitfalls, the least of which is the scale of time. There are also the problems of dealing with countries that change sides at the drop of a pike and a fluctuating religious aura that, if not greatly important, still cannot be ignored. In all, it's not an easy subject, and anyone who even tries it gets 3 points from me for effort.

Mr. Hollinger actually gets more than three points . . . but not that many more. The basic problem with *F&S* is, bluntly and literally, it lacks color; it has no panache. Now panache is something most of us associate with either Fred Astaire or designer jeans (or what's in the jeans); but a sense of style is something a good game must have to be successful. And where does one get this panache from? From chrome, from a colorful approach, and from being imbued with and steeped in a strong, palpable sense of the period. This is where one of the immediate problems is the physical quality of the game. It's all very professional and sturdy, and the counters are multi-colored, neat and easily readable. The map, however, is disappointing. It covers most of Western Europe in 21" x 21" (the rest is for tables and charts) in colors so pastel as to be drab. If one's seeking to

add a touch of dash and clash, blue and brown are not the shades to choose. This has always been a problem with SimCan games: their maps just do not inspire playability. I don't mean that they can't be read or that they're inaccurate; they're neither better nor worse than any others in the industry.

As far as the game itself goes, it is intended to be a relatively simple simulation, one geared to playability. To an extent it resembles a less complex version of the *A Mighty Fortress*® Game, although its system is not that dependent on that game. It's mostly a matter of feel, as well as the fact that both subjects are from approximately the same era. *F&S* is a two-player game, with each player controlling a coalition of countries. Players raise and then pay for troops, depending on their "income," move around and then attack and/or besiege. Leaders have initiative ratings which are used to determine who moves first in a given turn (Gustavus Adolphus is heads above his competition in this area) and for combat ratings (die-roll adjustments, most of which cancel each other out). Combat is by strength point superiority, a method which I stay far away from. The anachronism of having a '2' unit attack a '1' at the same "rate" that a stack of '16' would a '15' is just not conducive to the willing suspension of belief necessary to get into these games.

The game plays well and moves smoothly, although it is not a quick game, mostly because players tend to take a good deal of time trying to think of what they want to do (something that comes with most strategic games). *F&S* has several short scenarios which cover various aspects of the wars, and there is a "full-length" scenario which has been put in mostly because one would expect it to be there, I guess. The latter does not address any of the problems of changing coalitions, generals, etc., in anything other than an arbitrary and superficial way. The shorter scenarios are thus more accurate, if not as exciting.

Capsule Comments:

Physical Quality: Professional, with nice counters but a drab map.

Playability: Good. Rules are short, although there are some minor goofs; nothing that will phase a semi-experienced gamer.

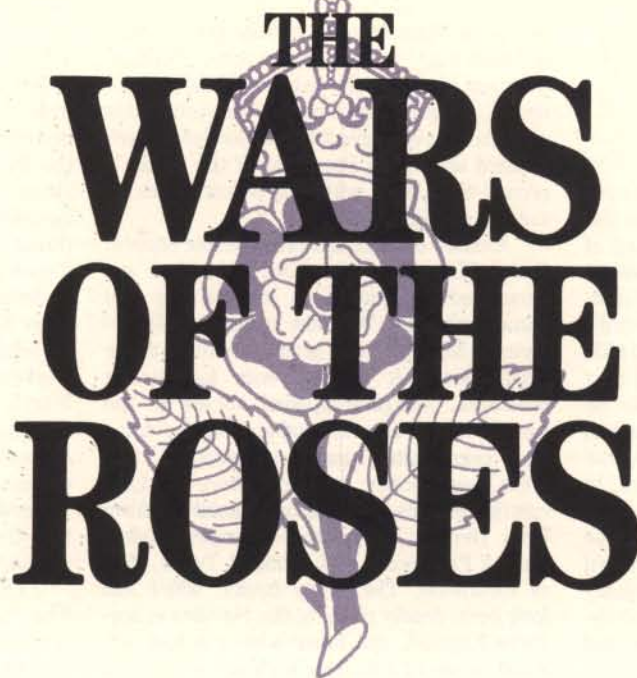
Playing Time: An evening; longer for the full war scenario.

Historicity: Superficially acceptable, but lacks insight into many of the problems and fascinations of the era. A stripped-down model, to say the least.

Comparisons: There are plenty. With similar games, such as *Crusades*, *Fortress*, *The Peloponnesian War*™ Game, et al., it is somewhere below the middle of the pack. Lacks the style and insight of most of the above games.

Overall: As a pure "play" item, acceptable if not overwhelming. It could have been — and should have been — a lot more interesting, insightful and, ultimately, fun. Uninspired.

THE WARS OF THE ROSES



by Brenda Ralph Lewis

THE SEEDS OF THE WARS OF THE ROSES, THE first of England's two civil wars which saw the ruling Plantagenet family ruin itself in a struggle for the Crown, were planted in the dank dungeons of Pontefract Castle, Yorkshire, 55 years before the first clash of arms ever took place. There, some time early in the year A.D. 1400, Richard II, the recently-deposed king of England, was murdered, possibly by starvation and possibly by violence. Richard II was not the first, nor the last, tyrant king of England to pay this ultimate price; the man who unseated him, his cousin Henry Bolingbroke, had a legitimate grievance against him. In 1399, on the death of Henry's father, John of Gaunt, Duke of Lancaster, Richard had appropriated the Lancastrian lands and compounded this illegal and arbitrary act by declaring Henry, already banished from the kingdom, a permanent exile.

Henry Bolingbroke had every right to return to England and reclaim his stolen inheritance. What he did not have the right to do, once that purpose was accomplished, was to usurp his cousin's crown. In doing so Bolingbroke, who became King Henry IV, dispossessed not only Richard, but also Richard's rightful heir, his third cousin Edmund, Earl of March. And as a result of that, a senior branch of the Plantagenet royal family would later violently re-assert its rights.

That it did not do so for another two generations was chiefly due to the care taken by Henry IV and his son and successor, Henry V, to maintain "good lordship" — a mutually agreeable, if to modern eyes mercenary, formula for the smooth governance of England. Its first ingredient was a king who handled, firmly and competently, the day-to-day affairs of government, both domestic and foreign. The second ingredient was a nobility that served the king on the local level and on the national, parliamentary-

government level. When necessary, they went to war for him — all in return for annuities, pensions, lucrative offices, and other kinds of royal patronage.

Henry V, England's greatest warrior king, further strengthened the Lancastrian throne after 1415 by a series of magnificent victories which won back former English lands in northern France. Had good Lancastrian lordship continued as it began, nothing, perhaps, could have shifted the dynasty, despite its dishonest origins. The tragedy was that it did not continue. In the anarchy that ensued, the conditions were created for Richard, Duke of York (heir to the Earl of March whose rights to the throne Henry IV had brushed aside), to challenge the Lancastrian usurpers.

The rot that led to the clash between the Houses of York and Lancaster, the Wars of the Roses, set in when Henry V died suddenly in 1422, leaving his throne to a nine-month-old infant who grew up to be a total incompetent. Perhaps no other king of England has ever been quite so unfit to rule as Henry V's son, Henry VI. Gentle, peace-loving, deeply religious, and easily influenced, Henry VI was a lamb in a brutal medieval world where kings had to be lions. Even worse, Henry VI was subject to bouts of listless apathy which were not far removed from madness. In these circumstances Henry, who came of age at 16 in 1437 and should, by medieval standards, have been capable of assuming his royal responsibilities, simply compounded the damage already done during his long minority. Henry's regents had allowed government to slide into bribery, corruption, mismanagement, financial waste and almost every other sort of malfeasance known to the abuse of power. "Good lordship" crumbled as the Crown, nearly bankrupt with debt, defaulted on finance properly due the nobles and failed to keep a grip on law and order.

Powerful noble families, unleashed from

control at the center, plundered themselves an income by using their private armies to pillage churches, villages or isolated country manors. To increase England's misery, the French retrieved the conquests of Henry V, until by 1453 only Calais was left as a token remnant of the warrior-king's great empire.

Twice during this unhappy period, in 1450 and in 1452, Richard, Duke of York, had attempted to exploit the unsettled situation and move closer to the center of power. Although he had senior right to the throne, too many nobles were still loyal to Henry VI to make an actual seizure of the Crown a feasible proposition. The next best choice, if somewhat risky, was to use armed force to demand the removal of the Duke of Somerset, Henry's venal chief minister. On both occasions, however, Henry's implacable French queen, Margaret of Anjou, gathered counterforces to preserve Somerset, and Richard of York was thwarted.

A fresh chance for power seemed to offer itself to Richard when King Henry VI went mad in August 1453; Parliament named Richard Protector of the Realm. Richard, appointed in March 1454, was able to exercise the royal prerogatives and actually restored some sort of order and justice to the lawless shires of England. However, the Protectorate was brief. King Henry recovered his wits at the end of 1454 and Richard was duly dismissed. At that juncture, Richard was worse off than before. In October 1453, Queen Margaret had given birth to a son and heir, Prince Edward of Wales, and Richard, till then nominal heir to the throne, was pushed one step further from it.

The infant prince naturally reinforced Margaret's resolve, already strong, to preserve the Lancastrian throne. To do so, she had no scruples against destroying Richard and with it the Yorkist claim to the throne. Richard was well aware of this. In 1452 only King Henry's compulsive clemency

in granting him a pardon had saved him from the capital charge of treason prepared by Margaret and the Duke of Somerset.

Opening Battles: St. Albans, 1455

RICHARD'S POSITION, AND POSSIBLY HIS LIFE as well, was saved by the defection from the Lancastrian ranks of Richard Neville, Earl of Warwick, one of England's most powerful magnates. Warwick's motive was pure self-interest and had nothing to do with Richard's right to the English throne. In 1453, Warwick's arrogance had been affronted by a demand from the royal government that he relinquish lands in Wales which he had seized illegally. Warwick's answer was to defy the government, and through Richard of York, to stir up trouble. He had plenty of resources with which to do it. Warwick's defection gave Richard of York the mightiest ally he could have had, for with Warwick came his equally powerful father, the Earl of Salisbury, and the entire weight of the large, ambitious and bellicose Neville family.

Warwick and the Nevilles were all for *coup d'état* to impose Yorkist power and thereby increase their own. With that, Richard of York abandoned political pressure for outright war. And in this manner, the divided Plantagenet royal family came to the point which the feebleness of Henry VI had sooner or later made inevitable — the clash of arms which opened the civil Wars of the Roses. The battlefield on which the Red Rose of Lancaster and the White Rose of York — both emblems apportioned to them later — put their claims to the test was at St. Albans, Hertfordshire, some 20 miles from London. The day was 22nd May, 1455.

As the opposing forces confronted each other — the Yorkists with 3,000 men, the Lancastrians with 2,000 men — the pious King Henry attempted to avert hostilities by negotiating with Richard of York. Richard's reply was the demand, already made in 1450 and 1452 — that the Duke of Somerset be removed from power. The King answered, more with the voice of Queen Margaret than his own, that Richard's demand was an insult. The Earl of Warwick, commanding the vanguard of the Yorkist army, heard this answer before it reached Richard. He decided upon immediate unilateral action. Without waiting for orders, Warwick advanced on St. Albans, broke into the town and put a ring of pikemen around the Lancastrians before they could respond. Yorkist bowmen poured arrows onto the Lancastrian cavalry, throwing them into confusion. The Lancastrian lords, having recovered from the shock of the surprise attack, flung themselves against the circle of pikemen, but too late. A ferocious counterattack by Warwick overwhelmed them; among numerous Lancastrian nobles killed was the Duke of Somerset, who fell fighting and was trampled underfoot by the Yorkist cavalry.

After less than an hour, St. Albans had given Richard of York what years of scheming had failed to accomplish: Somerset finally

removed, King Henry captive. Henry, who had been slightly injured by an arrow, suddenly lapsed back into the helpless lethargy from which he had only recently recovered. He was borne, vegetable-like, to London. There Richard was made Protector of the Realm a second time, now with real power which he used to maximum effect.

Richard ordered his remorseless enemy, Queen Margaret, to stay out of London, and persuaded Parliament to declare her and Somerset's rule "a great tyranny." Nevertheless, Margaret was granted custody of the lunatic king. A devoted wife for all her fireworks, Margaret applied herself to the care of her distracted husband, at the same time regathering Lancastrian support. She drew men, money, and arms from the Lancastrian estates in northern England and from King Henry's half-brothers, Jasper Tudor, Earl of Pembroke, and Edmund Tudor, Earl of Richmond. The Percy family, which had long been deadly rivals of the Nevilles in northern England, and those who now had personal cause to fight the Yorkists — revenge for a father, son, brother or other kinsman killed at St. Albans — also joined. The latter included the son of the dead Duke of Somerset, who had succeeded to his title.

Surprising as it may seem, Richard of York was naively unaware of the strength furtively gathering against him. He assumed that any danger to his power had died at St. Albans with the Duke of Somerset. Richard was, in any case, much preoccupied with the problems that accrued from political power won through military victory. For one thing, there was the clamor for favors, honors and handouts from the nobles who had helped him to triumph, especially from the voracious Earl of Warwick and his father. When, inevitably, Richard failed to satisfy everyone, his followers began splitting off into factions, arguing over the spoils of victory. The contest grew so fierce that Richard dispersed them, in order to keep them from each other's throats.

Richard also had the problem of clothing his power in the more respectable guise of political success. The surest way was to "do a Henry V," and retrieve lost English lands in France. What Richard planned was the artificial success of a token campaign, with the traitorous Governor of Normandy in France "surrendering" castles and weapons to the Protector by a previous underhanded, and mutually lucrative, arrangement.

However, while Richard was preparing this easy coup, King Henry recovered his wits after an illness that had lasted nine months. On 24th February 1456, a gleeful Queen Margaret was able to produce the restored King before Parliament, where he declared himself cured and withdrew the Protectorate from Richard of York. Meanwhile, the Lancastrian forces had been deployed around London, occupying all of the strategic points. The already scattered Yorkists could do nothing about it. Richard, outwitted again, wisely retired to his estates in the north of England.

The Lancastrian triumph, though swift and deft, afforded only a lull. Queen Margaret took precautions by moving the royal court from vulnerable London to the stoneclad security of Coventry Castle; by protecting the frail Henry and his wits from worry and alarm; and by staging royal progresses to nourish the loyalty of the people. The Yorkist threat, nevertheless, remained potent, even if momentarily stalled. An attempt was made to defuse it by an extraordinary reconciliation. After King Henry invited Richard of York and his adherents to London, a peace formula was worked out. On the so-called Love Day, 24th March 1458, the contending sides buried their hatchets at a solemn service in St. Paul's Cathedral. The procession into the cathedral consisted of Yorkist and Lancastrian lords teamed up in pairs to denote an end to enmity; Queen Margaret, incredibly, entered walking hand in hand with Richard of York.

The amity, however, was paper-thin. The Earl of Warwick fractured the fragile peace after Margaret summoned him to London to explain his piratical activities in the English Channel, where his fleet preyed on foreign trading vessels. Warwick obeyed, but the affair ended in pandemonium when his retainers and the royal kitchen servants started fighting in Westminster Palace. Warwick was nearly killed by a royal scullion armed with a roasting spit. He managed to escape to his northern estates, where he raised a great hullabaloo against Queen Margaret. Richard of York, seizing his cue, went for broke — he issued a proclamation formally laying claim to the English throne. Parliament was obliged by the infuriated Margaret to issue a Bill of Attainder which effectively pronounced all Yorkists outlaws.

In 1459, therefore, the battle lines were drawn once again. Lancastrian and Yorkist armies converged on Ludlow, Shropshire, where a skirmish took place on 12th October at Ludford Bridge. Hostilities progressed little further, for the magic which had always clung to kingship in the English mind intervened. Overawed by the presence of King Henry VI on the battlefield, the Yorkist rank-and-file began to desert in numbers so great that Richard of York and other Yorkist leaders, suddenly abandoned, had no course but to flee for their lives.

Richard fled to Ireland; his 18-year-old son Edward, Earl of March, and the Earls of Warwick and Salisbury, fled to Calais. No sooner were the three earls in France than they began plotting to return. On 26th June 1460, with Warwick's Channel fleet to protect them, Salisbury and Edward of March crossed to Sandwich, Kent. From there, Edward took his forces to London, where he was enthusiastically received.

Northampton and Wakefield

TWO WEEKS LATER, ON 10TH JULY, THE RED Rose and the White Rose met again at Northampton; there, the Ludlow fiasco of 1459 was reversed. This time, the sudden mid-battle defection of their vanguard crippled the Lancastrian cause by leaving crucial



gaps in the front and center. Disaster compounded disaster when rain came pouring down to soak the Lancastrians' gunpowder. Denied the use of their artillery, the Lancastrians were routed, and King Henry was seized by the Yorkists. It was all over in half an hour. Queen Margaret, who had watched the battle from a nearby bell tower, fled with her son Prince Edward to Wales where her faithful supporter, Owen Tudor, hid them at Harlech Castle, in the fastnesses of the Cambrian Mountains.

Richard of York, meanwhile, returned from Ireland and brought King Henry to London, where the people expressed their Yorkist sympathies by roars and cheering in the streets. The Lords and Commons in Parliament were less enthusiastic. Richard came to the Houses of Parliament, ready to be acknowledged king, attired for the occasion in armor with spurs on his heels. Parliament, however, was unwilling to unseat Henry VI, the crowned, anointed king to whom they and the entire country had solemnly sworn allegiance. A compromise ensued: Henry to remain king for his lifetime, Richard of York to replace young Prince Edward of Wales as Henry's heir.

Nothing, of course, could have been more calculated to rouse Queen Margaret to new aggressions than the disinheriting of her own son. She was also well aware that the length of her husband's life could be "arranged." Fueled with a rage for revenge against Richard of York, Margaret and Prince Edward left Harlech and made their way to Edinburgh, Scotland by a perilous sea voyage. Scotland was then a kingdom separate from and with bitter hatred towards England. There, the Queen Regent of Scotland furnished Margaret with some of the most ferocious fighters in the then-known world — half-wild, utterly merciless border clansmen who had cut their teeth in lifelong raiding and slaughtering over the Anglo-Scots frontier.

In December 1460, they made the terror of their name known yet again as they spilled across the border, led personally by Margaret, to blaze a path of fresh destruction to Margaret's destination — Wakefield, Yorkshire, where Richard of York was encamped. The sudden emergency of war in deep winter caught Richard offguard, without his regular army which had been disbanded. Hastily he gathered up some 6,000 men and shut himself in Sandal Castle, which blocked the road to London. The Earl of Warwick, meanwhile, guarded Wakefield and Richard's son, Edward of March, was dispatched to assemble the Yorkist retainers on the family estates.

With no artillery, Margaret's army had no hope of forcing Richard from his fortified battlements. Instead, the Queen applied psychology. For three successive days heralds, sent by the queen, goaded Richard with hefty insults and challenged him to come out and fight like a man. Richard, as Margaret hoped, was inflamed beyond prudence, which dictated that he remain impregnable in Sandal



Major Figures in the Wars

King Henry VI (1421-1471) was a saintly, mild-mannered pacifist. The second successor to a usurper — his grandfather King Henry IV (and his father, King Henry V) of the House of Lancaster — he had a challengeable right to the throne of England. He was uninterested in ruling, and unfit by temperament to do so; he was subject to bouts of madness. Henry was murdered in the Tower of London in 1471.

Queen Margaret (1430-1482) was the wife and complete antithesis of Henry VI. Willful, energetic, vindictive and an implacable enemy, Margaret was the real power behind the Lancastrian fight to retain the English Crown. She lost all, however, in 1471, with

the death of her son Prince Edward of Wales at the Battle of Tewkesbury, and with the murder later of King Henry VI. She died in poverty in her native France in 1482.

Richard, Duke of York (1411-1460), was the leading Yorkist claimant to the Lancastrian throne of Henry VI, because of his senior descent (see Plantagenet family tree). Reputedly a remote, aloof man, Richard could also be rash and precipitant. This was evident when he allowed himself to be provoked into battle at Wakefield (1460), where he was killed by Lancastrian forces.

King Edward IV (1442-1483) was the son of Richard, Duke of York. He became the first Yorkist king in 1461 and was considered a brilliant commander, never being defeated in battle. As king from 1461-1470 and from 1471-1483, Edward increased the wealth of

Castle until reinforcements arrived. Instead, led by his own bravado, Richard emerged to do battle — and to meet disaster.

As the Yorkists charged their ranks, the Lancastrian center simulated retreat. The unsuspecting Yorkists rushed on, only to be confronted unexpectedly with Margaret's cavalry, till then concealed behind a small hill. The Lancastrians turned the Yorkist flank and charged them from behind. The Lancastrian center, their "retreat" over, disposed themselves in depth, charged the Yorkist flanks and divided them into isolated groups. Margaret's ambush was complete. The Yorkist lords, totally surrounded, were progressively slaughtered under the relentless Lancastrian swords and pikes. In a struggle which owed its ferocity not just to the temper of the Scots, but to the malevolence which by now permeated the Wars of the Roses, old scores and old comrades and kinsmen were avenged in savage bloodshed. Hundreds of Yorkists were killed and those who tried to

escape were remorselessly pursued. Richard of York and his 15-year-old son, the Earl of Rutland, were among the dead. Richard's head, derisively ringed with a paper crown, was afterwards stuck upon a spike on the battlements of the city of York. The head of Warwick's father, the Earl of Salisbury, one of several Yorkist lords decapitated on Margaret's orders, was spiked next to it.

The Wars of the Roses had become wars of atrocities, which did not end there. After their victory at Wakefield, the Lancastrians went on a rampage of looting and terror in the surrounding countryside. As they moved slowly southward, they pillaged and destroyed at will in areas suspected of Yorkist sympathies. The devastation was in many ways counter-productive, for it steeled the hearts of surviving Yorkists and brought fresh support to the cause of the White Rose.

Queen Margaret, so brilliant in her tactics at Wakefield, failed to consolidate her victory. She made the mistake of dividing her

Richard Neville, Earl of Warwick (1428–1471) was a powerful magnate, with vast estates in northern England. Motivated entirely by his self-interest in backing Richard of York in 1454, he provoked the fighting at the first battle of the Wars of the Roses (St. Albans, 1455). In 1470 Warwick changed to the Lancastrian side after quarreling with

Yorkist King Edward IV, the son of Richard of York. This was the most celebrated of the many defections which took place during the wars. Warwick was killed at the Battle of Barnet in 1471. He was known from the sixteenth century as Warwick the Kingmaker, for helping Edward IV to the throne in 1461, and then restoring Henry VI in 1470.



Opposite page: Richard Neville, the Earl of Warwick, also known as "The Kingmaker."

Left: Lancastrian King Henry VI. Right: Yorkist King Edward IV.

the English crown by personal business ventures, so making himself independent of the demanding nobility whom had plagued the poverty-stricken Henry VI. Edward made himself into England's greatest land-owner, holding one-fifth of the country. He was reputedly very handsome and a great womanizer.

King Richard III (1452–1485) was the youngest child of Richard, Duke of York and the brother of King Edward IV. By reputation Richard III was England's greatest villain king, charged with murdering Henry VI (1471) and his own nephews – King Edward V, the 13-year-old son and successor to Edward IV, and Edward V's brother, the young Richard, Duke of York (1483). Richard did not apparently have a hunchback, as publicized by later Tudor propaganda and promoted as such in Shakespeare's play *Richard III*, but he was

small in stature and sickly as a child. Essentially a usurper, Richard III was successfully challenged after a reign of only two years by the last Lancastrian claimant to the English throne, Henry Tudor; he died at the Battle of Bosworth in 1485.

King Henry VII (1457–1509) was born Henry Tudor, the son of Edmund, Earl of Richmond (see Plantagenet family tree). Henry was the victor at the Battle of Bosworth in 1485, although he was a noncombatant. Afterwards he succeeded to the throne as King Henry VII, the first of the Tudor dynasty. He married Elizabeth, daughter of the Yorkist King Edward IV, so uniting the Red Rose of Lancaster with the White Rose of York. By nature cold and calculating, Henry VII terrorized the English nobility to ensure they would never again challenge the throne. □□

army, one section under Owen Tudor to combat Edward of March, and the other under Margaret herself to deal with the Earl of Warwick.

Yorkists' Revenge: King Edward IV

THE TWO EARLS NATURALLY BURNED TO avenge their fathers' deaths and shameful treatment at Wakefield. The Earl of March drew first blood, at Mortimer's Cross near Leominster, where he scored a conspicuous success in his first independent command. Though barely nineteen, Edward of March proved to be the best military commander of the civil wars, making full use of reconnaissance and forward planning, approaches not always evident in the brute-confrontation style of tactics of other war leaders of the time. Edward, in fact, never lost a battle.

Precise details of the action at Mortimer's Cross are lacking, since there is no contemporary record, and modern at-

tempts at reconstruction have had little success. Even the date is not exactly known. The battle took place on the 2nd or 3rd of February 1461, and is chiefly remembered for the three suns which appeared in the sky as Edward's forces waited for the Lancastrians to arrive. This rare phenomenon, known as a parhelion, is caused by ice crystals in the upper air. Edward of March, unusually adept at psychology, hailed it as the Holy Trinity, signifying God's blessing upon the Yorkist cause. The victory did, indeed, go the Yorkist way. The Welsh chieftains fighting on the Lancastrian side were routed headlong and the dead liberally littered the strip fields around Mortimer's Cross. Those who managed to escape were chased into the surrounding hills. Among the leaders captured was the Lancastrian commander, Owen Tudor, who was taken with other captives three miles south to the market place at Hereford to be executed.

Two weeks later, on 17th February 1461

at St. Albans, the Earl of Warwick intercepted the Lancastrians led by Queen Margaret as they moved towards London. Warwick brought with him the hapless royal captive, not daring to leave Henry VI unguarded in the capital. The Earl prepared his position at St. Albans with great – indeed excessive – care, encircling his troops with defenses of quite exquisite complexity. These included cord nets spiked with upright nails and guns firing lead pellets, iron-tipped arrows and flaming missiles.

Unfortunately this ingenuity was not matched by accurate reconnaissance, and Warwick seriously misjudged his opponents. He never imagined, because it was not conventional military practice, that the Lancastrian Scots would move and fight at night. Yet this was precisely what their regular cattle-raiding had taught them to do most consummately. In the event, the Scots thought nothing of riding 12 miles to St. Albans in the dark and attacking Warwick's line from the west, the least-expected direction. Surprise was total, and the Yorkist forces were in such disarray that the Scots were able to capture St. Albans and retrieve King Henry from Warwick's possession.

By the time dawn broke, Warwick, on horseback, was frantically attempting to regroup his scattered troops. He never managed it, although the Yorkists did put up a patchy resistance until late afternoon. Realizing that his situation was hopeless, Warwick gathered what he could of his troops and withdrew with them westward to join up with Edward of March.

In doing so, Warwick left London virtually defenseless against Lancastrian attack. The nature of that attack, should it transpire, became plain when abominable atrocities marked Lancastrian celebrations of victory at St. Albans. Margaret's forces went on an orgy of burning, pillage and rape. Yorkist prisoners were butchered out of hand, and the killing and devastation went on despite frantic proclamations from Queen Margaret. News of what was happening spread rapidly, turning public opinion against the French queen who had loosed on England the wild, uncontrollable Scots from the north. In the mood of trepidation which shuddered through London and southern England, the Yorkists began to take on the status of national saviors. This gave Edward, Earl of March, the prize that had so tantalizingly eluded his father: the Crown of England.

This time, no hesitant voices were raised in Parliament, where in Westminster Hall on 4th March 1461, the Lords and Commons solemnly proclaimed the Earl of March as King Edward IV. Margaret had no immediate response. Her Scots troops, replete with booty and a long time from home, were deserting in appreciable numbers. Possessing no siege machines to assault the walls of London, Margaret was obliged to pull back from the capital. With King Henry and their young son, she headed again for Scotland. There the Scottish Queen Regent, only too pleased to encourage anarchy in England, released more

clansmen into Lancastrian service. The Scots came in their hordes, until Margaret had an army of 20,000 at her command.

Towton

KING EDWARD IV, MEANWHILE, WAS massing some 15,000 men: knights, archers, men-at-arms, cavalry and able-bodied men aged 16 to 60 drafted into war by royal proclamation. On 27th March 1461, the Yorkists neared Pontefract, Yorkshire — the scene of Richard II's murder — and next day arrived in open countryside between the villages of Saxton and Towton. Here the Lancastrians were encamped under the young Duke of Somerset. The battle of Towton, which followed on 29th March, lasted some twelve hours; it has been termed the greatest, certainly the most sanguine, battle fought on English soil.

Both sides declared no quarter, and there was none. The opponents were drawn up, facing each other, from the previous night. The Lancastrian divisions were probably in tandem rather than the normal single line, for steeply-falling ground on their right, and bogs on their left, naturally narrowed their front. As afterwards reconstructed — again in the absence of reliable contemporary accounts — King Edward made the first move at about 1000 hours on 29th March, sending his archers to the top of a hill, where they poured fire on the Lancastrians through a raging snowstorm blown by a strong southeast wind. The Yorkists had the advantage of the vile, unseasonal weather; the wind blew the snow straight into the faces of the Lancastrians, whose own archers were unable to reckon their range. The main forces began closing at about 1400 hours, with the Yorkists enjoying the initial advantage. To reach them, the Lancastrians had to struggle across a steep-sided valley in the teeth of the freezing gale. However, when the clash came, superior Lancastrian manpower enabled them to bend the Yorkist left flank and begin luring it into an ambush among the thick trees of nearby Castle Hill Wood. King Edward, however, had kept forces in reserve for just such an emergency. Under the Duke of Norfolk, the Yorkist rearguard advanced against the Lancastrian left, pulling the endangered Yorkist flank away from Castle Hill Wood.

Until then, halfway through the afternoon, the battle had resembled a roughly balanced tug-of-war. Despite some savage hand-to-hand combat, the front lines had not substantially shifted. The pressure of the Yorkist rearguard, however, unbalanced the line until at about 1800 hours, the Lancastrians broke. Large numbers began fleeing northward. The flight became a rout and then a panic as the Yorkists followed in hot pursuit, felling scores of men as they fled across the swollen River Cock. Many Lancastrians drowned. Such was the headlong rush to escape that their bodies were used as steppingstones by those behind them. Here and there pockets of Lancastrian knights attempted to stand their ground, but were ruthlessly pushed back towards the river, where their

The flight became a rout . . . Lancastrians who escaped death by water met it at the hands of the Yorkist reserve cavalry.

armor weighed many of them down until they too drowned. Lancastrians who escaped death by water met it at the hands of the Yorkist reserve cavalry, who cut them down as they struggled to cross the river further upstream.

The massacre did not end until about 2000 hours, by which time it is estimated 10,000 Lancastrians, three-quarters of their army, had been killed. Yorkist losses were only marginally less punishing: about 6,000, or two-fifths of their forces. Contemporary accounts, accurate in concept if not in arithmetic, spoke of corpses scattered over an area 21 miles square.

Among the higher ranks, the Lancastrians lost five lords, including the Earls of Northumberland and Devon. Devon's severed head, with others, was afterwards put up on the walls of York, in place of the heads of King Edward's father and the Earl of Warwick's father. Queen Margaret, her husband, and her son managed to escape, taking refuge yet again in Scotland.

King Edward IV, having withered the Red Rose of Lancaster into a winter which was to last for the next ten years, made a splendid royal progress in York, and then continued southwards towards London. It was, in its slow medieval way, a publicity exercise, designed to show the King to his people, woo the loyalty of important citizens (in this case Lancastrian sympathizers), distribute bounty, reward loyal followers and generally impress upon England the fact that a new monarch was on the throne. The climax was Edward's magnificent coronation in Westminster Abbey on 28th June 1461.

Subsequent Lancastrian uprisings, aimed at dislodging the Yorkist king, met with total failure. Queen Margaret's attempts in 1463 and 1464 to recoup the Towton disaster with the help of French and Scots troops, simply piled further catastrophe on her cause. Wholesale executions of Lancastrian lords followed their defeat at the Battle of Hexham

in May 1464 and King Henry VI was yet again captured by the Yorkists. Margaret and her son fled into exile in her French homeland.

By 1464, with his enemies scattered or dead, King Edward IV now appeared immovably secure. He might well have remained so, had his penchant for pretty women not led him into a marriage which angered and alienated the Earl of Warwick. Edward's bride, an impulsive choice, was Elizabeth Woodville, a nubile young widow of low birth. The humble lineage of the new queen was affront enough to Warwick, the proud aristocrat, but even that might have been swallowed had the Woodville marriage not made serious inroads into his own power. As Edward's foremost champion in the chain of events which brought the Yorkist king to the throne, Warwick considered it his right to be the king's foremost advisor and, more than that, to virtually dictate royal policy.

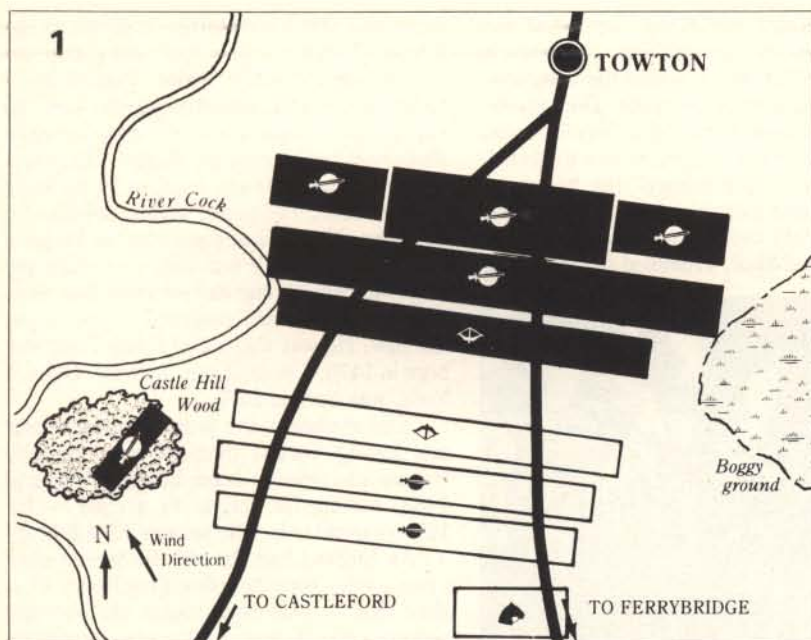
With the Woodville marriage, however, Warwick found himself displaced. The new queen had hordes of relatives on whom King Edward lavished favors, gifts and influential positions, thus pushing Warwick out into the cool, if not the cold. His self-interest once more at stake and his pride mightily insulted, Warwick began plotting to unseat King Edward and replace him with a more promising puppet, Edward's younger brother George, Duke of Clarence. Warwick's first attempts, fomenting rebellion in the north of England between 1468 and 1470, were foiled by the Yorkist lords who stood solidly behind the Yorkist king. Frustrated, Warwick turned to the heart of the Lancastrian cause, finding an ally in his former enemy, Queen Margaret, who was still in France with her son.

Henry VI Redux

THE RECONCILIATION THAT FOLLOWED WAS pure expediency. Nevertheless, it was sealed by the marriage of Warwick's daughter, Anne Neville, to Margaret's son, and prompted the King of France to give Warwick the men and material for an invasion of England.

The invasion forces, led by Warwick and the Duke of Clarence, landed at Dartmouth and Plymouth on 13th September, 1470. It was not a large force, but to compensate Warwick had arranged for a mock rebellion in the north which drew King Edward away from London. Edward reached Pontefract before he realized he had been duped. He about-turned and headed back south, leaving Lord Montague, Warwick's brother, to follow with the bulk of his army. No sooner was Edward out of sight than Montague defected to Warwick. Edward was at Doncaster, 15 miles from Pontefract, when he heard the dire news that he was trapped, sandwiched between the rebel brothers. The only hope of survival now was flight. Edward, with a small group of loyal Yorkist lords, rode hard for the east coast and from there, on 29th September 1470, took ship for Holland and exile.

When the elated Warwick reached London, he retrieved Henry VI from the Tower of London and on the 13th of October, had him recrowned in St. Paul's Cathedral. While



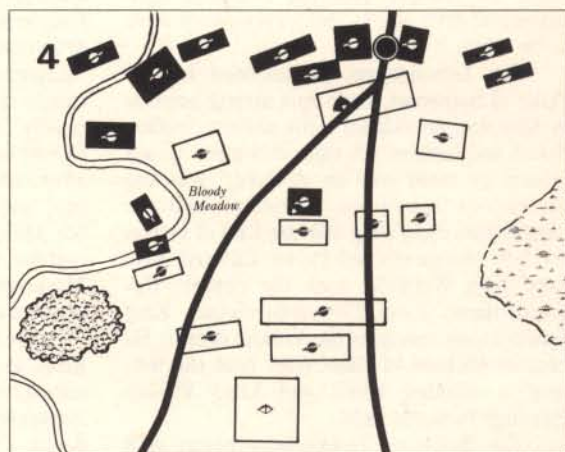
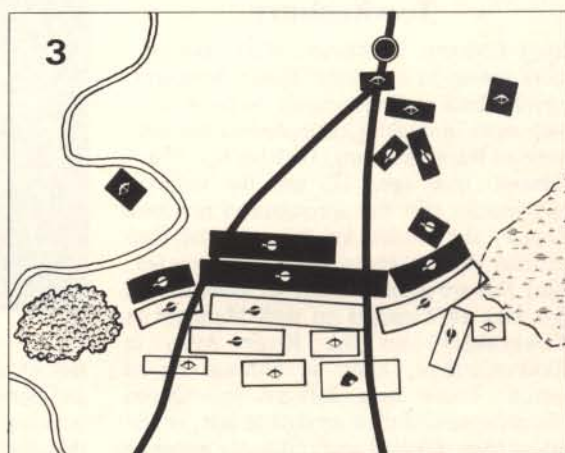
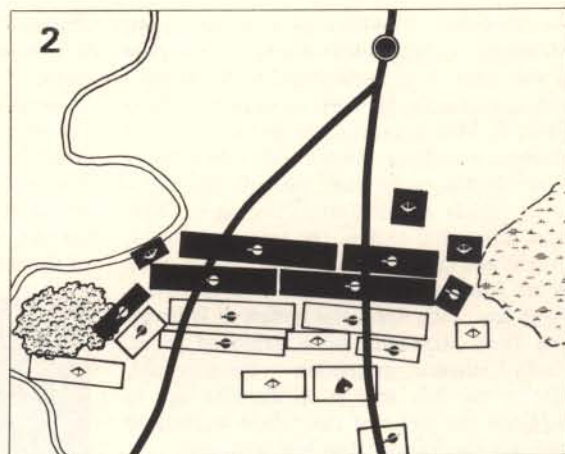
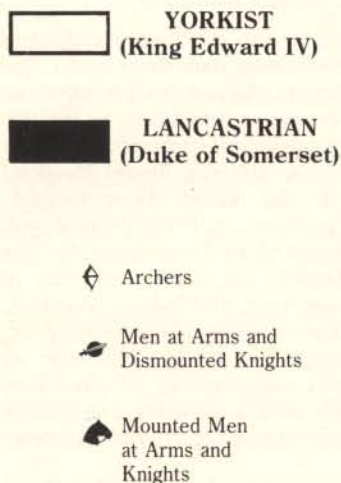
Warwick thus furnished himself with a pliable "front man" for his own rule, King Edward was mustering some 1,200 Dutch and German mercenaries in France. With another 1,000 men gathered by his loyal Yorkists, he landed on the Yorkshire coast on 14th March 1471. From there Edward set off south, heading towards London and reached Coventry with his troops on 29th March.

At Coventry, Edward expected to encounter the Earl of Warwick, who was supposed to have assembled up to 7,000 men there. In the formal military manner of the time, Edward sent heralds to Warwick, challenging him to battle. Warwick declined. He preferred to await reinforcements and he also had doubts whether Edward's younger brother, the Duke of Clarence, would remain loyal. Warwick's doubts were realized on 3rd April, when Clarence was publicly and emotionally reconciled with King Edward, and so brought another 4,000 men to the Yorkist king's side.

Continuing southward, Edward IV reached London on 11th April 1471. He realized, however, that if he was to reclaim his throne permanently, Warwick had to be eliminated before Queen Margaret and her son landed in England. They arrived, in fact, on 13th April, the same day Edward and his forces marched out of London for a head-on, all-or-nothing clash with the rebel earl.

Twelve miles north of the capital, at Barnet, Middlesex, Edward's advance guard met Warwick's and in some short, sharp fighting, drove them out of town. Meanwhile, Warwick's main force, about 12,000 men, was encamped on a ridge at Hadley Green, a mile north of Barnet. The night of 13th/14th April 1471 was pitch dark and thick with dense fog, which Edward used to infiltrate his 9,000 men close to Warwick's positions. At dawn next morning, Warwick was startled to hear Edward's battle trumpets sound the call for action from only 500 yards away. Gunfire exchanged in the still-impenetrable fog preclud-

Battle of Towton 1461



ed hand-to-hand fighting, which was scattered and sporadic. Neither side could see the other's lines clearly, and both imagined they were drawn up exactly opposite each other. Edward's left wing was, in fact, slightly east of Warwick's right wing, which was commanded by the Earl of Oxford. Oxford therefore met with little opposition when he made a sudden dash down the hillside and reached the town of Barnet without difficulty. Under the impression that they had scored a swift, easy victory, Oxford's men started shouting that the battle was won and King Edward killed. They then began setting about the medieval soldier's perquisite, looting houses and shops.

Oxford, however, soon realized his mistake, regrouped and headed back to the battleground. This threw the rest of Warwick's army into panic. Warwick's left was by this time being hard-pressed by the Yorkist right wing, led by King Edward's brother, Richard, Duke of Gloucester. The Earl of Oxford, suddenly coming from the "wrong" direction, was mistaken for reinforcements for King Edward or else, it was assumed, Oxford had changed sides in mid-battle. Oxford, for his part, was unaware that the fighting had turned both sides almost at right angles from their starting positions, and he stumbled blindly into the rear of his own side's center.

With this, Warwick's line crumbled. Lord Montague, in yet another defection so typical of the wars, began shouting Yorkist slogans and encouraging his men to desert to King Edward. Montague was silenced when one of Warwick's soldiers split his skull with a sword blow. In the melee that ensued, Warwick's army rapidly disintegrated. Seeing it, Warwick attempted to flee, but he was pursued, caught and killed. By 0800 hours, after three hours' fighting, the Battle of Barnet was over. Next day, 15th April, the bodies of Warwick and Lord Montague were exhibited in St. Paul's Cathedral, in London — the accepted, indeed the only way in an illiterate age to publicize the fact that the rebels were dead and that the Yorkist king had prevailed.

Tewkesbury

KING EDWARD, HOWEVER, STILL HAD ONE more enemy to overcome. Queen Margaret, arriving back in England only to be greeted with news of disaster, gathered up the remnants of Warwick's army. With her son Prince Edward, now aged 17, and the force of mercenaries that had accompanied her from France, she headed for the still-loyal Lancastrian strongholds in Wales. To stop her, King Edward again massed his army and on 3rd May 1471 caught up with Margaret at Tewkesbury, on the River Avon in Gloucestershire, after an arduous forced march. There King Edward and Queen Margaret settled their account at last, on the 4th of May. Edward was ruthlessly intent on total, final victory over the House of Lancaster; he gave orders that no prisoners were to be taken.

The Lancastrians, commanded by the Duke of Somerset, took up a strong position in hilly terrain riddled with narrow tracks, dykes and hedges. "A right evil place to approach as could well be devised," was the chronicler's description. Somerset held the Lancastrian right wing and the Earl of Devon the left; Margaret's son Prince Edward, with Lord John Wenlock, took the center. Opposite them, about 370 yards distant, King Edward took charge of the Yorkist center; his brother Richard of Gloucester held the left, near a wooded knoll; and Lord William Hastings took the right.

The Battle of Tewkesbury began with the normal preliminaries, a barrage by archers and bombards. The cunning of the "evil" Lancastrian position soon became apparent as the scrub terrain prevented the Yorkists from more than sporadic skirmishing with their opponents. As well as placing his troops where they were difficult to get at, the Duke of Somerset had also prepared a plan to lead a party of men along a concealed path into the wooded knoll to ambush Richard of Gloucester's forces on the Yorkist right wing. Somerset was forestalled by King Edward who, with a skilled soldier's eye, spotted the ambush potential of the knoll and detailed some 200 cavalry with lances to watch for a Lancastrian trap.

When Somerset and his men appeared, the cavalry was ready and waiting. They

charged through the trees, lances at the horizontal, and Somerset's party scattered in panic. They fled back towards the main Lancastrian lines in noisy confusion. Once there, Somerset seized Lord John Wenlock and berated him for not bringing forces to his aid. Somerset was so enraged that he struck Wenlock, killing him on the spot. Lancastrian morale, already badly shaken by the setback in the wooded knoll, crumbled completely at



QUEEN MARGARET

this shameful spectacle. Their line cracked and Somerset's army took to its heels. The pursuing Yorkists chopped down hundreds as they fled, strewing a field known to this day as Bloody Meadow with Lancastrian corpses. Hundreds more, surviving Bloody Meadow, drowned in the River Avon beyond. Margaret's precious son, Prince Edward, was caught riding full tilt for Tewkesbury. He was rapidly unhorsed and killed. The Earl of Devon was also slain. The Duke of Somerset, after reaching sanctuary in Tewkesbury Abbey, was dragged out and two days later, on 6th May, was executed with 17 other Lancastrian lords after a summary trial. Queen Margaret was captured on 7th May in a nearby priory.

The resounding victory of the White Rose at Tewkesbury deflated Lancastrian unrest in the north and around London. However, its very persistence sealed the doom of Henry VI, who had spent the last seven years as a prisoner in the Tower. Edward resolved that the inoffensive Lancastrian king should never again be used as a pawn or a figurehead for his enemies. Henry was therefore quietly murdered in the Tower, a crime later attributed to King Edward's brother, Richard of Gloucester. It was announced, simply, that King Henry had "died" and his body was duly displayed for public scrutiny at St. Paul's Cathedral. Queen Margaret, who had now lost everything, was later ransomed for 50,000 crowns by King Louis of France and returned to her father's Duchy of Anjou, where she died in 1482.

In 1471, it appeared that the Wars of the Roses were at last over and that the costly, bloody dispute among the Plantagenets had been resolved. At that juncture, however,

there was still a Lancastrian claimant to the throne, though a distant and very young one — 15-year-old Henry Tudor, Earl of Richmond. Henry was, nonetheless, the best the Lancastrians could do; they very carefully preserved him, across the English Channel in Brittany, where he was guarded by his uncle Jasper Tudor. The young Tudor, needless to say, was of little consequence to the Yorkists now that Edward IV was once more fully and visibly in control, and had provided that most vital security for any medieval throne, a son and heir. He was also called Edward and was born in 1470; a second son, Richard, Duke of York, was born in 1473.

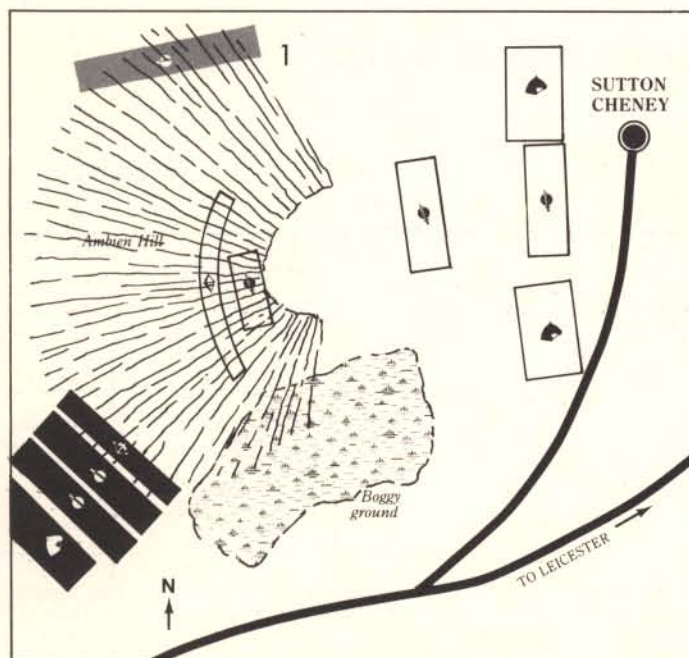
Unfortunately, the prospects of a secure and lasting Yorkist dynasty were abruptly thrown into reverse when Edward IV died in 1483, leaving his throne to a child — his 12½-year-old heir, who became King Edward V. As England had already discovered sixty years earlier with the infant King Henry VI, a child-king — with royal rights but no royal powers, and a host of forceful, ambitious adults around him — could mean crucially destabilized government. Even though the reign of the young Edward V was to be a tragically brief period, it was to prove no exception.

King Richard III

YOUNG EDWARD AND HIS BROTHER RICHARD became the victims in a power struggle between their mother's family, the Woodvilles, and their father's brother, Richard, Duke of Gloucester, who had been appointed Protector to the boy-king. The victor was Richard of Gloucester, who contrived the execution of his most powerful Woodville opponents and engineered Parliament into offering him the Crown. The grounds, carefully publicized by Richard, were that the parents of Edward V, Edward IV and Queen Elizabeth Woodville, had not been legally married. Their son was, therefore, a bastard, an ineradicable stigma even in an age which countenanced all manner of cruelty, villainy and faithlessness. The young king and his brother, who were in the Tower of London ostensibly awaiting Edward's coronation, did not last long after that. Some time in July 1483, in a mystery which has not yet been solved, they disappeared, never to be seen alive again.

The king crowned on 6th July, with noteworthy magnificence, was Richard of Gloucester, who became Richard III. However, the suspicion that he had killed the "Princes in the Tower," Edward V and young Richard, clung to Richard III like a miasma. All he had done in fact was to ensure that the Wars of the Roses, which began with one usurpation of the English crown, would end as the result of another.

In taking a crown not rightfully his, Richard had given the Lancastrian cause and its claimant, Henry Tudor, a boost they might not otherwise have enjoyed. Before the end of 1483 Henry, now aged 27, had already made his first attempt to invade England, only to have his fleet blown back to Brittany by



Battle of Bosworth 1485

YORKIST
 LANCASTRIAN
 STANLEY

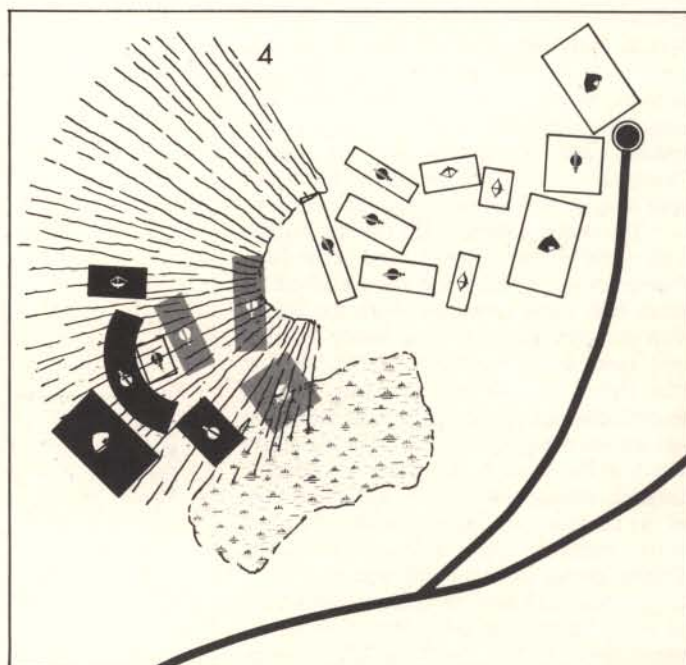
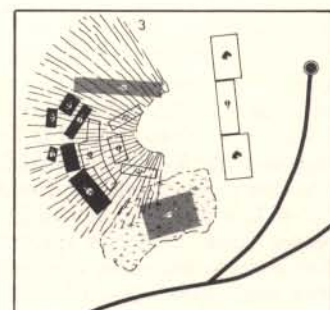
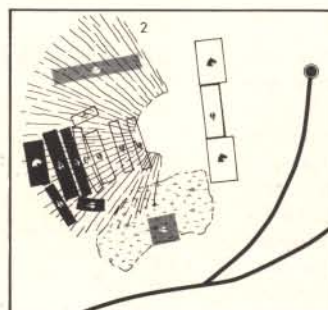
contrary winds. Knowing the Tudor would surely try again, King Richard offered 1,000 English archers as a bribe to persuade the Duke of Brittany to keep Henry in close custody. Forewarned, Henry was able to flee to Paris, where the king of France warmly welcomed him.

Richard III now resorted to turning England and Wales into an invasion-proof fortress, with guards on watch at all likely landing points. The coasts of Wales, a traditional Lancastrian stronghold and the Tudor homeland, were dotted with beacons on high points above the shore, ready to blaze a warning should Henry attempt to land.

In the event, all of Richard's precautions failed. Henry Tudor landed without interference at Milford Haven in Wales on 7th August 1485. He brought with him his uncle Jasper Tudor, the Earl of Oxford; Edward Woodville, brother of Edward IV's queen; and 2,000 French mercenaries. Not an especially impressive force, but it was one which progressively gathered manpower as Henry moved through Wales and into western England. The Welsh joined Henry virtually *en masse*, relinquishing with barely a thought the oaths of loyalty wrung from them by King Richard. One chieftain who had promised Richard that Henry would enter England only "over his dead body," Rhys ap Thomas, promptly swelled the Tudor ranks with his own large army.

As Henry Tudor neared Leicester in mid-August, his forces had grown to more than twice their original size. This still left him down by two-to-one compared to King Richard, whose own forces numbered some 10,000. Even so, Richard could not count on success, for the powerful Stanley brothers — Lord Thomas Stanley and Sir William Stanley — had not declared for either side. Their cau-

↗ Archers
 ● Infantry
 ⚔ Mounted Men at Arms



tion was understandable. As Henry Tudor's stepfather, Lord Stanley seemed his natural supporter. However, King Richard had prudently taken Stanley's son as a hostage. In this dilemma remaining noncommittal, at least at this early stage, seemed the Stanleys' only choice in the matter.

This explained why the Stanleys placed themselves on either side of the opposing forces, in just the position to intervene on the likely winning side, when King Richard III and Henry Tudor met on 22nd August 1485 in the Battle of Bosworth, the final major showdown of York and Lancaster in the Wars of the Roses.

Bosworth Field: the Tudor Triumph

RICHARD SEIZED THE POSITIONAL ADVANTAGE on the slopes of Ambien Hill, which projected some 400 feet over Bosworth Field. He lined up some 8,500 archers, infantry and mounted men-at-arms along a line which stretched from the top of the hill to the nearby village of Sutton Cheney. It made a daunting sight for Henry Tudor's forces as they worked their way around the boggy ground to Richard's left and began climbing the hill slopes. The line of Yorkist archers, 1,500 of them sited in front, waited until the Lancastrians were in range and then loosed a waterfall of deadly arrow fire. Yorkist battle trumpets blared; the Yorkists came storming down the slopes to

tangle with the Lancastrians, who had orders to remain tight-packed and close to their commanders' standards. These knots of men managed to stand fast against the onslaught. In the fierce hand-to-hand combat that ensued, the Yorkist forces gradually began to give way.

The Yorkist Duke of Norfolk, seeing the way the battle was going, pushed through the fray in an attempt to rally his troops from the front. Norfolk made a prize target, and an arrow found him, hitting the Duke in the face and piercing his brain. As Norfolk fell dead, the resolve of his men vanished. They began scrambling back up the hill in a panicked retreat. King Richard tried to halt the crisis by ordering the Earl of Northumberland to weigh in with the rearguard. Northumberland refused — better, he told Richard, "that he stay put in case the Stanleys, who had already begun to move forward, made up their minds and decided to attack the Yorkists. Northumberland himself was "doing a Stanley," waiting to join the potential victors.

King Richard, realizing now the potential treachery about him, decided to resolve a desperate plight with a desperate remedy. Spurring his horse down Ambien Hill together with his mounted bodyguard of 80 men, Richard sped across Bosworth Field, heading for the banner of the Red Lion of Wales which indicated the whereabouts of Henry Tudor. Kill the Tudor, Richard reckoned, and the

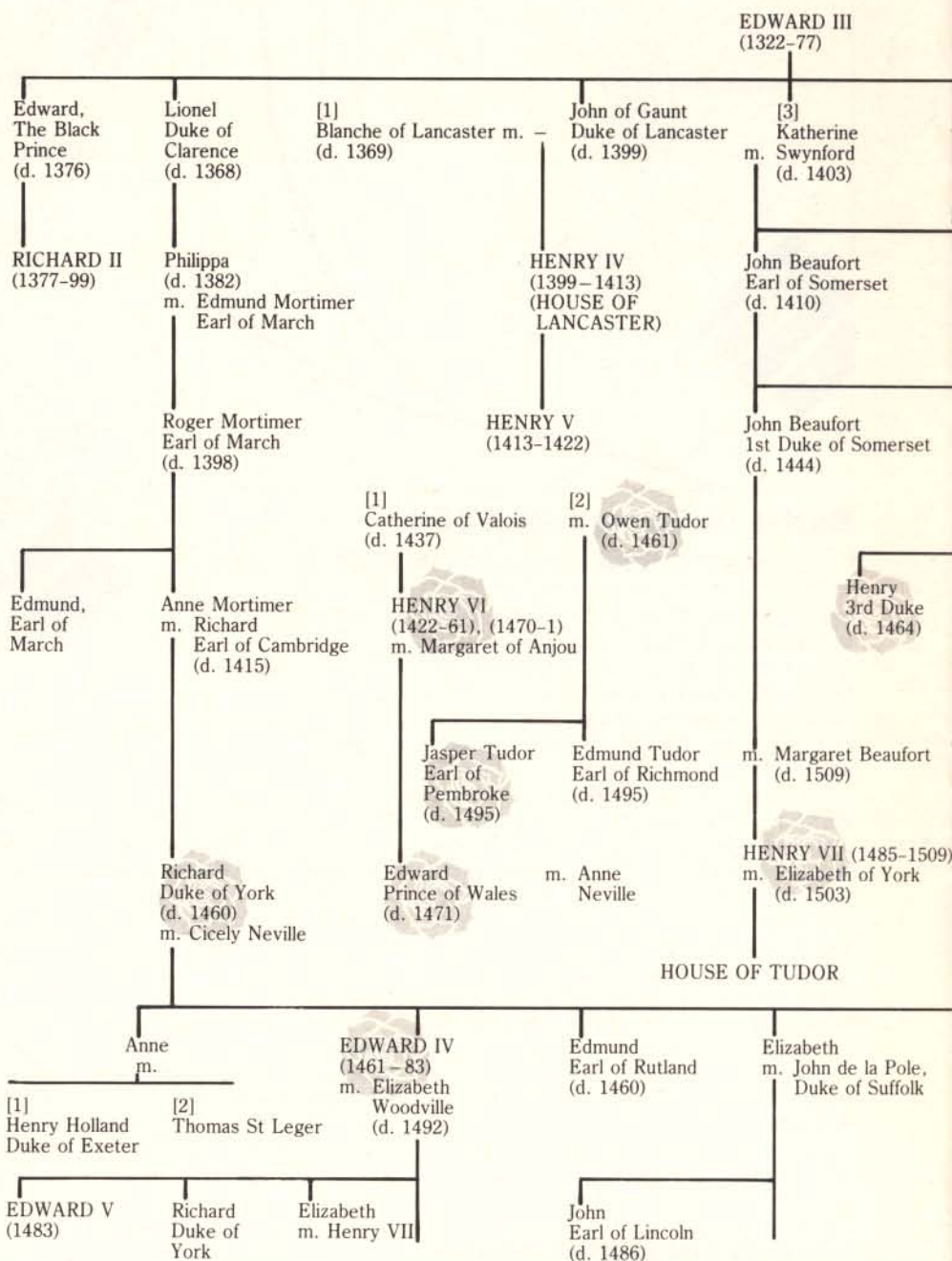
battle was won.

A valid theory, but Richard had a long way to go. Henry, with no personal experience of battle, had kept well back in the center of his army, fenced in by protective men-at-arms. Richard nevertheless plunged into Henry's lines, galloping directly in front of Sir William Stanley's men as he hurtled for Henry Tudor. Henry, it appears, retreated before him as fast as the surrounding press of men would allow. Richard had almost carved his way through when, suddenly, the Stanleys crashed their men in from behind. Richard was at once marooned in the heart of Lancastrian ranks and, separated from his companions, faced a ring of enemies alone. He went down fighting fiercely, covered with wounds and crying, as well he might, "Treason! Treason!" Some 900 Yorkists died with him, as well as about 200 Lancastrians.

The death of Richard III, the last English king to die in battle, saw the end of the Plantagenet dynasty, which had ruled England for more than three centuries. With the accession of Henry Tudor as King Henry VII, the new Tudor dynasty was inaugurated. The fact that Henry, a rank outsider, was the last feasible claimant to the rights of the Red Rose of Lancaster, highlighted the most immediate result of the Wars of the Roses — a drastic thinning, through excessively high casualties, of the ranks of the English nobility. Death in battle, combined with a curious failure among English nobles to beget sufficient male heirs to continue their line, resulted in some 25% of noble families becoming extinct with each generation in the fourteenth and fifteenth centuries. This explains why the 53 peers old enough and therefore eligible to sit in Parliament in 1454 were reduced to a mere 18 in 1485, when Henry VII summoned his first parliamentary session. The prospects for these peers, and for the numerous young boys who succeeded to their titles prematurely because of the civil war, were very different from those of their combative predecessors. For one thing, they were themselves wary of involvement in politics. For another, Henry VII saw to it that never again could they threaten the throne of England through rebellion.

He kept aristocratic numbers down by creating few new peers and by allowing titles to lapse through natural wastage. As a result, the 20 families of the higher nobility — dukes, earls and marquesses — were halved by the time Henry died in 1509. The surviving nobles were thoroughly cowed by draconian measures, including forced bonds and other financial promises, in effect a form of bail which became forfeit if they offended the king. In addition, they were terrorized by attainder, which involved forfeiture of lands, estates and the possibility of permanent ruin. Eventually some 64% of families who were thus dispossessed were able to get attainders withdrawn. However, the experience was chilling, and the threat was ever-present. Little wonder, then, that Tudor nobles, while remaining rich and socially influential, preferred to farm their acres or serve the king as obe-

PLANTAGENET ROYAL FAMILY TREE



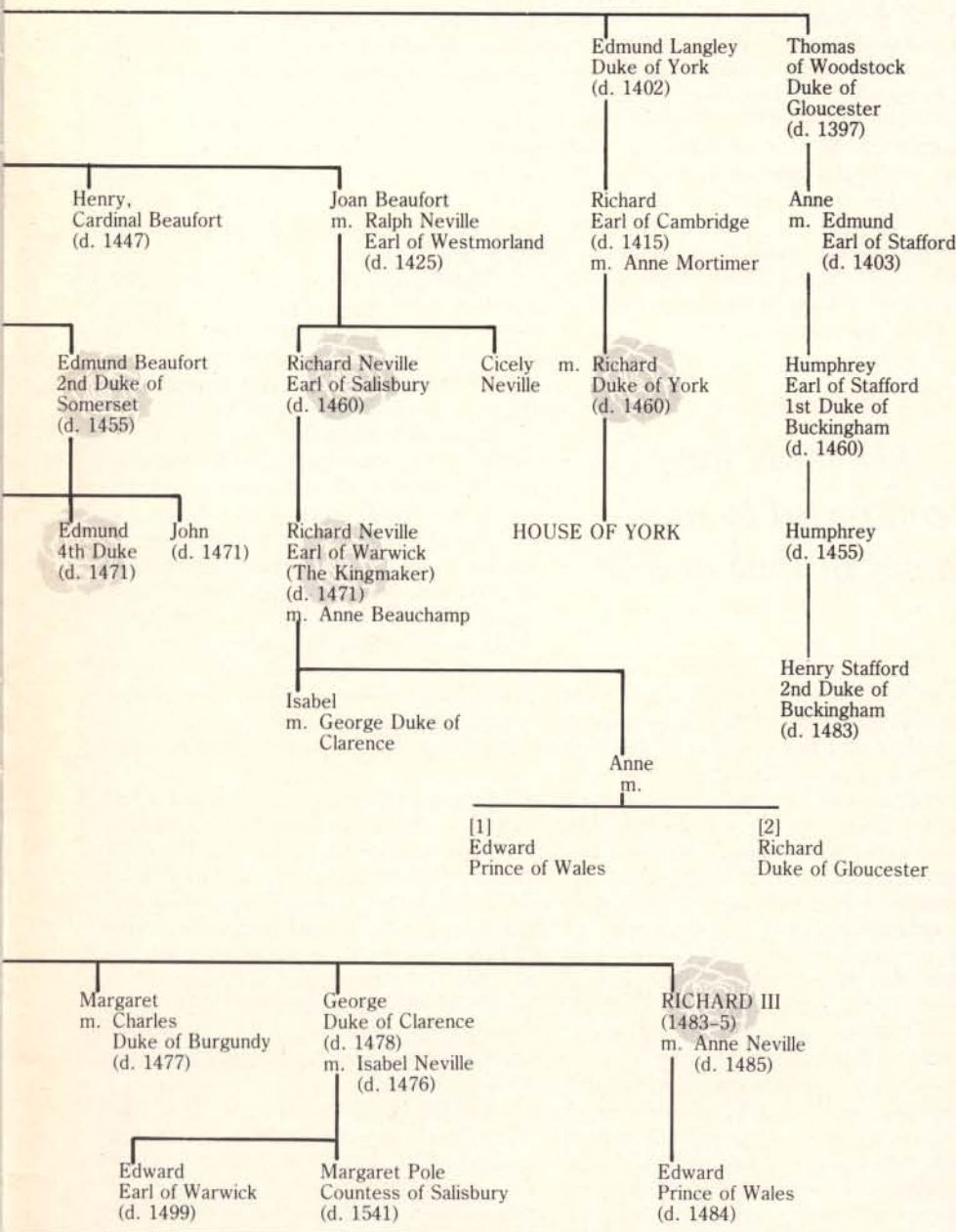
*King Richard
went down fighting
fiercely, crying as
well he might,
"Treason!"*

KING RICHARD III





KEY PERSONALITIES IN WARS OF THE ROSES



England in the Wars

THE WARS OF THE ROSES ACTED ON English life in general much like a Latin American revolution did upon its populace – it was of life-and-death import to those directly involved, but barely ruffled the everyday life underneath. The mass of England's 3.5–4 million people, the peasants, continued their part-pasture, part-arable farming so relatively undisturbed that the fifteenth century was a noticeably prosperous time for them. The vital woolen trade hardly suffered. The Catholic Church enjoyed a golden age of architecture. The new printing press, introduced in 1476 by William Caxton, gave an immediate boost to an already vigorous intellectual life. Despite thirty years of intermittent civil war, the walled market town and the fortified church, both common in France, did not exist in England. And what castle-building that did occur was obviously designed more for domestic than for military purposes.

This picture of a land barely aware of a prolonged civil war, in which its royal family tore itself apart, runs completely counter to the picture of an England convulsed into chaos, an image derived from the powerful and still influential history plays of William Shakespeare (1564–1616). Shakespeare, it must be said, gained most of his information from Tudor propaganda and from historical works influenced by such biased sources. Nevertheless, the paradox is not all that great. In the first place, actual warfare in the Wars of the Roses occupied only about 13 weeks over some 30 years. There was a general absence of prolonged campaigns. Armies remained together only for short periods of time, so lessening the chance of widespread depredations. Even Queen Margaret's Scots levies, who terrorized the north and badly frightened the south, were on the loose for only three months in 1460–1461.

Then again, all major battles of the wars, except for St. Albans in 1455, took place either outside of towns or else deep in the countryside. No major population center saw appreciable fighting in its streets, or was formally besieged. Civilian involvement was also reduced by the actions of the powerful merchant oligarchies which controlled the towns. Politically, the merchants took great care to remain uninvolved. In London and York, for instance, they negotiated with both sides, Yorkist and Lancastrian, being much more concerned with who was more likely to win, rather than with who was in the right.

It is also true that the onset of the wars did not introduce anarchy and violence into fifteenth-century England. Both were already endemic, due to the long years of failure by King Henry VI to exert firm control from the center on his more riotous subjects. □□

dient courtiers rather than risk all for the semi-independence that their predecessors had known.

Out of all this, as a direct consequence of the civil war, came an English monarchy more powerful and more respected, if only because it was much more greatly feared. The romantic concept of the outcome of the wars – a concept current to the present century – was the reconciliation of Lancaster and York in the marriage of their heirs, Henry VII for Lancaster, and Elizabeth of York, the eldest daughter of King Edward IV. This union has left its emblem as the present-day motif of England, the red-and-white Tudor Rose. In

practice the reconciliation was notional, for neither Henry VII, nor his son and successor, the even more relentless Henry VIII, hesitated to chop down all branches of the Plantagenet family which could challenge, however remotely, the Tudor ascendancy.

Ironically, decades of internecine warfare and political maneuvering transformed relationships between the powerful nobility and their royal proteges. The conflict that winnowed generations of noble families, killed off a score of kings and their heirs and degraded the monarchy itself, ended with the final major survivor, established in greater majesty and awe than before, as king. ■■

BATTLES OF THE WARS OF THE ROSES

AS A CIVIL CONFLICT IN WHICH WEAPONRY and tactics were much the same on both sides, and therefore tended to cancel each other out, the Wars of the Roses were generally untypical of contemporary European warfare. Basically, the only way to decide victory in the wars was to slug it out in a savage hand-to-hand melee until one side gave way. Individual battles provided variations on this basic theme, many of them crucial to the final outcome.

Such a variation occurred at Wakefield in 1460, and provides a striking example. Queen Margaret's tactics of feigned retreat, entrapment and surprise attack from the rear were virtually carbon copies of those used in the classic Battle of Cannae (216 B.C.), during the Second Punic War. Margaret's military cunning was the same sort used by the Carthaginian general Hannibal to crush the Romans at Cannae.

At Towton (1461), positional advantage played its part in favor of the Yorkists, while their Lancastrian opponents had the worst of the vile weather. At the earlier, less well-documented Battle of Mortimer's Cross (February 1461), Edward, the Yorkist commander, enjoyed a definite advantage from fighting on his own ancestral territory. Mortimer's Cross lay only 3½ miles from Edward's castle of Wigmore, where he had lodged his army on the night before the battle. In contrast to the Lancastrians who had long route-marches over bad roads in mid-winter, the Yorkist forces were well-rested, at full energy and had waited some hours in well-prepared positions before their opponents reached the battlefield. Similarly, both battles at St. Albans had their unusual features — the Yorkists' pre-emptive strike in the first battle (1455), and the surprise Lancastrian attack during the night in the second battle (1471).

Bosworth (1485), the final battle of the wars, featured a tactical aberration of the period — the suicidal charge — when the Yorkist king, Richard III, invaded the enemy ranks in a final effort to get at his Lancastrian opponent, Henry Tudor. Bosworth did, however, illustrate one fairly regular feature of the wars, the collapse of an army's will to fight once a commander was killed or some other event occurred to cripple morale. The death of the Duke of Norfolk at Bosworth, Richard III's best commander, precipitated a panicked retreat by the Yorkist forces which were, until then, not in appreciable danger of defeat.

Earlier at Northampton in 1459, the defection of the Lancastrian vanguard under Lord Grey of Ruthin during the battle caused a Lancastrian defeat. In 1471 at Barnet, the rumor that the Earl of Oxford had changed sides similarly collapsed the Lancastrian effort. One month later at Tewkesbury, the scandalous sight of the Lancastrian commander, the Duke of Somerset, killing one of his own captains in a rage, also caused morale to crack into a headlong rout.

If all this suggests a lack of military

discipline, it is hardly surprising. Although the English, along with the Ottoman Turks, were the only nations in the early fifteenth century to have anything approaching standing armies, the bulk of these armies were non-professional local levies. They consisted mainly of yeomen, farmworkers and artisans called to arms by the local lords to whom they owed semi-feudal allegiance. The lords, as vassals of the king, were contracted to raise armies in time of war. They were also encouraged to form contingents of paid soldiers to garrison royal fortifications and to stand by in the event of hostilities at home or abroad. This system, part feudal, part mercenary, was the eventual basis of the permanent royal English Army, but in its fifteenth-century form, it was not a national force in any real sense.

The lords were contracted to raise armies in time of war.

The loyalties of the local levies were distinctly local; it was of little consequence to them whether the king in distant London was a Yorkist or a Lancastrian. What did matter to these ordinary folk, who rarely moved beyond their own villages and were never willing to be away from them for long in wartime, was the unworried continuity of life and the ongoing prosperity of their lord, on whom their own existence depended. If that lord was captured or killed in battle, it spelled total disaster for his followers. The natural response of the local levies was to cut and run, even where, militarily speaking, a setback could still be retrieved.

As a result, once the levies had fled, the last resistance was put up by the professional core of a lord's army — the carefully-trained knights, the retainers and men-at-arms — or those soldiers who had had previous battle experience in France, Scotland or northern England. Conversely, it was this same professional element which won the battles in the Wars of the Roses. In 1471 at the Battle of Tewkesbury, the Yorkist triumph was in some measure due to the greater proportion of professionals fighting for King Edward IV. The point had been made ten years earlier, at the second battle of St. Albans, by a Londoner who fought as a foot soldier for the Earl of Warwick against Queen Margaret's victorious army.

"The substance that got the field," he later wrote, "were household and fee'd men. I ween there were not a five thousand men that fought in the queen's party, for the most part of . . . the country levies fled away, and some

were taken and spoiled out of their harness by the way as they fled."

Noble Commanders

IN THIS CONTEXT, THE UP-FRONT ROLE required of commanders in the wars was not designed to put heart into or sustain the courage of these irresolute "country levies." It was all too easy for commanders to get killed when, as was expected of them, they personally led their men into the thick of the fighting. Commanders were also far too easy to locate, and therefore to assault, for they fought beside their lofty standards which provided the focus for their own side. King Richard III's personal tactics at Bosworth (1485) were possible only because he was able to pinpoint from a fair distance the standard of Henry Tudor.

Tudor survived, but many other commanders in the wars fell in battle, including three Dukes of Somerset, two Earls of Northumberland and two Earls of Devon. In all, 27 noblemen were killed leading their troops in battle between 1459 and 1485.

Quite apart from their personal vulnerability, commanders were disadvantaged by isolation from the bulk of their forces once the enemy was fully engaged. In many ways, the outcome of a battle was lost to their control. They were unable to exhort their own troops, inspire them by sustained personal example, counter the ever-present threat of defection, direct tactical maneuver or apply generalship in the modern sense. This explains the order to the Lancastrians at Bosworth to remain close to their commanders' standards, where they could protect him and also gain direction from him.

It seems obvious from all this that a vast difference existed between the commander who was a personal leader and the commander who was also a general. The Wars of the Roses, in fact, actually produced only one real general, the Yorkist king, Edward IV. Edward appreciated the subtleties of warfare as other commanders did not, such as the value of psychology to morale. At Mortimer's Cross (1461), he converted a surefire bad omen, the "three suns" of the parhelion, into a motif for victory.

Edward had a natural eye for a good military position — for example, he instantly recognized the wooded knoll at Tewkesbury as a potential Lancastrian trap. He also grasped the value of speed and mobility in an age when the static, localized battle was the military norm. In 1471, Edward imposed speed upon his forces to such an extent that he was able to march from Yorkshire, in the north, to defeat the Earl of Warwick at Barnet in the south, seize London, and then race out west of the capital to intercept the Lancastrians at Tewkesbury, before they could reach Wales and top up their battle strength. The entire campaign was over in six weeks — no small accomplishment over terrain which was, at the time, very heavily forested, crisscrossed with rivers and swamps, and connected with roads in disrepair since the Romans abandoned them a thousand years before. □□

LANCASTRIAN/YORKIST NOBLES FIGHTING IN MAJOR BATTLES

Battle	Date	Lancastrians	Yorkists	Battle	Date	Lancastrians	Yorkists
St. Albans I (Victor: York)	1455	DUKE OF SOMERSET (I) Duke of Buckingham Earl of Devon Earl of Northumberland (I) Earl of Pembroke Earl of Wiltshire Lord Berners Lord Clifford (I) Lord Dudley Lord Fauconberg Lord Sudeley Lord Roos Lord Stafford	RICHARD, DUKE OF YORK Earl of Warwick	Towton (Victor: York)	1461	DUKE OF SOMERSET (II) Duke of Exeter Earl of Devon Earl of Northumberland (II) Earl of Wiltshire Viscount Beaumont (II) Lord Clifford (II) Lord Neville Lord Roos Lord Welles Lord Willoughby Lord Dacres Sir Andrew Trollope	KING EDWARD IV (formerly Edward, Earl of March) Earl of Warwick Duke of Norfolk Thomas, Lord Fauconberg Sir John Wenlock
Northampton (Victor: York)	1460	DUKE OF SOMERSET (II) Duke of Buckingham Earl of Shrewsbury Viscount Beaumont (I) Earl of Devon Earl of Northumberland Lord Egremont Lord Clifford (II)	EARL OF WARWICK Edward, Earl of March Lord Fauconberg Lord Grey of Ruthin (defected mid-battle)	Hexham (Victor: York)	1464	DUKE OF SOMERSET (II) Lord Hungerford Lord Roos	LORD MONTAGUE
Wakefield (Victor: Lancaster)	1460	QUEEN MARGARET Duke of Somerset (II) Lord Clifford (II)	RICHARD, DUKE OF YORK Earl of Salisbury Lord Rutland Thomas Neville	Barnet (Victor: York)	1471	EARL OF WARWICK Earl of Oxford Duke of Somerset (III) Duke of Exeter Lord Montague	KING EDWARD IV Lord Hastings Richard, Duke of Gloucester Sir Humphrey Bourchier Lord Howard Thomas Howard Duke of Clarence Lord Say Sir William Blount Lord Cromwell
Mortimer's Crossing (Victor: York)	1461	OWEN TUDOR Earl of Wiltshire Jasper Tudor	EDWARD, EARL OF MARCH Lord Grey of Wilton Lord Walter Devereaux Lord Audley Lord Hastings Sir John Wenlock Sir William Herbert	Tewkesbury (Victor: York)	1471	DUKE OF SOMERSET (III) Prince Edward of Wales Earl of Devon (II) Lord John Wenlock	KING EDWARD IV Richard, Duke of Gloucester Lord Hastings
St. Albans II (Victor: Lancaster)	1461	DUKE OF SOMERSET (II) Earl of Northumberland (II) Earl of Devon Lord Fitzhugh Lord Greystock Lord Neville Lord Roos	EARL OF WARWICK Duke of Norfolk Duke of Suffolk Earl of Kendal Lord de la Warr Lord de Vesci	Bosworth (Victor: Lancaster)	1485	HENRY TUDOR, Earl of Richmond Lord Thomas Stanley Sir William Stanley Sir John Savage Sir Simon Digby Earl of Oxford Sir Gilbert Talbot	KING RICHARD III (Formerly Richard, Duke of Gloucester) Earl of Northumberland (III) Duke of Norfolk Earl of Surrey



BOOKS IN REVIEW

Lost Victories by Field-Marshal Erich von Manstein, edited and translated by Anthony G. Powell. Forward by Captain B. H. Liddell-Hart. Introduction to this edition by Martin Blumenson. Novato, CA: Presidio Press, 1982. 566 pages. \$18.95.

First published in German in 1955 and in English in 1958 and for many years difficult, if not impossible to obtain, Field-Marshal von Manstein's classic memoir of World War II, *Lost Victories*, is once again available to the discerning military reader.

Von Manstein held key positions in the Germany Army from before the invasion of Poland until March 1944, when he was relieved by Hitler due to their differences over the conduct of military operations on the Eastern Front. He was responsible for the operational plan which launched armored forces in a surprise attack through the Ardennes in 1940 that culminated at Dunkirk and in the fall of France. He later led the Eleventh Army on the Eastern Front in its conquest of the Crimea and its capture of the fortress of Sevastopol. Von Manstein assumed command of the Don (later Southern) Army Group at the time the Sixth Army was being surrounded in Stalingrad, directing the futile efforts to relieve it; later, after its fall, he led the desperate efforts to restore the German southern wing which culminated in the victory at Kharkov in March 1943. He had a major part in the battle of Kursk (Operation Citadel) and commanded Army Group South in its defensive battle as it was forced back to the Polish frontier, by which time he was removed from command.

Lost Victories is a skillfully written, incisive account of warfare as practiced from the highest military echelons. The author's precise, carefully-written accounts take us from the "Polish question" and plan of operations to the modified Schlieffen Plan for attack in the West, to the triumphs and ebb of the

LOST VICTORIES: A "CLASSIC MEMOIR OF WORLD WAR II," BY FIELD MARSHAL VON MANSTEIN.

German Army in Russia. Von Manstein gives a wonderfully clear picture of a high-level staff at work when entailing the reasons for sending armor through the Ardennes and the controversy between Army Group A, of which he was chief of staff under Field Marshal von Rundstedt, and the German General Staff to change the modified Schlieffen Plan initially adopted. His description of Hitler's strategic situation and strategic options prior to the fall of France and following Dunkirk is remarkable for its clarity, depth, and insight.

Von Manstein was an early proponent and master of combined arms and mobile warfare, especially the mobile defense. He gives lucid accounts of his command of 38th Corps during the battle for France, its preparation for the invasion of England and the 56th Panzer Corps in the attack on Russia. But it is his accounts of the Eleventh Army in its Crimean operations and attack on the fortress of Sevastopol which gives an unparalleled view of the air-land battle.

Overall, an exceptional book and recommended for a place on your bookshelf.

—Joseph A. Derie

Six Armies in Normandy: From D-Day to the Liberation of Paris, June 6th—August 25th, 1944, by John Keegan. New York: The Viking Press, 1982. 349 pages, \$16.95.

In *The Face of Battle* John Keegan set out to "explore the predicament of the individual on the battlefield" and consider his actions as he discovered and reacted to the dangers of battle. In *Six Armies in Normandy* Keegan

has changed his angle of vision. He examines the armies and their operations and how they're affected by their status within the society each army is pledged to defend.

In his examination the author describes a significant battle of each of the six armies — American, British, Canadian, Polish, French, and German — that participated in the Normandy campaign. He begins with information on the units involved: national situation, recruiting, training, previous battles and morale, and then describes the course of the battle and the units' actions as well as the actions of the enemy.

The battles chosen do an exceptional job of confirming the author's thesis. American pioneering spirit and ingenuity is depicted in the scattered air-drop and subsequent actions of the 101st Airborne Division and the confusion it created in the German High Command. The quiet desperation of the Canadian Army is revealed in its seeking a foothold on JUNO Beach, with memories of the Dieppe debacle still fresh. Looming behind that are possible manpower problems with the conscription, mobilization and overseas service of French Canadians in the event of serious losses. The bulldog obstinacy of the Scots and English yeomen is the overwhelming feature of their attempts to hold and expand the beachhead in the battles from 6–29 June, which culminated in the Scottish Corridor, the only partially successful GOODWOOD Offensive attempt to break out of the beachhead following the carpet-bombing by 1000 Lancaster bombers. The honor of the German Army is upheld and its loyalty unquestioned, following the July 20th assassination attempt on Hitler, in its totally unsuccessful Mortain counterattack on August 7th.

Six Armies in Normandy is an extremely well-written, exceptionally interesting book which also discusses fully — yet succinctly — the events leading up to the Second Front, the aftermath of the Normandy campaign, the fall of Germany, and the postwar review of the war in the Hedgerows, for applications in fighting a future war on the Central Front. It is in the epilogue that most people will disagree with the author's statement that the American Army stopped on the Elbe short of Berlin due primarily to exhaustion which, only coincidentally, coincided with the Yalta agreement. Nevertheless, Keegan has written another superb book.

—Joseph A. Derie

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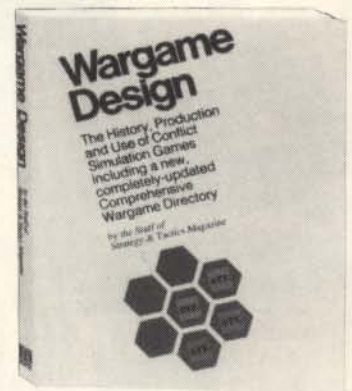
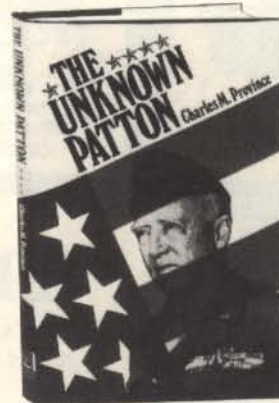
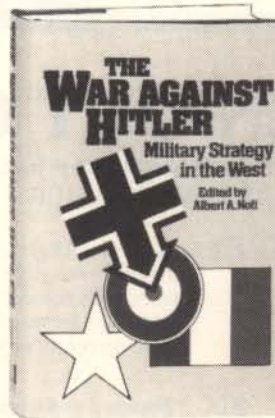
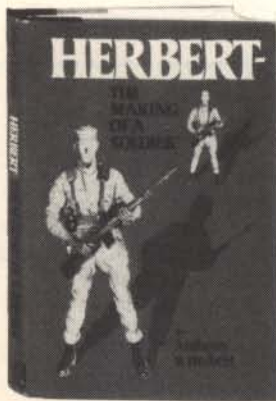
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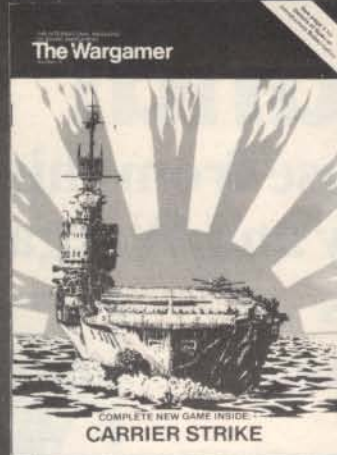
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Welcome to MOVES™! With issue nr. 93, S&T™ Magazine revives a famous name in the games hobby. Although MOVES Magazine is no more, we plan on presenting our new MOVES gaming section in our quarterly issues as a service to our readers. In this issue we have established our Games Questions page, to begin answering players' queries about SPI™ games; also combined in these pages are the magazine game progress reports, the Games Rating Chart, and the Feedback Questions. In upcoming issues we plan to expand this section to 10 or 12 pages with several new features, including the Gamers' Classifieds, offering space for games conventions, games clubs, opponents wanted

and merchandise for sale; the "Forward Observer" column; and variants and scenarios to accompany S&T games.

Questions dealing with SPI games should be addressed: SPI Games Questions, c/o Penny Petticord, TSR Hobbies, Inc., P.O. Box 756, Lake Geneva, WI 53147. Penny is our new games questions co-ordinator, who will see that the most frequently-asked queries are answered in the column by staff and outside games experts. Due to the number (400+) of game titles and age of older games, we will not be able to answer every question that comes in. Nonetheless, we begin this feature in hopes that we can aid our readers. —Editor.

RDF

Q: When I flip over the Game-Turn Marker to the "+10" side, do I then move it back to the "1" box on the Game-Turn Record Track? If so, do I use the VP multiplier in that box?

S&T: Yes and no. You do move the marker into the "1" box, but you still use the "x1" multiplier from Game-Turn 3 until the end of the game.

Q: How do I keep track of how many units I have sighted on your track? What if I've sighted 3 on one turn and sight 4 more the next turn? Do I move the marker into the 5 to 9 box? Or does it stay in the 1 to 4 box since I've sighted fewer than four units on each turn? If sightings are cumulative, how am I supposed to remember my exact total from turn to turn?

S&T: Sightings are, indeed, cumulative. And the use of the track was, indeed, a dumb idea. We suggest that you record the exact number of units sighted on a sheet of scrap paper.

Q: Does HQ overlap apply during movement?

S&T: No. HQ overlap applies only at the end of a friendly Movement Phase.

Q: What does the information in the Formation Transition Track mean?

S&T: The bold letters give the formation referred to (AM=Administrative March; MC=Movement to Contact; HA=Hasty Assault; DA=Deliberate Assault; HD=Hasty Defense; DD=Deliberate Defense). The number in the upper left of each box is the "Deviation From Axis of Advance." The number in the upper right is "Company Frontage." The letter in the lower left indicates whether "Company HQ Overlap" is possible (Y=Yes, it is; N=No, it isn't). The number in the lower left is the "Battalion Depth." By the

way, the "Battalion Depth" given on the Track for the "DD" formation is incorrect. Instead of being 15, it should be 25 (as indicated on the Formation Characteristics Chart).

Q: What exactly is a "Level 1 to Level 2 Cliff Hexside"?

S&T: A "Cliff Hexside" exists in any hexside where a Level 1 Hex and a Level 2 Hex meet. Remember that hexes containing both Level 1 and Level 2 terrain are entirely Level 1 Hexes for all purposes.

Q: Which unit types are which for VP purposes?

S&T: The unit symbol on the front of the unit (not the silhouette on the back) determines the unit's type. See 2.41 for a listing of which symbols refer to which unit types for VP's.

Q: Can I fire (either Direct or Indirect) into a hex that my own units occupy (while a Close Assault is in progress, for example)?

S&T: Absolutely not.

Q: The Close Assault rules seem to imply that three rounds of fire take place during a Close Assault. What if neither player has units in the hex that can fire three times?

S&T: Then each eligible unit fires as often as it can and when there have been three rounds of fire or no more units are eligible to fire, the Close Assault is resolved.

Q: Can a unit Mount and Dismount in the same turn?

S&T: Yes, but the carrier and the unit must pay all appropriate costs if this is to occur.

Q: What is a "heavy column attack" as referred to in 14.1?

S&T: The "heavy column" became the "H" column on the table during development.

IWO JIMA

Q: The map shows 1 being subtracted from the Combat Strength of Marine units that fire at Japanese units making Banzai Attacks. The rules say 3 is subtracted from their Combat Strength. Which is correct?

S&T: The rules are correct. Subtract 3 from the Combat Strength of a Marine unit firing at a Japanese unit making a Banzai Attack.

Q: Part VI and Part VIII seem to contradict each other. Which is correct concerning the effects of ZOC's on Supply Lines?

S&T: Part VIII is correct. Entry C of Part VI should state that "Supply Paths may not be traced into a hex in a Japanese ZOC unless that hex is occupied by a Marine unit." Entry D should state that a "Supply Path may be traced out of or into (but not through) a hex in a Japanese ZOC which is occupied by a Marine unit." By the way, there is another error in this short section, making it a triple threat. Entry B should state that "Marine units may not enter a Japanese Class 2 or Class 3 Defense Position that is in the ZOC of a Japanese unit."

Q: How exactly does Supply affect combat? IV, D, 5 seems to indicate that it has some effect on the outcome of combat, but elsewhere it says that only Supplied units can attack.

S&T: IV, D, 5 is incorrect. Only Supplied units can attack. There is no other Supply effect on combat. The reference to PART VI in this paragraph is also incorrect. The relevant part is PART VII. In this same paragraph, the eighth line should read "roll of 4 or less results in a Japanese Ambush." Whew!

Q: Do Japanese units have to make Regular Fire Attacks against adjacent units only . . . or against units within 2 hexes as implied in the introduction to Part IX?

S&T: Regular Fire Attacks are necessary whenever a Marine unit is next to a Japanese unit during the Japanese Combat Phase. Ignore the reference in the introduction to Japanese Combat.

Q: The A/310 and B/2/145 counters have an "R," but the unit symbol contains the same shading as for "W" units. Which is correct . . . the letter or the shading?

S&T: The letter is correct. The two units in question are Reserve Units (not West Deployment Area units). The shading is only meant to be a convenience for sorting.

NORTH CAPE

NORTH CAPE (named for the strategic North Cape of Norway) is in final design prior to playtesting. The game covers a hypothetical World War III scenario encompassing all of Scandinavia north of the Arctic Circle. Components include a standard game map and 200 counters. The scenario covers land and air action (including airborne and amphibious operations) for control of vital airfields in northern Norway. As such, the game is limited to ground units and tactical air power engaged in that struggle, and does not address the *other* battle going on at sea and in the air between the Greenland-Iceland-UK Gap and the Kola Peninsula by forces of the NATO Striking Fleet and the Soviet Northern Fleet and Naval Aviation. As Rudyard Kipling would say, "That is another story."

The game scale is 16km per hex and 48 hours per turn, with individual battalions and air squadrons depicted. The system is simple in comparison with the *Central Front* games. The most difficult part of the design was the map, as the terrain (and weather) is the critical factor in this region. Basically, the Soviets have two to three motorized rifle divisions, an airborne division, an airmobile brigade, and a naval infantry brigade with which to conduct the campaign. NATO has a highly flexible order of battle which, randomly, changes from game to game, consisting of Norwegian regular and local forces, US Marines, British Royal Marines, (maybe) the Allied Mobile Force North, and a Canadian brigade.

The campaign is wide open, with no normal battle lines. Soviet objective airfields are wide apart and must be initially taken by airborne or amphibious troops, who must fend off NATO counterattacks and wait for the support of friendly ground troops attempting to link up. Soviet motor rifle units have to move overland through very restrictive terrain, dealing with scattered opposition and threats to their supply line. The NATO player must try to delay the ground advance as long as possible while simultaneously holding or retaking airfields for his NATO reinforcements and mobilizing Norwegian troops.

—Chuck Kamps

DESERT FOX II

I've always hated sequels, expansion kits and similar products that tilled existing furrows instead of plowing new ground. But the feedback on **DESERT FOX II** in *S&T*™ 91 was too good to ignore. Evidently, there are a lot of you out there who like the original **DESERT FOX**™ game as much as we do. In fact, the proposal got such an overwhelming

UPCOMING S&T™ MAGAZINE GAMES FEATURE NORWAY, BRITISH COLONIAL AFRICA AND TUNISIA.

response that we have been trying to find a way to offer the game in the pages of *S&T* instead of just holding it for boxed release. The problem is that the entire package requires 2 maps and 400 counters (200 more than the feedback proposal included) in order to portray the entire Torch operation and the subsequent campaign in Tunisia.

As a compromise, we have decided to offer the best part of the package in *S&T* nr. 96 and save the less useful elements for possible later publication. Designer Mark Acres has done some initial order of battle work and map research and has come up with a good configuration for a game covering only the Tunisia Campaign; this will link directly with the **DESERT FOX** map, but it will also be playable alone. At this early design stage, it appears that we will include 200 counters covering all of the units that fought in Tunisia (and repeating some units from **DESERT FOX**), a mapsheet split in the same way as the **DESERT FOX** map (but assembling into an L-shape) and 16 pages of rules.

And now the pitch . . . Since **DESERT FOX II** is to be compatible with the original, we want to make absolutely sure that that game is as free of bugs as is humanly possible. We've already heard from a number of players who felt that the errata in Special Edition 1 was inadequate. If you have any problems with the game . . . in terms of clarity, accuracy, playability or historicity . . . and didn't find a solution in Special Edition 1, drop me a line. I can't guarantee that you'll see the change you want in the final rules, but I can promise that the design team will look over any and all player comments and investigate your questions or objections.

—David James Ritchie

SOLDIERS OF THE QUEEN

This project for *S&T* 95 has had somewhat of an unusual history, existing as it did in several guises before emerging in its present form. Originally it was conceived of as a two-map, man-to-man Rorke's Drift simulation, but that project got bogged down in systems and die-roll problems which revealed that we were barking up the wrong tree. At this point — which is several years ago, as this was an original Simulations Publications, Inc. project

— I switched gears abruptly, changed the format to a half-map sized game, and switched battles to Isandhlwana. The latter fracas was much better suited to a simpler play format, and the inherent problems of balance — which are immense in Rorke's Drift — were not so great with Isandhlwana.

It is now back again. **Soldiers** is, essentially, two separate games using the same basic system, a system devised to simulate colonial warfare against poorly-armed native troops. The systems work was designed using Isandhlwana, and that game is completed. The other game in the set will be Omdurman, and we are still working on ironing out the problems inherent with that battle, which is a sort of Isandhlwana in reverse. The main stumbling block that I have had to overcome, at least in my own mind, is the difference in scale. Omdurman was a major battle with thousands of troops on both sides; Isandhlwana was really an isolated and fairly minor engagement. In addition, the killing power of the British troops at Omdurman, with their Maxim machine guns, is almost overwhelming.

In Isandhlwana, the entire battlefield is represented. The game starts as the Zulus arrive, from various locations, at the "far" end of the game-map. The majority of British troops are in camp, with some native cavalry out scouting and Durnford's Basutos running for their lives. The unique feature of the game is that it is essentially open-ended, although it rarely takes more than 3-4 hours to complete. There are no set number of turns; one simply plays until one side wins. The Zulus have to completely wipe out the British troops before suffering too many casualties. Zulu casualty rates — and their concomitant retiring from a given battle — have been covered in several articles, which we used as a reference point. The game itself is quite fast and surprisingly mobile, considering the situation. Only British units can fire (if they have ammo); but only Zulus may melee attack. Each British unit represents about one-half of a company, while each Zulu unit represents around 300 or so men. There are four levels of morale, ranging from the best of the Zulu impis, such as the uDududu and the umCijo, and the British regulars, down to lesser stalwarts like the Natal Native Contingent. British units, of course, have range-rated weapons; mostly Martini-Henry's, a very nasty rifle indeed.

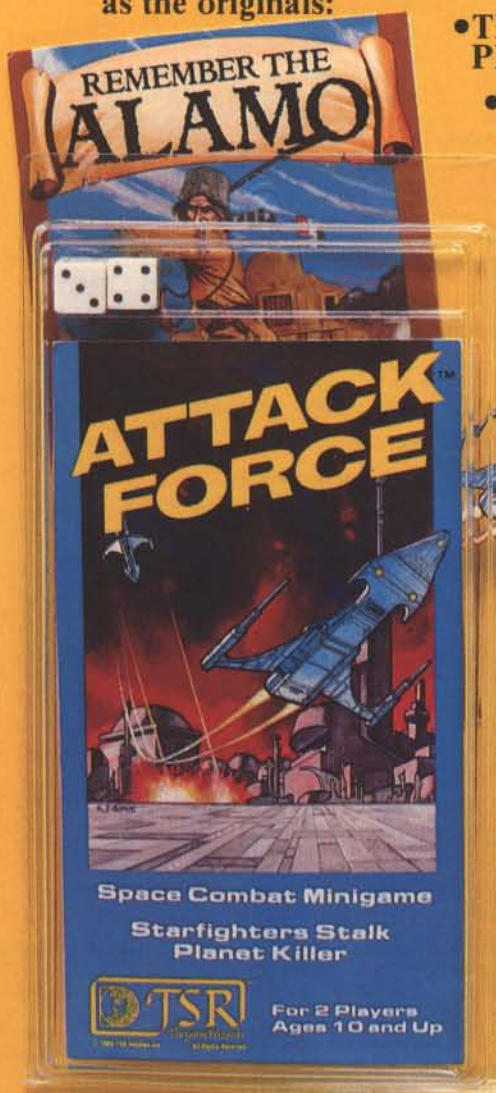
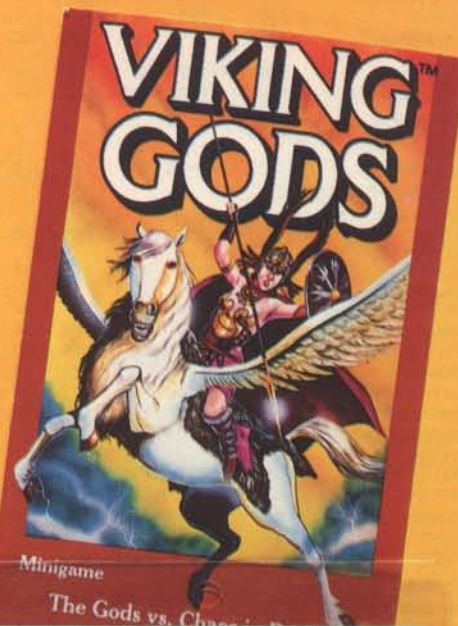
—Rich Berg

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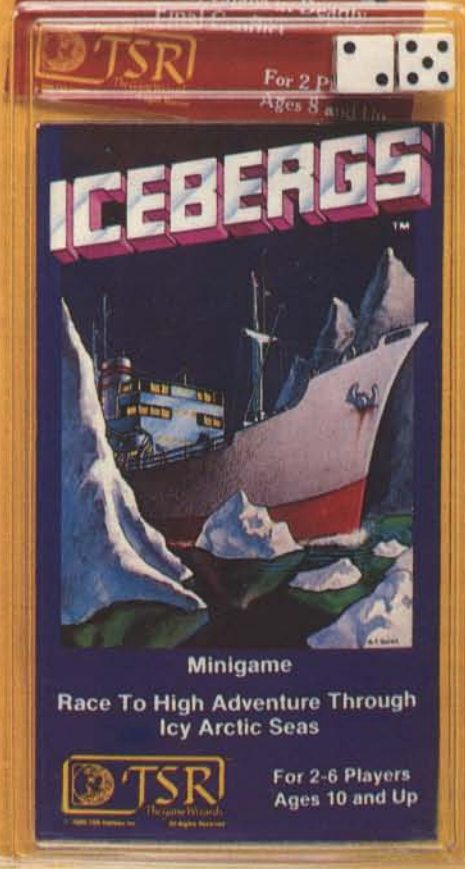
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MOVES GAMES RATINGS

ANCIENT AND MIDDLE AGES GAMES

Game	Pub.	Pub. Date	Price (\$)	Accep. Rating	% Play	Com. Rat.	Time (hr)	Sol. Play
1. EMPIRES™	SPI	4/80	20	4.00	11	3.22	6	2.78
2. Kingmaker™	AH	6/74	14	3.83	33	2.89	4	0.78
3. Machiavelli™	AH	4/80	4	3.72	9	2.50	6	0.56
4. Circus Maximus™	AH	3/80	9	3.67	11	2.78	3	3.61
5. CONQUERORS™	SPI	5/77	20	3.61	14	3.61	7	2.78
6. Samurai™	AH	7/80	14	3.61	7	3.00	na	na
7. Caesar/Alesia™	AH	7/76	14	3.55	22	3.00	4	2.44
8. A MIGHTY FORTRESS™	SPI	7/77	12	3.55	14	3.11	5	1.61
9. TAMBURLAINE™	SPI	11/77	5	3.44	13	3.06	4	2.78
10. Battle of Lobositz™	GDW	7/78	6	3.44	7	2.89	2	0.39
11. Ancient Conquests™	EG	na	11	3.44	6	1.67	5	1.11

NAPOLEONIC GAMES

1. NAP.'S LAST BATTLE™	SPI	10/76	16	4.06	36	3.11	6	3.89
2. WELLINGTON'S VICTORY™	SPI	10/76	30	4.00	20	4.11	8	2.78
3. Wood Ships/Iron Men™	AH	10/75	14	3.94	37	3.72	1	2.44
4. LIGNY™	SPI	10/76	4	3.89	25	2.89	2	3.83
5. BELLE ALLIANCE™	SPI	10/76	4	3.89	23	2.89	2	3.78
6. WAGRAM™	SPI	8/75	4	3.83	28	2.61	3	4.00
7. QUATRE BRAS™	SPI	10/76	4	3.72	31	2.83	1	3.89
8. BORODINO™	SPI	4/72	12	3.72	22	2.28	2	2.83
9. AUSTERLITZ™	SPI	8/80	8	3.67	11	2.94	3	4.22
10. NEY VS. WELLINGTON™	SPI	5/79	12	3.67	69	3.67	5	3.22
11. WAVRE™	SPI	10/76	4	3.67	22	2.89	3	3.83
12. War and Peace™	AH	2/80	16	3.61	60	3.33	2	3.00
13. Eylau™	GDW	6/80	10	3.55	7	3.28	3	0
14. EYLAU™	SPI	8/79	12	3.50	53	3.33	3	3.78

AMERICAN CIVIL WAR GAMES

1. TERRIBLE SWIFT SWORD™	SPI	7/76	25	4.11	38	4.11	9	2.94
2. Ironclads™	YAQ	6/79	15	4.11	11	3.89	2	2.22
3. BLOODY APRIL™	SPI	9/79	25	3.89	22	4.22	25	3.06
4. CHICKAMAUGA™	SPI	4/75	4	3.78	34	2.56	6	2.50
5. PEA RIDGE™	SPI	4/80	10	3.78	25	3.78	4	3.39
6. DRIVE ON WASHINGTON™	SPI	4/80	10	3.78	18	3.72	4	2.22
7. BLUE/GRAY QUAD I™	SPI	4/75	15	3.72	31	2.61	2	3.67
8. Source of Nile™	AH	7/78	16	3.72	12	2.78	6	3.89
9. CEDAR MOUNTAIN™	SPI	6/81	na	3.67	52	3.61	6	3.50
10. WAR BETW. STATES™	SPI	5/77	25	3.67	23	3.89	2	3.33
11. WILSON'S CREEK™	SPI	5/80	10	3.61	44	3.89	6	3.06
12. STONEWALL™	SPI	4/78	12	3.55	48	3.72	4	3.06
13. SHILOH™	SPI	4/75	4	3.55	28	2.56	2	3.67
14. CHATTANOOGA™	SPI	12/75	4	3.55	23	2.56	5	3.67
15. ANTIETAM™	SPI	4/75	4	3.50	28	2.56	2	3.33
16. FREDRICKSBURG™	SPI	12/75	5	3.44	25	2.17	2	3.67
17. HOOKER & LEE™	SPI	12/75	5	3.44	22	2.17	2	3.67

WORLD WAR I GAMES

1. TO THE GREEN FIELDS™	SPI	5/78	15	3.83	22	3.89	8	3.89
2. GREAT WAR IN EAST™	SPI	11/78	20	3.83	14	3.28	5	2.44
3. Red Star/White Eagle™	GDW	6/79	12	3.78	7	3.50	3	2.22
4. SERBIA/GALICIA™	SPI	11/78	5	3.67	13	3.22	4	3.06
5. CAPORETTO™	SPI	11/78	5	3.67	13	3.11	4	3.06
6. Diplomacy™	AH	6/61	17	3.61	34	2.44	6	1.22
7. VON HINDENBURG™	SPI	11/78	5	3.61	14	3.22	4	2.44
8. KAISER'S BATTLE™	SPI	11/80	10	3.50	49	3.61	4	3.28
9. BRUSILOV™	SPI	11/78	4	3.44	11	3.22	3	3.06

WORLD WAR II GAMES

1. Crescendo of Doom™	AH	6/80	16	4.22	26	3.78	2	2.78
2. BATTLE FOR STALINGRAD™	SPI	6/80	15	4.16	8	3.33	7	3.44
3. Cross of Iron™	AH	7/78	14	4.16	32	4.33	2	2.78
4. Squad Leader™	AH	7/77	17	4.11	38	3.67	3	2.78
5. WAR IN EUROPE™	SPI	11/77	50	4.11	15	4.11	90	2.78
6. KURSK™	SPI	6/80	20	4.11	7	3.78	7	3.44
7. HIGHWAY/REICH II™	SPI	2/77	35	4.06	16	4.06	8	4.16

8. White Death™	GDW	11/79	13	4.06	8	4.06	7	2.78
9. WACHT AM RHEIN™	SPI	1/77	30	4.00	16	3.89	60	3.61
10. Air Force™	AH	7/76	16	4.00	15	3.67	2	1.11
11. DNO/Unentschieden™	GDW	10/73	29	4.00	11	4.00	15	2.83
12. Dauntless™	AH	7/77	10	4.00	10	3.78	1	1.11
13. Narvik™	GDW	12/74	15	3.94	12	3.72	6	2.22
14. Road to Rhine™	GDW	8/79	12	3.94	8	3.11	5	2.78
15. Panzerkrieg™	OSG	11/78	18	3.89	10	3.22	5	3.33
16. CAM. NORTH AFRICA™	SPI	6/79	50	3.89	7	4.72	50	3.06
17. Fortress Europa™	AH	4/81	16	3.89	17	3.61	10	3.11
18. WAR IN EAST II™	SPI	11/76	35	3.83	21	3.83	8	2.50
19. Flattop™	AH	7/77	18	3.83	17	3.83	9	0.56
20. CLERVAUX™	SPI	1/79	5	3.83	14	3.06	4	3.33
21. DRIVE ON STALINGRAD™	SPI	12/77	18	3.78	22	3.33	7	3.22
22. ATLANTIC WALL™	SPI	6/78	35	3.78	17	3.89	30	3.61
23. Marita-Merkur™	GDW	6/79	13	3.78	10	3.33	5	3.33
24. LENINGRAD™	SPI	1/80	8	3.78	9	3.06	5	3.61
25. Russian Campaign™	AH	7/76	14	3.78	34	2.94	6	2.78
26. Case White™	GDW	6/77	13	3.78	8	3.89	5	2.50
27. COBRA™	SPI	12/77	12	3.72	38	3.44	8	3.83
28. WAR IN PACIFIC™	SPI	5/78	50	3.72	15	4.50	9	0
29. TYPHOON™	SPI	11/78	25	3.72	18	3.50	5	3.83
30. Bismarck-1979 ed.	AH	6/79	10	3.72	17	3.61	5	2.22
31. Submarine™	AH	5/80	16	3.67	17	2.50	2	2.22
32. PATTON'S 3RD ARMY™	SPI	1/80	10	3.61	55	3.00	5	3.55
33. Fall of France™	GDW	7/81	20	3.61	12	3.89	7	3.28
34. Panzer Leader™	AH	11/74	16	3.61	35	3.94	4	2.78
35. OPERATION STAR™	SPI	6/79	5	3.61	14	3.33	3	3.61
36. Panzerblitz™	AH	10/70	16	3.55	38	3.89	3	3.00
37. KHARKOV™	SPI	6/78	12	3.55	37	3.22	6	3.78
38. ARMY GROUP SOUTH™	SPI	6/79	25	3.55	9	3.33	5	3.89
39. BIG RED ONE™	SPI	1/80	8	3.55	8	2.22	5	3.33
40. Third Reich™	AH	11/74	16	3.55	40	3.61	6	3.33
41. SNIPER™	SPI	9/73	12	3.50	22	3.94	4	2.50
42. Panzer-Armee Afrika™	AH	10/73	12	3.50	21	2.94	5	3.44
43. KORSUN™	SPI	6/79	5	3.50	14	3.33	3	3.61
44. 1940™	GDW	6/80	6	3.50	6	2.89	2	na
45. KIEV™	SPI	6/79	5	3.44	15	3.33	3	3.61
46. Breda Fomm™	GDW	6/79	6	3.44	8	3.33	2	0
47. Pearl Harbor 2nd ed.™	GDW	8/79	15	3.44	6	3.78	10	0

MODERN GAMES

1. AIR WAR '80™	SPI	12/79	25	4.11	9	5.00	4	1.78
2. NATO DIV. CMDR.™	SPI	6/80	40	4.06	8	3.94	3	2.78
3. Tacforce™	GDW	6/80	12	3.89	4	3.94	3	1.39
4. BERLIN '85™	SPI	3/80	10	3.83	49	3.78	5	3.33
5. FIREFIGHT™	SPI	8/76	20	3.83	21	3.61	3	3.06
6. Barlev™	GDW	5/74	13	3.78	10	3.72	6	2.78
7. FULDA GAP™	SPI	6/77	12	3.72	19	3.89	5	3.61
8. FIFTH CORPS™	SPI	9/80	10	3.67	54	3.94	5	3.06
9. TASK FORCE™	SPI	3/81	18	3.67	20	4.00	5	2.50
10. Nuclear War™	FB	9/80	9	3.67	7	1.67	1	0.56
11. HOF GAP™	SPI	10/80	10	3.67	28	3.94	7	3.22
12. BUNDESWEHR™	SPI	7/77	4	3.67	23	2.94	2	3.33
13. THE NEXT WAR™	SPI	7/78	50	3.61	28	4.39	24	2.67
14. MOD QUAD II™	SPI	7/77	16	3.61	17	2.94	2	3.33
15. SINAI™	SPI	2/73	12	3.55	22	3.16	3	3.72
16. Citadel™	GDW	4/77	13	3.55	7	3.89	6	2.22
17. JERUSALEM™	SPI	7/77	4	3.50	17	2.89	2	3.33
18. Operation Pegasus™	TFG	6/80	4	3.50	5	3.33	4	3.33
19. Raid on Iran™	SJG	3/81	4	3.50	8	3.50	3	3.11
20. OCTOBER WAR™	SPI	3/77	12	3.44	34	3.61	2	2.50

Publisher Abbreviations: AH = Avalon Hill; EG = Excalibre Games; FB = Flying Buffalo; GDW = Game Designers Workshop; OSG = Operational Studies Group; SJG = Steve Jackson Games; SPI™ = Simulations Publications, Inc.; TFG = Task Force Games; YA-Q = Yaquinto. **Price:** Taken from the latest available catalogue where possible; price rounded up to nearest dollar. **Acceptability Rating:** The game's overall popularity on a five-point scale, from the latest S&T Feedback Rating. **% Played:** The percentage of people of all those responding to Feedback who've played the game in the last twelve months. **Complexity Rating:** The relative complexity of the game on scale of 1 (simple) to 5 (complex), based upon staff estimates. **Playing Time:** In hours, based upon staff estimates. **Solitaire Playability:** Based upon staff estimates.

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How to use the Feedback Response Card:

After you have finished reading this issue of S&T™ Magazine, please read the Feedback questions below, and then give us your answers by writing the answer numbers on the card in the response boxes which correspond to each question number. In the first two shaded boxes (questions 1 and 2), put the issue number of this magazine; thus for issue number 93, a "9" would go in the first question box and a "3" would go in the second question box. The Feedback questions are an important means for us to learn your interests and opinions on both the contents of this issue and on future games and materials that may appear in the magazine or as boxed items. We invite you to participate in this, our regular survey of readers and thank you for responding.

What the numbers mean: When answering the questions, a "0" response always means NO OPINION or NOT APPLICABLE. When the question asks for a "yes" or "no" answer, a response of "1" means YES and a "2" means NO. When the question is a rating question, a response of "1" is the WORST rating, a "2" is a POOR rating, a "3" is an AVERAGE rating, a "4" is a GOOD rating, and a "5" is the BEST rating. Please be sure to answer all questions (but do not write anything in the box for the question-numbers labelled "no question"). Cards which are incompletely filled out cannot be processed.

Please note: TSR Hobbies, Inc. uses a 1 to 5 scale for its surveys. Readers should not use the former 1 to 9 rating scale or the response card will be invalid.

1-4. No question.

The following questions ask you to rate the articles and features in this issue on a scale of 1 (poor) to 5 (excellent); 0 = no opinion.

5. THE AMERICAN CIVIL WAR 1861-1865 Game
6. The American Civil War (article)
7. The Wars of the Roses (article)
8. For Your Information
9. Richard Berg's Review of Games

10. MOVES™ Gaming Section Questions
11. Games Progress Reports
12. Outgoing Mail
13. Games Rating Chart
14. This issue overall

15. Was this issue better than the last game issue?
16. Do you have a subscription to S&T Magazine?
17. Your age: 0 = 15 years or younger; 1 = 16-19; 2 = 20-24; 3 = 25-29; 4 = 30-34; 5 = 35 or older.
18. Your sex: 1 = male; 2 = female.
19. Education: 0 = 8 years or less; 1 = 9-11 years; 2 = 12 years; 3 = 13-15 years; 4 = 16 years; 5 = 17 years or more.

20. What is the average number of times you spend playing conflict simulation games each month? 0 = none; 1 = once or twice; 2 = 3-6 times; 3 = 7-9 times; 4 = 10-15 times; 5 = 16 or more times.

21. How long have you been playing conflict simulation games? 0 = less than a year; 1 = 1 year; 2 = 2-3 years; 3 = 4-6 years; 4 = 7-9 years; 5 = 10 or more years.

22. How many simulation games (of all publishers) do you possess? 1 = 1-20; 2 = 21-40; 3 = 41-60; 4 = 61-80; 5 = 81 or more games.

23. Do you own a home computer system?

24. Do you presently teach or take college courses

in: 0 = no courses; 1 = liberal arts (political science, history); 2 = business; 3 = engineering; 4 = sciences (computer, biology, physics, etc.); 5 = other courses. Please use your major subject in responding. Select one number only.

25. Do you presently use historical miniatures in wargaming? If so, how often per month? 0 = none; 1 = once or twice; 2 = 3-6 times; 3 = 7-9 times; 4 = 10-15 times; 5 = 16 or more times.

The following sections ask you to rate the sections of the "For Your Information" historical survey. Please rate them on a scale of 1 (poor) to 5 (excellent). 0 = no opinion.

26. Did You Know...?
27. From the Dustbin of History
28. Footnotes
29. Data File

30. How often do you buy historical or adventure-oriented games per year? 0 = never; 1 = once or twice; 2 = 3-6 times; 3 = 7-10 times; 4 = 11-15 times; 5 = 16 or more times.

31. Where do you most frequently hear about a game? 0 = don't hear about it; 1 = advertisements; 2 = a friend; 3 = reviews in publications; 4 = saw it in a store; 5 = already played it.

Please rate the following games in terms of acceptability on a 5 point scale, with 1 representing POOR, and 5 representing EXCELLENT. Respond only if you have played the game (solitaire or against an opponent) in the last year. 0 = You have not played the game. Publishers' names are in parentheses.

32. Gulf Strike™ Game (Victory)
 33. Hell's Highway™ Game (Victory)
 34. The Civil War 1861-1865™ Game (Victory)
 35. Napoleon at Bay™ Game (Avalon Hill)
 36. Conquistador™ Game (AH)
 37. Frederick the Great™ Game (AH)
 38. Battle for Italy™ Game (AH)
 39. Naval War™ Game (AH)
 40. Hundred Days' Battles™ Game (AH)
- We are improving our Games Rating Chart to update the titles to more recent releases and popular, enduring games. Please rate the following games for acceptability on a 5 point scale as above, if you have played the game in the last TWO YEARS only. Publishers' names are in parentheses. 0 = have not played the game in two years.
41. EMPIRES OF THE MIDDLE AGES™ Game (SPI)
 42. THE CONQUERORS™ Game (SPI)
 43. Kingmaker™ Game (AH)
 44. Battle of Lobositz™ Game (GDW)
 45. NAPOLEON'S LAST BATTLE™ Game (SPI)
 46. WELLINGTON'S VICTORY™ Game (SPI)
 47. Wooden Ships/Iron Men™ Game (AH)
 48. LIGNY™ Game (SPI)
 49. War and Peace™ Game (AH)
 50. WAGRAM™ Game (SPI)
 51. TERRIBLE SWIFT SWORD™ Game (SPI)
 52. Ironclads™ Game (YAQ)

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- Megamats are 32" x 48" and are available in Squares: 21mm and 25mm; Staggered Squares: 25mm; and Hexes: 21mm and 25mm. —NEW 21mm size converts 25mm scale to 5 ft per Sq/Hex

<p>BATTELMATS 8.98 ea</p> <p>PEN SETS 3.60 ea</p> <p>MEGAMATS 19.50 ea</p>	<p>#321 (21mm Sq) #416 (16mm HEX)</p> <p>(red, grn, blue, black w case)</p> <p>#521 (21mm Sq) #625 (25mm HEX)</p>	<p>#325 (25mm Sq) #421 (21mm HEX)</p> <p>#525 (25mm Sq) #630 (30mm, numbered HEX) Printed on black vinyl</p>	<p>#361 (21mm St Sq) #425 (25mm HEX)</p> <p>#565 (25mm St Sq) #621 (21mm HEX)</p>	<p>#365 (25mm St Sq)</p> <p>Single Pens 90 ea</p> <p>red grn blu blk</p>
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Please rate the following game proposals on a scale of 1 to 5, with 1 indicating little interest in seeing such a game developed, and 5 indicating a strong interest in such a game.

90. **Parliament and King.** One of the neglected areas of wargaming is the English Civil War. Less than half a dozen titles have been published on the subject despite its being one of the most colorful eras in wargaming. *Parliament and King* would remedy this situation by portraying two or three of the most important battles of the war (Edgehill, Marston Moor and, component capacity allowing, Nasby) in a single game that would focus on the decline of the Royalist Army and on the rise of the new Model Army — the immediate ancestor of the modern British Army. All two or three battle games would use the same system drawn from the one used in SPI's BREITENFIELD™ Game. Units would be regiments and brigades. Turns would be one hour long with the ground scale at roughly 200 yards per hex. Components would include 200 counters, a 22x34-inch mapsheet (possibly backprinted) and a 16-page rules booklet. A possible S&T issue game to sell separately for \$12.

91. **Borodino: Napoleon on the Moscowa, 1812.** One of the most popular games ever to appear in S&T was the BORODINO™ Game. This game will be an updating (and upgrading) of the original one that would reflect technological changes in game design since the original appeared. A system similar to that in the BATTLE OF AUSTERLITZ™ Game will be used to recreate this bloodiest of clashes between Napoleon and his old enemy Kutusov. Step reduction, differentiation of arms and formations, command control, and militia and Cossack capabilities will all be reflected in the system. The scale will be 200 meters per hex, with hourly turns and with strength points representing six guns or 1000 men. This potential S&T issue game will be accompanied by an article contrasting the performance of the two commanders

and their armies, both at Austerlitz and at Borodino. The former was the birthplace of La Grande Armée; the latter was its Calvary. Components will include 200 counters, a 22x34-inch mapsheet and 16 pages of rules and support material. To sell boxed for \$12.

92. **AGN: the Soviet Winter Offensive in the North.** Most World War II buffs are thoroughly familiar with the Soviet winter offensive before Moscow in 1941-42. But far fewer know much about the great northern wing of the attack. AGN will portray the January attack of the 2nd Shock and the 54th Armies against seven German divisions in the Valdai Hills north of Novgorod. The subsequent German counterstrike resulted in the pocketing of the 2nd Shock Army and in the capture of General Vlasov (who eventually headed a German-sponsored anti-Communist Russian Army). The scale will be about two miles per hex with multi-day turns. Units will be regiments (with some battalions, notably Soviet ski units). Game mechanics will be fairly basic, but will include a reserve commitment system (crucial to the development of this campaign) and optional reinforcements that could have altered the course of the battle.

93. **Warsaw! The Home Army Attacks — Summer, 1944.** All across Europe, Hitler's armies are in retreat. In the east, an entire army group has been destroyed; the Germans have been hurled out of Russia... into Poland. As the Soviet Army nears the Vistula, the Polish Underground (both the British-supported Home Army and the indigenous pro-Communist forces) rise in a desperate bid to throw the Germans out of the Polish capital. *Warsaw!* would be an operational/tactical game similar to the BERLIN '85™ Game, covering the entire two-month battle for the city. Features will include streetfighting, damage, partisan sewer movement, and political operations that might have changed the outcome of the Battle of Warsaw (and the future of Poland). Played in weekly turns, *Warsaw!* will use a shifting initiative system combined with impulse movement and combat to portray the pace of the battle. German units will be battalions; partisan units will be bands, sector units and battalions. Some regiment-sized Soviet units and Polish paratroop units will be included in the game. Components will include 200 counters, a 22x34-inch map and 16 pages of rules. A possible S&T game, to sell boxed for \$12.

94. **Korea, the Mobile War: 1950-51.** When the North Koreans swarmed across the 38th Parallel in the summer of 1950, the ill-equipped Army of the Republic of Korea was sent reeling to the south. With UN intervention and the landings at Inchon, the tide quickly turned, only to be reversed again as Chinese Communist hordes crossed the Yalu to join the struggle. *Korea* will be a revision of the long-out-of-print SPI game on the same topic. The scale would be operational/strategic, with units represented at the divisional or regimental level. Naval and air power will be abstracted. Important objectives would be transportation lines (roads and railroads) and cities. The game would stress maneuver, movement and combat, covering the early period of the war only, before the two-year stalemate developed. Some political events that influenced the course of the war would also be incorporated into the game system. The *Korea, the Mobile War*™ Game would include one 22x34-inch map, 200 counters and 16 pages of rules. A possible S&T game.

95-96. No questions.

Feedback Results:

S&T™ Magazine nr. 91

Rank	Item	Rating
1.	Battle Over Britain (article)	4.01
2.	For Your Information	3.80
3.	RDF: Rapid Deployment Force (article)	3.75
4.	Outgoing Mail	3.68
5.	Briefings 1 (Game Reviews)	3.51
6.	Briefings 2 (Book Reviews)	3.41
7.	RDF: Rapid Deployment Force™ Game	3.36
Overall		3.64

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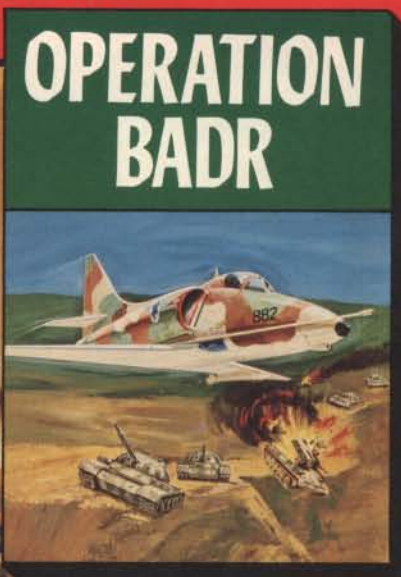
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CSA Two-star Leaders

CSA VP's × 1	CSA VP's × 10	Army of the Northern Virginia	Army of the Tennessee	Army of the Trans-Mississippi Valley	9 Van Dorn ★ 1	12 Hood ★ 1	7 Jackson ★ 1	6 Longstreet ★ 2
CSA CP's Bid		Army of the West	Army of the Tennessee	Army of the Trans-Mississippi Valley	11 Pemberton ★ 2	10 Polk ★ 2	8 K. Smith ★ 1	13 Taylor ★ 1

CSA Markers

CSA Army Markers

2	2	2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2	2	2

CSA Land Strength Points

2	2	4	4	4	4	6	6	6	6
2	2	4	4	4	4	6	6	6	6

CSA Railroad Markers

Unsupplied Markers

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US Two-star Leaders

US One-star Leaders

13 Burnside ★ 1	5 Grant ★ 1	15 Hooker ★ 1	7 Meade ★ 1	1 Grant ★ 1	US VP's × 1	US VP's × 10	Army of the Virginia	Army of the Potomac	Army of the Tennessee
12 Rosecrans ★ 2	9 Sheridan ★ 1	6 Sherman ★ 1	8 Thomas ★ 1	Game Turn	US CP's Bid	US NRP's	Army of the Cumberland	Army of the Mississippi	Army of the Ohio

US Markers

US Army Markers

2	2	2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2	2	2

US Land Strength Points

US Riverlines

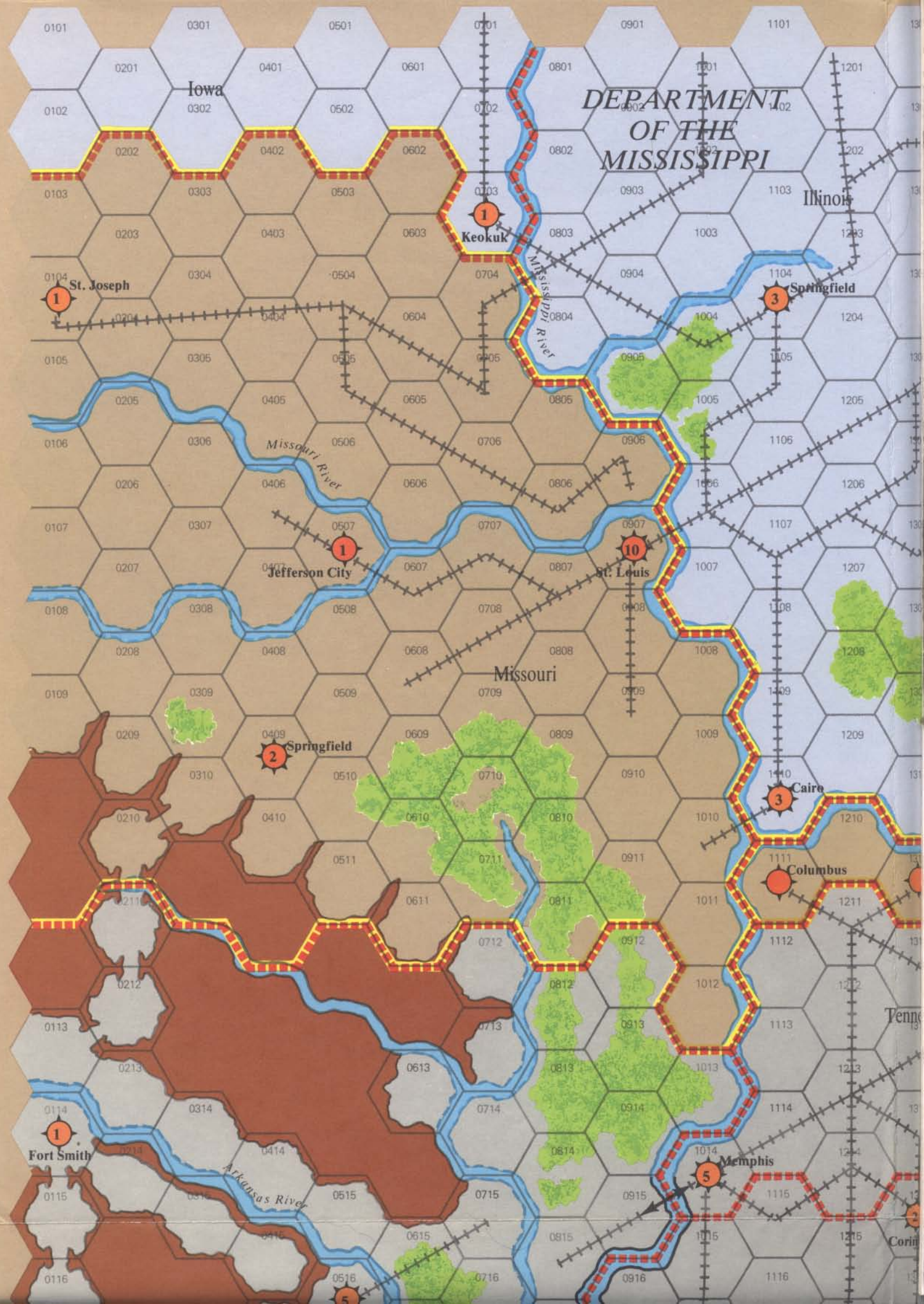
2	4	4	4	4	6	6	6	6	6
2	4	4	4	4	6	6	6	6	6

Fort Markers

CP Markers

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8	7	6	6	8	9	10	10	10	10

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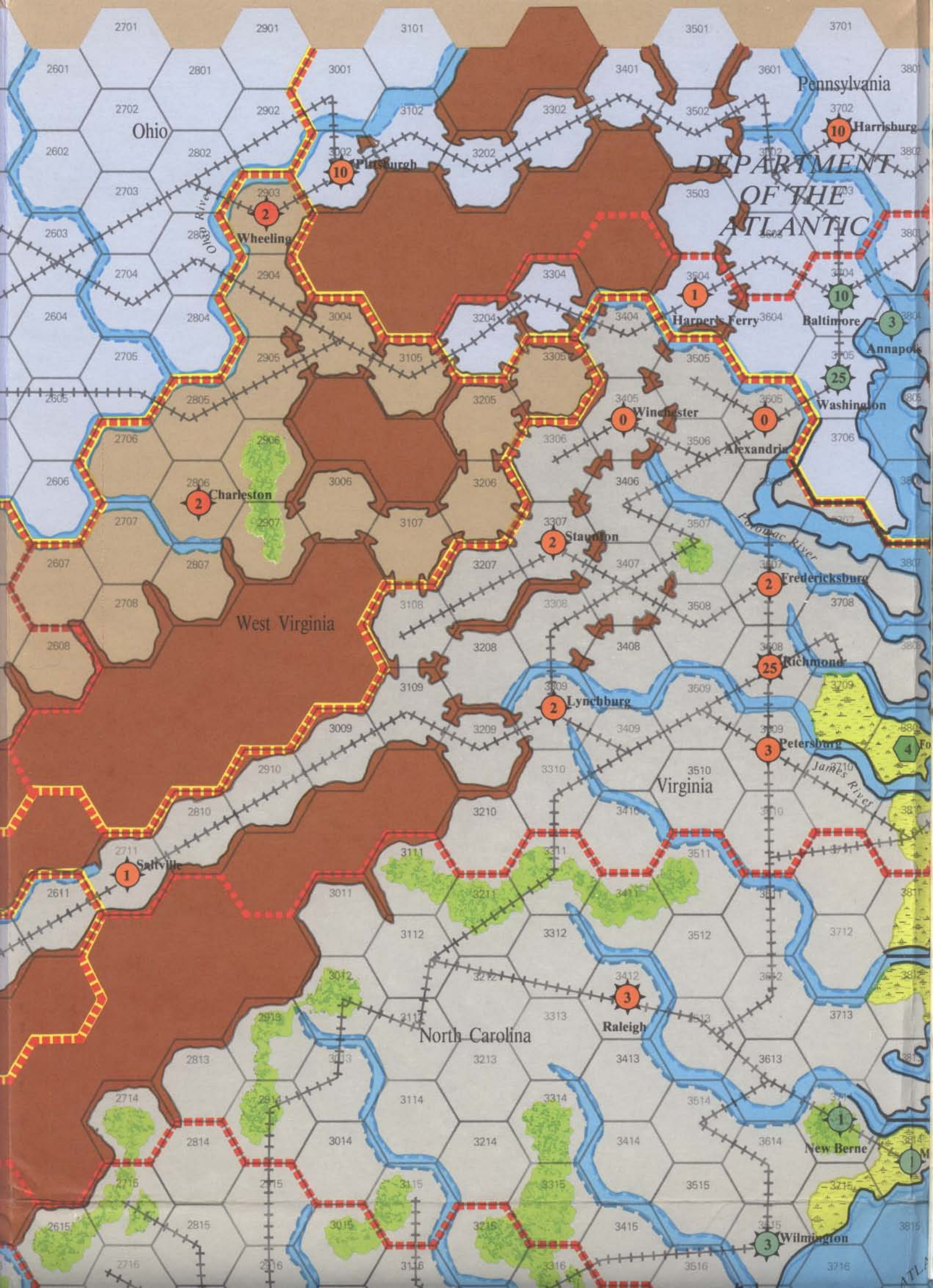
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2	2	2	2
3	3	3	3
4	4	4	4

