

A SPECIAL PUBLICATION OF **SPI**

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A NOTE TO THE NEW GAMER (and the Experienced Gamer, too!)

It's becoming something of an annual tradition at SPI to publish a package of reference and promotional material and send it out to everyone we know (our readers/customers) and, throughout the year, to those of you that we're seeing for the first time (our new subscribers and customers). Wargaming is not the easiest of hobbies to break into — it has its own jargon, symbology, folk wisdom, and history — and it is primarily to ease this process that this special booklet has been prepared.

For the new gamer the most useful items in this booklet will probably be the section on Basic Tactics and the Wargame Library. This will give any new gamer a starting point for understanding games and for making buying decisions.

For the experienced gamer the most useful items are the Indexes to the magazines and the entire booklet used as a give-away to a friend of his who is just getting interested in wargaming. It is up to the experienced gamer to play the role of local spokesman for his hobby. Because of the difficulty of getting into gaming "cold" (i.e., all on one's own) not many players spring up spontaneously. Almost everyone I know (including myself) was "sponsored" by a friend already in the hobby. All of us (gamers and publishers) have an interest in enlarging the hobby. The more gamers then the more opponents available. The more games produced to serve the wider variety of interests, the more different companies that remain viable, the healthier the price competition amongst companies, and the greater the strength of the hobby in general.

Although this booklet is produced by SPI and, therefore, basically promotes SPI products and services, we've designed it as a general introduction to the hobby. Most of the information in it is applicable to the products of most of the game companies in the industry. Naturally, I hope that you would favor mostly SPI products — but being realistic, I know that you're going to at least sample the games of the other fine companies in the field. In recent years, many fledgling companies have entered the ranks — some good and some not so good. I would therefore advise the new gamer to restrict his initial purchases to the product lines of SPI and the other "name" companies until sufficient familiarity has been gained with the reputations of *all* the companies. An examination of the Games Rating Chart in each issue of *Strategy & Tactics Magazine* is a good starting point.

The Chart doesn't tell you everything, but it is a good general guide to almost all the wargames currently in print. More detailed statistical information can be found in the Playback section of *MOVES Magazine* (as well as reviews of new games). *MOVES Magazine* also contains many "how-to" ar-

ticles on game playing. You may wish to send in a stamped, self-addressed envelope to SPI and ask for a name and address listing of most of the companies in the industry. For in-depth information on the design and history of wargaming, you can get yourself a copy of *Wargame Design*, a 186 page hard-cover book dealing with almost every aspect of gaming (available directly from SPI for \$9.95).

Questions?

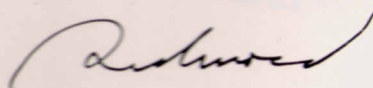
If you have a rules question concerning an SPI game, you can get an answer by writing your question(s) clearly and so that they can be answered by a single phrase or sentence; heading the paper with the name of the game(s); sending it along with a stamped, self-addressed envelope to: *Game Questions Editor, SPI* (and our full address). What you'll get back is your own letter with the answers filled in. For the sake of speed and to insure that your letter is properly handled, *don't* enclose any other correspondence (particularly not an order) with your question letter. If you have a burning question that needs a fast answer, you can phone SPI (between the hours of 1000 and 1800, Eastern Time Zone) at (212) 673-4103. We can't always guarantee a complete answer by phone (writing is best).

Complaints?

If you have a service problem or complaint, write: *SPI Customer Service Department* (at our address) and explain it in detail. It helps to enclose the approximate date of your order, the date on the back of your cancelled check, and your Customer Code (if you're a subscriber). If you've changed your address, be sure to mention the old and new address (incidentally when you *do* change your address, try to give us a six-week warning). You can also call Customer Service at the phone number above.

If you're a new gamer, I'd like to welcome you to a fascinating and challenging hobby — if you're an "old hand", I urge you to use this booklet, and any other means at your disposal, to recruit new players. To all of you, I wish to say thanks for your support of SPI and wargaming. Every year I meet hundreds of gamers and read letters from thousands more. You continually impress me as an intelligent, friendly community of people with whom I'm fortunate to share a common interest. I do encourage you to write to all of us here at SPI — although we can personally answer only a fraction of the letters we get, we all avidly read our mail and we enjoy hearing from you.

All the Best,



Redmond Simonsen

THE HISTORY OF WARGAMING

Wargames are nearly as old as organized warfare itself. Evidence has been uncovered that indicates the use of games to simulate war in ancient Egypt. Some of these games underwent an abstraction process that resulted in their transformation into board games such as chess and go.

In 1780, Helwig, Master of the Pages for the Duke of Brunswick, invented a game strikingly similar to the modern commercial wargame. It was played on a board of 1666 squares, color coded by terrain type. Players used pieces representing units of various types with different movement rates expressed in terms of squares-per-turn. In 1795, Georg Vinturinus, a military writer in Schleswig, developed a more complex version of the same type of game that used a map based on an actual piece of terrain (between France and Belgium).

In 1824 Prussian Army Lieutenant von Reisswitz published an elaborate wargame system designed to be used in actual military training and planning. The game, a development of an earlier design by the lieutenant's father, made use of military maps, an umpire, probability tables, and detailed rules. Although it received a mixed reception in the Army (in fact jealous officers harassed von Reisswitz to the point of suicide) the game inspired the formation of a wargaming club and the publication of the first wargaming magazine, the *Kriegspieler Verein*. Eventually, the wargaming concept became a generally accepted tool in the German Army, and when later in the 19th Century the Germans won their stunning victory over the French in the Franco-Prussian War, many other nations (rightly or wrongly) attributed much of the success to the German's use of *Kriegspiel* in preparatory training and operational planning. American Army officers, W.R. Livermore and C.A.L. Totten, each designed their own versions of the German *Kriegspiel*, which met with the same sort of resistance from the military establishment. Totten's game had the unique feature of appealing to civilian gamers as well as military professionals.

Wargames were used by many of the major powers shortly before and during World War I. For the most part, the games suffered from the preconceptions of their users as to what was possible and not possible. So, for example, the use of such biased strategic gaming to test the Schlieffen Plan failed to indicate the likelihood of a stalemated Western Front very early in the war. During World War II, the Germans made very good use of operational level games to precisely plan major attacks. In particular, the swift march through the Ardennes, outflanking the Maginot Line, was thoroughly wargamed in advance. The invasion of the Soviet Union was intensely wargamed, and this contributed greatly to the speed and magnitude of the opening Ger-

man victories. One of the best known anecdotes about World War II wargaming concerns the Japanese simulation of the Battle of Midway. In this very elaborate game, the Japanese Naval officers playing the role of the Americans launched an attack on the Japanese carrier force and inflicted devastating losses on it. When a number of the Japanese carriers were sunk, the umpires were told to cancel the result (in effect, the Japanese cheated at their own game) and "re-float" the ships. The game then went on to indicate the victory at Midway that the Japanese felt was inevitable. In the real event, the Japanese carrier force was struck almost precisely as indicated by the game and with even more disastrous results. This is but one of the more remarkable instances of an all-too-typical behavior pattern evident in the military use of wargames as stochastic devices: when the result isn't what the planners expect, the temptation to cheat can be overwhelming.

In the post-WWII era, the military use of wargames became increasingly sophisticated and widespread. Much of the advance in sophistication was connected with the advent of computer technology. The computer allowed large amounts of data to be stored and manipulated, freeing the human players from the tedium associated with highly detailed manual simulations. The ultimate in computerized gaming came about with the development of mathematical models of conflict situations that are entirely played by computer without human intervention. There is some debate concerning the usefulness of such computer simulations. The amount of data generated is so great that it can overwhelm the user, thereby undermining the very reason for the simulation. As part of an attempt to deal with this problem, the military (in the US) has been examining the various wargaming techniques used in commercial games. In 1976, the US Army contracted SPI to produce a tactical level game as a training device — the identical game is also sold to the civilian market as *FireFight*.

Civilian/Commercial Wargaming

For as long as model soldiers have existed, wargames have been played. However, it was only shortly before World War I that such informal gaming began to take on structure and substance with the publication of H.G. Wells' *Little Wars*, the first widely used rulebook for the use of miniatures in wargaming. Since then, many such rules systems have been published, but all have been in essence derivatives of Wells' original work.

In 1953, Charles S. Roberts produced and distributed the archetype for a new type of commercial wargame utilizing a grid map and cardboard counters. It was called *Tactics*. Its modest success encouraged Roberts

(in 1958) to form the Avalon Hill Company to produce adult games (including wargames). The first titles were *Tactics II* and *Gettysburg* (the first commercial wargame on a truly historical subject). The company grew rapidly until 1963 when it ran into an economic brick wall and almost ceased to exist. Basically it had overextended itself plus it was caught in the grip of a dislocating shift of buying from retail to discount stores. The company was taken over by its major creditor, Monarch Services. For a time it was internally dormant (so far as producing anything new) while it was reorganized. Essentially, it divested itself of its design staff and began a conservative program of producing one or two wargame titles a year, all of which were designed by freelancers.

In 1966 while the hobby was slowly growing, Christopher Wagner, then a USAF Staff Sergeant in Japan, began publishing *Strategy & Tactics Magazine* as an alternative to Avalon Hill's house organ, *The General*. Many of the people who are now "names" in the hobby first became associated with each other via *S&T*. Wagner endeavored to produce a quality magazine to give shape and substance to the hobby. After struggling valiantly for two years, Wagner felt that he had to give up in his virtually single-handed effort to give the hobby a voice. Casting about for someone to assume the liability of the remaining subscriptions, Chris contacted Jim Dunnigan (who had written for *S&T*). Reluctantly, Dunnigan agreed — primarily to have a vehicle through which to test a series of experimental games he and some friends were developing. As *S&T* shifted its base to New York, Redmond Simonsen agreed (also reluctantly) to involve himself once again in *S&T*. [in the previous year Simonsen had been working with Wagner to professionalize the magazine]. After struggling through its first New York produced issues, *S&T* underwent a transformation into the format it more or less maintains to this day: a military history magazine with a simulation game in it. At first, both Dunnigan and Simonsen thought of *S&T* as a temporary venture. But the admittedly "rough" games that Dunnigan had designed brought a freshness to the hobby that it sorely needed. Plus in one stroke, they doubled the number of game titles available to hobbyists. As Simonsen began to professionalize the "look" of *S&T* and SPI games, and as the two men took a team approach to game design, the pace of the hobby began to quicken.

In late 1970, Simonsen and Dunnigan incorporated as Simulation Publications. Via a program of advertising, *S&T*'s circulation began to build and sales of SPI games to its readers began to take on serious proportions. By 1972, SPI was growing exponentially and became a substantial competitor to

Avalon Hill, which until SPI's advent had been the only ship in a very calm sea.

The innovations that SPI brought to the hobby are in large part responsible for its present vitality. The production of a serious history magazine containing a full-fledged game; the constant surveying of gamers to discover the titles they wished to see produced; the quantum jump in the rate of game production; the multiplicity of new game systems; the multi-talented in-house design staff — all these elements and others have made SPI a major force in the rapidly growing field of civilian wargaming.

SPI's success has encouraged the formation and entry of other companies into the field, and the resultant competition and diversity has benefitted the hobby greatly. SPI, Avalon Hill, and the other publishers are basically friendly rivals with a common interest. All the major and most of the minor companies now participate in an annual convention and show attended by thousands of gamers.

The number of wargamers in the country has been variously estimated at from 100 to 250 thousand although the potential exists for a much greater audience. The typical American wargamer is a college-educated male in his middle twenties. No more than one percent of gamers are women, but this is changing as women in general diversify their interests and activities. Hobbyists offer a wide spectrum of reasons for playing such complex, time-consuming games, but most say that wargames afford them a unique approach to historical information as well as a highly challenging, involving source of entertainment and competition.

From its origins as a court curiosity to the highly developed sophisticated manual simulations of the seventies, wargaming has undergone a remarkable evolution. There are now hundreds of wargames in print and the list is growing by several dozen each year. The level of innovation and production is several orders of magnitude greater than it was only a decade ago. Just ahead lies the era of electronic wargaming as the personal computer explosion impacts in the US. It's a safe prediction that the next ten years will be at least as fascinating as the last ten. —RAS



BASIC GAME LIBRARY by Richard Berg

INTRODUCTION

It has been three years since the Basic Library was formulated, and it is quite interesting to see which games — if any — remain on the list, as stability is usually a sign of excellence in this hobby. The main reason for this is that the state of the art in game design — especially for simulation games — has undergone a rapid advance, almost an explosion, in the past several years. With the advent of an increased sophistication on the part of both the designer and the player, the standards set by both have increased to the point where games once thought of as masterpieces seem almost quaint in comparison to the accepted “giants” of today. In any case, the games listed below are still the subjective evaluations of the author; however the judgments have been made with an eye to informing the playing public as to what their best bets are.

A good wargame should provide, in varying degrees, the best of all possible worlds to the player. It should allow the “player-gamer” to have a few hours of relaxing fun; it should provide the historian with insight into the particular subject; and it should allow the “assassin,” the killer-gamer, to vent his spleen on his opponent by revealing The Master Plan which will not only destroy his opposite number but History as well.

There are few games in the entire hobby that will satisfy completely all three prerequisites listed above. But looking over SPI's hundred-plus output now on the market we can ask the following questions: Is there something about the game that raises it above the others? Is there something that makes that game more desirable to have or more representative of its genre? Is it the definitive game on the subject, or is it just good, plain fun?

The following list is a compilation of 30 games from SPI which could affirmatively answer at least two out of those three questions; they are games which I feel any gamer with more than a passing interest in historical simulations should have. Moreover, the gamer who is approaching the hobby for the first time will find herein games which are sure to pique his interest and satisfy his curiosity. These are games that are not only playable but most typically exemplify the state of the art today.

The SPI Game Library is arranged in groups according to the level of complexity of each game. For prospective gamers, as well as those who have had only cursory contact with the hobby, it is suggested that they start with the games listed in the Introductory Level group. These games all have a high level of historicity and play-interest while, at the same time, presenting only a minimum of

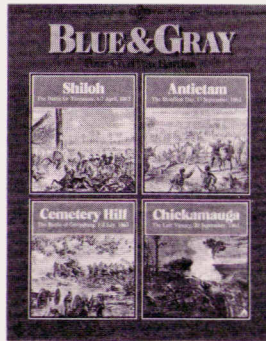
complexity, enabling virtually anyone to be able to sit down and enjoy them after only a few minutes of reading the rules. The games listed in the other groupings contain systems and mechanics that require a somewhat greater degree of familiarity with wargaming in general, while the Complex games are just that — the ultimate challenge in historical simulations.

Whatever level of play you are interested in, you are sure to find a game on this list which will provide hours of entertainment as well as a unique insight into the problems of history, both past and present. Just pick one out and try it; we're sure you'll like it.

Introductory Level Games

Wurzburg

This folio-sized game, available as part of the *Modern Battles QuadriGame*, is a fairly simple game that provides a great deal of playability for its proponents. Covering a hypothetical Soviet/US confrontation in Germany, both sides use a constantly changing flow of forces in order to capture this key communications crossroad. The game is rarely decided before the final turns.



Blue & Gray

This package of four Civil War battles (*Cemetery Hill*, or *Gettysburg*, *Shiloh*, *Antietam*, and *Chickamauga*) is one of the best “buys” in the hobby. All four games are highly playable, yet they retain a remarkable degree of historical accuracy. *Chickamauga* has been chosen for three years running, and the other three are right behind that in popularity. One of SPI's all-time best sellers.

Napoleon's Last Battles

This is a series of four games covering the entire “Battle” of Waterloo. Each game may be played separately, or the four individual

game-maps may be placed together to replay the entire campaign. In either case the games are swift and fun while retaining a high degree of historical accuracy. May be played by two or more players, or even solitaire.

Intermediate Level Games

A Bridge Too Far

This folio-sized recreation of the disastrous Allied-offensive in Holland in 1944 is a fast-moving, tense battle of wits between the Germans and the Allies. The game manages to capture the full-flavor of the Allied paratroop behind the German lines, and the race to open the roads and the bridgeheads from the Allied drop zones to the key river city of Arnhem is fast and furious. One of SPI's highest-rated and most popular games.



Musket & Pike

A remarkably “clean” tactical game of warfare in the 16th and 17th centuries that conveys a solid feel for the period. The scenarios cover battles from the Thirty Years War, the English Civil War, and other period conflicts; there are, in fact, 18 different games to be played, each rated for level of complexity and balance. Gamers and historians can virtually trace the development of the use of gunpowder weapons with this remarkable game.

Frigate

The great Age of Sail, from the 17th to the early 19th century, comes alive in this action-packed game of naval warfare on a tactical level. Players control individual ships, from giant 100+ gun ships-of-the-line down to the speedy brigantines, etc. A large number of scenarios cover all the famous naval actions of the period, including a gigantic recreation of the Battle of Trafalgar! This game has plenty of swash in its buckle.



Panzerarmee Afrika

Of all the WWII African Campaign games on the market this is probably the most unusual and, ultimately, the most interesting. Intricate supply rules combine with some unique counter-attack provisions, and those units with the 60 Movement-Point Allowances provide a highly playable game with good historic insight into the fluidity of desert warfare as well as the ebb and flow of this famous campaign.

La Grande Armee

This is probably the best of the Napoleonic games—an insight into the speed and power of Napoleon's army in its heyday. Three of his greatest campaigns are covered: the 1805 Austerlitz campaign, the 1806 operation against the Prussians, and the 1809 campaign against Austria and Russia. Sweeping movements and sudden battles are aided by excellent supply and cavalry rules, and each of the three scenarios is a major game in itself.

Russian Civil War

This, the first in SPI's Power Politics Series, is one of the biggest fun-items of the year. Up to six players control the fortunes of the Red and White Armies in revolution-torn Russia (1918-19) as well as the actual historical personalities involved: Lenin, Trotsky, Deniken, Kolchak, etc. Purges and assassinations are rife, and the biggest enemy of all is the omnipresent plague as the players argue, cajole, persuade and, ultimately, fight their way to control of Russia.



Panzergruppe Guderian

This tense head-to-head simulation of the German drive to capture Smolensk in the Summer of 1941 is one of the most popular games in the SPI Library. Using a system of "untried" units, whereby neither player

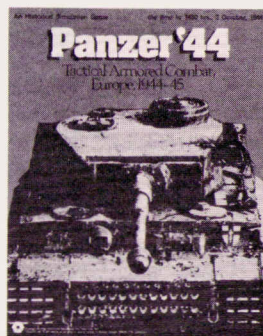
knows the combat capability of a Soviet division until it is actually committed to battle, the game recreates the great German breakthrough across the Dnepr and the frantic, but ultimately successful, effort of the Russians to halt their offensive before it reached Moscow.

Moderately Complex Games



Sinai

An operational recreation of the three recent Arab-Israeli conflicts ('56, '67, and '73) as well as scenarios for possible future conflagrations. The dangers of fighting a two-front (and often three-front) war become apparent to the Israeli player, who often has to choose wisely where to send his crack armored units. Excellent supply and mobilization rules, along with a remarkably accurate game-map that faithfully recreates the unusual terrain of the area combine to produce a tense game of skill and daring. A unique opportunity to relive history.



Panzer '44 and Mech War '77

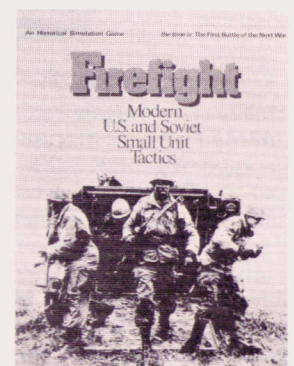
Both of these games (they are packaged to be purchased separately) cover tactical armored warfare, but at different periods of time. However, since the systems are cohesive it would be possible to see how a WWII German Tiger Tank would do against an Israeli M-48! *Panzer '44* covers mobile engagements in Western Europe during WWII, while *Mech War '77* concentrates on possible modern armored conflict between NATO/Warsaw Pact, Arab/Israeli, and even Soviet/Chinese! Each unit is a platoon of tanks or other armored vehicles, and there are provisions for infantry platoons, off-

map long-range artillery, self-propelled rockets, etc. Good playability with a lot of hard information.



Sorcerer

A game of fantasy and imagination that uses a unique system of color comparison to simulate magical warfare in the Age of Sorcerers and Magic. Players are given demons, dragons, trolls and other figures of fantasy, as well as human and not-so-human armies as they take their Sorcerers, who each have special and differing magical capabilities, in a campaign to overthrow the power and might of their enemies. The brilliant multi-colored playing map adds to the excitement of the game.



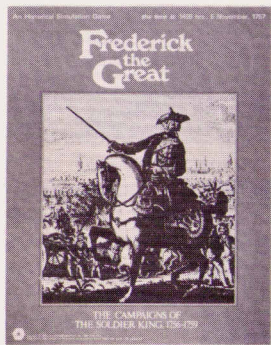
FireFight

One of SPI's most comprehensive, treatments of modern mechanized-infantry small-unit tactics in the 70's was over a year in preparation. Using the latest military information on both the Soviet and US armies, the game faithfully recreates, to a remarkable degree, the problems and intricacies of small-unit tactics. All the modern weapons and unit capabilities are portrayed, and the player has to compete with his opposing number but also with himself as he

struggles to maintain command control and communications with his severely hard-pressed company. Lots of action with a bonanza of hard-core military information.

Frederick the Great

This recreation of the campaign of the Prussian King during the Seven Years' War covers the years 1756-59 and is one of the finest game designs of all time, a masterpiece



of fusion between game balance and historical perspective. Virtually every aspect of the game is new and fresh, from the interwoven play sequence to the rules for surrender and Honors of War. Never before has the flavor of an era been so accurately captured on a strategic level. A must for any serious gamer.



The StarForce Trilogy

This is a true bargain — three of SPI's most popular science-fiction games in one package. All three — *StarForce*, *Outreach*, and *StarSoldier* — have a common theme and "fictional" basis. *StarSoldier* is tactical "ground" combat in the future, while *StarForce* and *Outreach* expand to the strategic limits of the universe — and the mind. Each game is complete in and of itself, and each game is an exciting voyage in the realm of futuristic adventure.

Dreadnought

Another multi-scenario tactical simulation, this time of all the great battleships from both World Wars. A comprehensive coverage of virtually every major naval engagement during the age of battleships, and all the great ships are there: *Bismarck*, *Missouri*, *Yamato*, and many others. Other counters portray heavy cruisers, light cruisers, carriers, destroyer flotillas, etc., with hints and aids on formation sailing and

combat. Scenarios cover the sinking of the *Bismarck* down to the great WWI battle of Jutland. A must for naval, as well as game, enthusiasts.



High Complexity "Super-Games"

Sniper

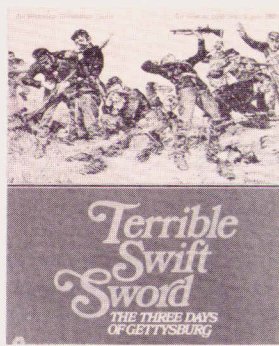
This is the nitty-gritty tactical-level game, and one of the best fun items in years. Each counter represents one man, and each Player controls 8-10 men with various weapons (rifles, machine-pistols, grenades) as they fight their way through a section of a war-torn city. They run from house-to-house, seeking cover, as they search through each house for any possible enemy. Rules cover every aspect of movement a soldier could



make, from falling down stairs to tossing grenades through windows. One of the most interesting and most playable games in the SPI Library, it is also a consistent best-seller.

Terrible Swift Sword

This giant (three-map, 2000 counter) grand-tactical recreation of the Battle of Gettysburg is one of the highest-rated SPI games of all time; an exhaustingly thorough, yet extremely playable, Civil War battle game that truly recreates the feel of warfare in that era. All the regiments, all the batteries, and over 100 generals and colonels (from Lee down to Custer) are individually represented. The different weapons are all there: carbines, Austrian muskets, 12 lb Napoleons, and even long-range Whitworths. Players can "retire by prolonge," form into line or column,



launched all-out assaults, or rest their battle-fatigued corps for the last ditch defense.

War in Europe

The largest, most comprehensive game in the entire hobby, this nine-map simulation of the entire European theater of WWII is an achievement unto itself. Every country, even Switzerland, is represented by all its units. Extensive production rules for both the Germans and the Russians enable them to direct the course of the war in any way they wish. Every event in WWII from 1939 to 1945 is



covered in loving minute detail. *Endless* hours of entertainment and fascination are available in this, one of the most outstanding of game achievements.



Wacht am Rhein

This is the ultimate Battle of the Bulge game. Fought on a huge, colorful, four-piece game-map using battalions that break down to companies, this game is almost a living section of history as the German armies race against time and fate in an effort to achieve a breakthrough to the Meuse River. Every unit is included, even the German infiltrators! This is a long game, but it is not an overly complex one and can be enjoyed at almost any level of play.

BASIC TACTICS FOR THE NEW GAMER

by Frederick Georgian

It is evident that wargaming is a rapidly growing hobby. Some newcomers are able to develop tactics readily, whereas others initially have trouble forming and applying appropriate tactics. This article is meant not only to welcome the newcomers, but also to assist them in developing a tactical "repetoire."

Of all the games from which the examples for this article could have been drawn, the *Blue & Gray QuadriGame* was chosen for two good reasons: First, this series is designed for simplicity in play. There are few complications to befuddle the newcomer; second, the tactics are as important and as applicable in this series as they are in any other wargame. Hence, a firm grounding in sound tactics in the *Blue & Gray QuadriGame* is generally applicable to other wargames.

To avoid overwhelming the newcomer with a myriad of ideas, strategic considerations have been left out so that tactical considerations could be studied in detail. *Numerical superiority* while attacking and three basic tactics are the core of this article.

Numerical Superiority:

Perhaps the first problem that a wargamer has, is not having enough strength in an attack. There is no surer way to success than being the strongest where your opponent is the weakest, but what is exactly "enough strength?" A quick look at the Combat Results Table reveals that at six-to-one odds the defending units are very likely to be eliminated (De) or retreated (Dr). At one-to-five odds the attacking units are the ones that may be eliminated (Ae) or retreated (Ar). Between these extremes there is a graded range of possibilities. It is recommended that the wargamer accept *nothing less* and *nothing more* than *three to one (3:1) combat*

odds in an attack, unless he needs to make a "diversionary attack" (then anything will do).

Though wargamers may argue with the specifics, the following is the rationale behind the 3:1 guideline. Low odds, i.e., two to one, one to one, and less, have a large element of chance, i.e., there is always a possibility that your attacking units may be retreated (Ar) which would foil your attack and other plans. An important battle should never be allowed to hinge on the cast of the die; hence, 3:1 combat odds are necessary because they remove any chance of an attacker retreat (Ar). All results benefit the attacker.

Odds higher than 3:1, i.e., four-to-one, five-to-one and six-to-one, should be avoided for the following reasons. It is often very difficult to achieve six-to-one odds. Many units are often required to achieve such a ratio. It would be better to use all those units to make two 3:1 attacks than one 6:1 attack. The tactics (which we'll come to) obviate the need for such a large attack. Though 4:1 and 5:1 combat odds are not bad, their main fault is that the number of exchanges (Ex) is twice that in a 3:1 attack. Though an exchange eliminates the defender, unfortunately, in the process your attacking units are also whittled away. Again, the tactics shown only require a 3:1 and, hence, tend to preserve your units longer than your opponent's units.

At this point, some wargamers back off and revolt at the idea that one must count Strength Points to get good odds, rather than "just playing" and "just attacking." Some think that it's ahistorical to become a fiendish mathematician. First, let's reply that, in reality, generals use reconnaissance to find out the strength of the enemy. Once a

good strength estimate is obtained, generals then can mass enough troops to be successful with their attack. They certainly don't want to lose by attacking with insufficient force. Secondly, if your opponent is dumb enough to leave a weakness in his line, then by all means exploit it. Remember that he will be trying to exploit your situation.

In order to condense as much information as possible into the article, the following procedure is used for all examples. First, the game is stated; then only the participating units of the attacker are given, and then the participating units of the defender are stated. When a unit is being referred to, its numerical strength is given, then its type, "i" for infantry, "a" for artillery, "c" for cavalry, and then its hex number. Example, 5i(0101) is referring to one infantry unit with a strength of five which is placed at hex number 0101. If that unit is moved then its starting hex number is given first, followed by a hyphen and then the final hex number. Example, 3a(0101-0105) is referring to one artillery unit of a strength of three starting from hex number 0101, and moving to hex number 0105. Always take the path of least resistance when moving the unit. The unit's designation serves no purpose to the examples and, hence, is never referred to. All the examples occur from the initial set up of a game and, therefore, if you want to follow a particular unit, then, by all means, set up the units by their designation.

The Frontal Assault:

The game for this example is *Shiloh*. The Confederate Player is the attacker and the participating units are 9i(0616-0915), 1a(0617-0916), and 7i(0718-1015). The Union Player is the defender and the participating units are set up as follows: 5i(0914) and

[7.6] COMBAT RESULTS TABLE

Die Roll	Probability Ratios (Odds)										Die Roll
	Attacker's Strength to Defender's Strength										
	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	
1	Ar	Ar	Dr	Dr	Dr	Dr	De	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	2
3	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Ex	Ex	Dr	5
6	Ae	Ae	Ae	Ae	Ar	Ar	Ex	Ex	Ex	Ex	6

Attacks executed at greater than 6-1 are treated as 6-1; attacks executed at worse than 1-5 are treated as 1-5.

EXPLANATION OF COMBAT RESULTS

Ae = Attacker Eliminated. All Attacking units are eliminated (remove from the map).

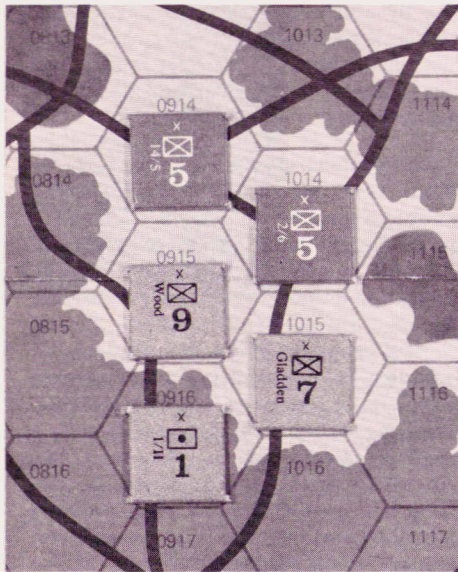
De = Defender Eliminated. All Defending units are eliminated.

Ex = Exchange. All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strength **at least** equals the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = Attacker Retreats. All Attacking units must retreat one hex (see 7.7).

Dr = Defender Retreats. All Defending units must retreat one hex.

5i(1014). Set up and follow this example on your map. The Confederate 9i(0915) and 7i(1015) are making a frontal attack on the Union 5i(1014); the combat odds for this attack are 3:1. Any combat result is favorable for the Confederate Player. Either the Union 5i will be pushed back or it will be eliminated. Whichever the result, one of the Confederate units, either the 9i or the 7i, should advance into the vacated hex (rule 7.7).



The Confederate 1a(0916) is very important because it is executing a diversionary attack (rule 7.5). Notice that if the Confederate 1a were not available, then the Confederate 9i(0915) would have to make a frontal attack on the Union 5i(0914) at one-to-one combat odds. Since the Confederate 1a (0916) has a line of sight (rule 8.3) to the Union 5i(0914), and because the artillery unit is making the diversionary attack, this tactic permits the Confederate 9i to concentrate its strength together with the Confederate 7i to make a frontal attack on one of the Union units. Since the Confederate artillery unit is not adjacent, it will receive no harmful effects from a bad combat result, see rule 8.15.

In this particular position, this frontal attack is not very important because no important piece of ground (hex) has been gained nor is there any guarantee that any Union units will be eliminated. The importance of this example, however, is that it reveals several basic points:

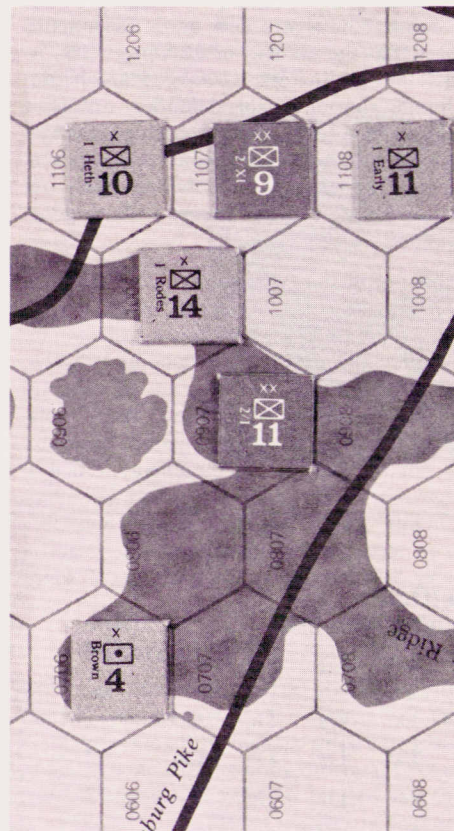
- The attacker concentrated sufficient strength (3:1 combat odds) against a defending unit to guarantee its retreat; after pushing it back, an attacking unit is advanced into the hex. These two statements summarize the function of the frontal attack.
- The attacker also used artillery as a diversionary attack. If there was no diversionary attack, then the attacker would have been forced (rule 7.11) to execute two 1:1 combat odds - the Confederate 9i(0915) vs. the Union 5i(0914) and the Confederate 7i(1014) respectively. These attacks would have been less desirable. The example presented shows

a well executed attack combining the above elements — a frontal attack with good odds (3:1) and a diversionary attack to assist the frontal attack.

The Flank Attack

The frontal assault is rather simple, i.e., just bring your units up to your opponent's units and attack. This next tactic, the flank attack, is no more complex, but it does require some careful thought. The function of the flank attack is to eliminate an isolated unit, by means of cutting off its retreat. 3:1 combat odds on a unit which cannot retreat will guarantee its elimination.

Let's look at an example. The game is *Cemetery Hill*. The attacking side is again the South. The Confederate units are 11i(1606-1108), 10i(1105-1106), 14i(0905-1006), and 4a(0904-0706). The defending Union units are 9i(1107) and 11i(0907). The purpose of the Confederate 4a(0706) is used as a diversionary attack on the Union 11i(0907). Though the combat odds are 1:3 (i.e., very bad), no harm will come to the Confederate artillery unit because it is not adjacent to the defending unit, the Union 11i (rule 8.15). In this case, the diversionary attack permits the Confederate 14i(1006) to join with the 10i(1106) and 11i(1108) in attacking the Union 9i(1107). The combat odds are 35 to 9 or 3:1.



At 3:1 there are four possibilities for a defender retreat (Dr). Notice that completely surrounding the Union 9i(1107) are the Zones of Control of Confederate units. There is no hex adjacent to hex 1107 which does not also overlap with a controlled hex from a

Confederate unit. Since the Union 9i unit may not retreat as a result of combat into an enemy (Confederate) controlled hex (rule 7.72), the Union 9i unit is eliminated. Hence, not only will an "Ex" or "Dr" eliminate the Union 9i, but also the "Dr" combat result; thus, no matter what the result is, the Union 9i is eliminated by a 3:1 attack. As is seen, higher combat odds are not needed. Any units in excess of a 3:1 attack can be used to make other attacks.

The points to learn are broken down as follows:

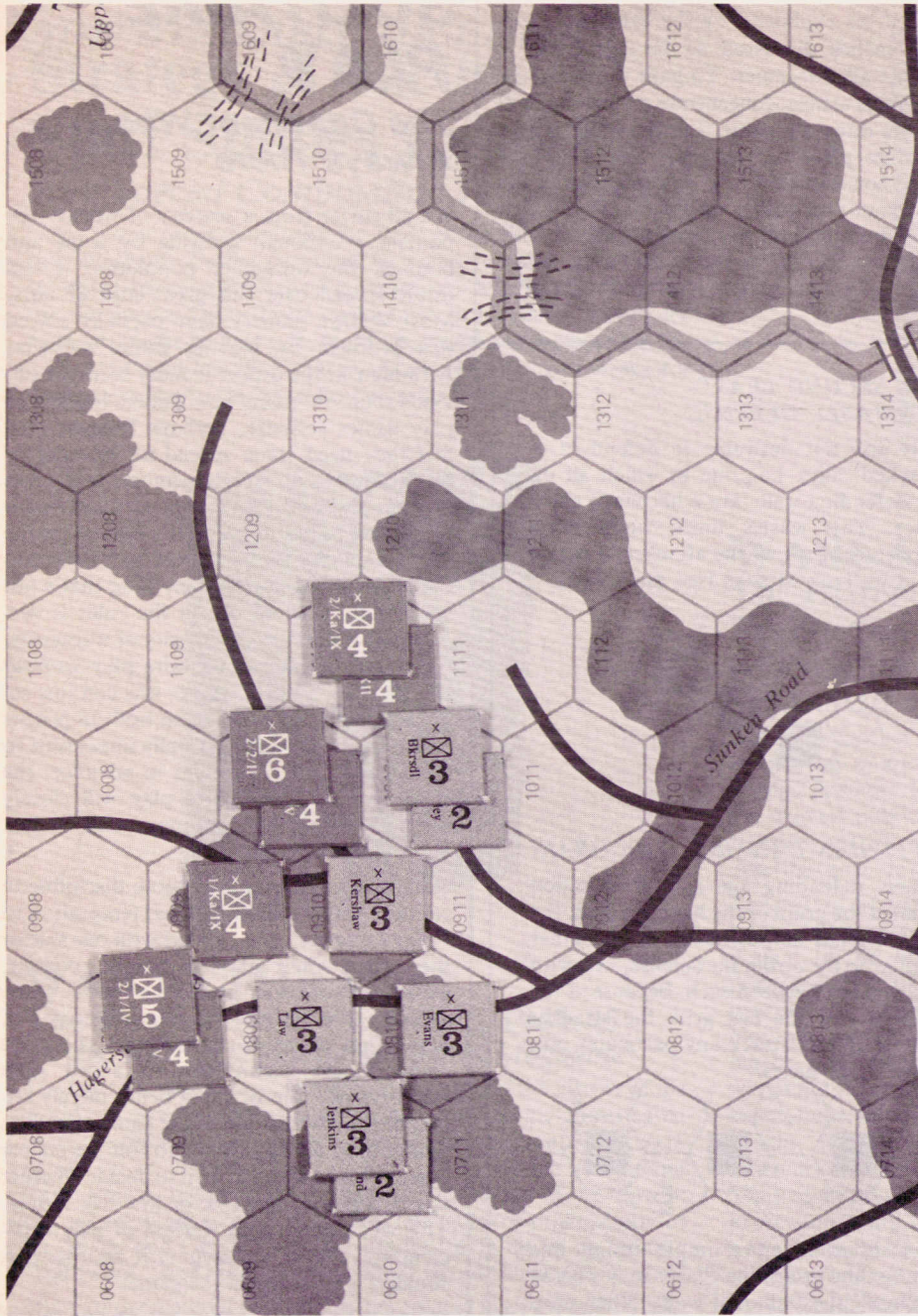
- The flank attack is used to eliminate an enemy unit by completely surrounding it with Zones of Control; hence, move your units so that they are on opposite sides of the defending unit — compare the positions of the Confederate 10i(1106) to the Confederate 11i(1108); they are on opposite sides of the Union 9i(1107).
- Whenever necessary, use a diversionary attack on an enemy unit to enable your units to concentrate on the defending unit. Test yourself with this question: The Confederate units — 11i(1304), 10i(1105), and 11i(1606)— can execute a flank attack on the Union 9i(1306). How can the Confederate Player do it? In this case no diversionary attack is needed. Why?
- Use 3:1 combat odds in your attack. 3:1 combat odds are the best for the following reasons — if 2:1 combat odds are used, there is a chance that the defending unit may not be eliminated; if the attacking Player rolls a "5" or a "6" on the die (Ar), the flank attack is foiled. At 4:1 or 5:1 there are two possibilities of "Ex"; it is preferable not to lose your units while attacking your opponent's units. No need to risk an "Ex." At 6:1, too many units are being used. Use those units in excess of 3:1 to make two flank attacks at 3:1 rather than one flank attack at 6:1. You'll eliminate more units this way.

Flank-to-Front Attack

Often, a Player does not let his units get isolated as shown in the previous example, but rather groups them into a line. When a Player properly deploys his units, a frontal assault, as explained in the first example, is often the only possible attack. But there is a way whereby the attacking Player can combine the best concepts of both the frontal assault with flank attack to eliminate a defending unit. Such a powerful combination is known as the flank-to-front attack, which is our next tactical example.

The flank-to-front attack combines elements of pushing units back and (by advance after combat) surrounding a unit which is to be eliminated. Hence, there can be a certain air of false security by bunching together carelessly your units.

Antietam serves as the setting for this tactical example. The attacking side is the Union. The participating Union units are 4i(0806-0808), 5i(1008-0808), 4i(0907-0909), 6i(1204-0909), 4i(1106-1009), 4i(1107-1110), 4i(1206-1110) and 5a(1513). Defending units are 3i



(0809), 3i(0910), 3i(1010), and 2i(1010). The Union units can attack each Confederate unit at 3:1, but the way in which the Union Player will attack will guarantee the elimination of the 3i(0910). Let's go through this example slowly to find out how.

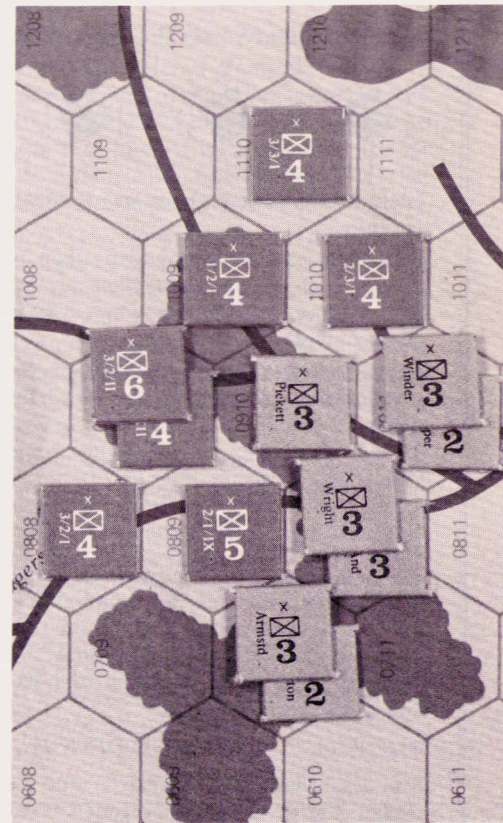
The following point is very important for the flank-to-front attack to be successful. The order in which a Player resolves his attacks is crucial. The key is that the flanks should advance first in order to surround a unit. Then the frontal assault should be made. Let's follow the example to see how the Union Player does his attacks.

First, notice that the Union 5i and 4i(0808) can attack the Confederate 3i(0809) at 3:1 combat odds. This attack is a pure frontal assault. Its only purpose is to punch back the Confederate unit in order to gain the hex 0809. Say the die roll was a "3" - a "Dr." The

defending 3i could not retreat to hex 0910 or 0709 because the Union units' Zones of Control extend into those hexes. Because hex 0809 is now vacated as a result of the Union attack, the Union Player exercises his right to advance one unit, say the 5i(0809), into the hex 0809 (rule 7.75). The purpose of the advance is very important, as will be seen. Now attention shifts to the Confederate units 3i and 2i(1010). Again, this attack is another frontal assault. Because of the Union 4i(1009), 4i(1110), 4i(1110) and 5a(1513) (see rule 19.0 in the *Antietam* Exclusive Rules as to why the Union 5a can participate in this attack), the Union Player has achieved 3:1 combat odds against the combined defense of the Confederate 3i and 2i(1010). Again, no matter what the result is, it will be favorable for the Union Player. Suppose there was a die roll of "2" (Dr). Both Confederate units must retreat a hex, but suppose they both retreat

to hex 1011. Regardless of the direction of the retreat, the Union Player exercises his option of rule 7.75 by advancing any one of the Union units, for instance a 4i, into the vacant hex 1010.

Let us pause now to consider the situation. What has happened is that two successful frontal assaults have pushed back Confederate units. All that has been gained is ground, i.e., two hexes, and two Union units have advanced into them. Notice that those Union units which had advanced after combat [the 5i(0809) and the 4i(1010)] are on opposite sides of the Confederate 3i(0910). Notice that this position closely resembles the position explained under the flank attack. Granted that those two Union units, the 5i and 4i, cannot attack again, but that is not why they are so important. Notice that those two Union units "flank" the Confederate 3i(0910) such that all its surrounding hexes are now covered by Union Zones of Control. The *coup d'gras* now is the frontal assault on the Confederate 3i(0910).



The Union 6i and 4i(0909) attack the Confederate 3i(0910) at 3:1 combat odds. Since the surrounding hexes of the Confederate unit, 3i(0910), are covered by the Union Zones of Control which prohibit retreat (rule 7.72), the Confederate unit is *eliminated*. The die is rolled only to determine if there is an exchange (Ex).

The important points are summarized:

- a) Use good combat odds, 3:1, to guarantee that an enemy unit will be pushed back (Dr) by means of frontal attacks.
- b) By means of frontal attacks, let the units

on the ends attack first and then use rule 7.75 to advance after combat in order to flank a unit. Remember that flanking an enemy unit means that two of your units must be on opposite sides of the enemy unit in order to prevent it from retreating.

c) Once both units on the flanks have advanced, resolve the center frontal assault to eliminate the defending unit. The name, flank-to-front assault, indicates the proper order to resolve the three attacks — first,

both the outer attacks and then the center attack, as explained by the example.

The tactics discussed so far are basic to almost all wargames. To gain the most use from this article, concentrate on one tactic at a time during a game. Let the other tactics fall into place as you play. Next time you play, concentrate on a different tactic. Go over your play with your opponent to discuss your strengths and weaknesses. Discuss what type of tactics served best and when. Gradually your tactics will improve. ●●

SOLITAIRE PLAY

The Opponent Who's Always There

We all suffer from a scarcity of worthy opponents — though growing by leaps and bounds, the wargamer population is still thinly spread over this great land of ours. Most veteran gamers have partially solved this problem by playing games solitaire. Although in retrospect it must seem an obvious solution, many new gamers hesitate to play games solitaire, perhaps because they feel they need some special set of rules or procedures to do so. Remember, wargames are complex and that complexity *can* be intimidating to new players. It's easy to get the impression that the rules *must* be followed to the letter of the law and anything that's not specifically pointed out in the rules is *verboten*. It is the very complexity of wargames, however, that allows solitaire play *without* special rules. In most games one can just set up both sides and play them both in proper sequence. Because it's virtually impossible to *specifically* plan moves far in advance, the dynamics of the solitaire play will closely resemble two-player gaming... and be just about as interesting!

One must exercise a little more discipline in solitaire play — there's a great temptation to "play favorites" (i.e., cheat) with one side or the other when playing against oneself. Moreover, if one plays the same game solitaire several times in a row, the course of play often becomes stereotyped. There are some simple techniques to avoid such stereotyping, one of them being merely sitting on a different side of the game map than you're used to! Another is to roll the die for one or both sides each turn to decide whether you'll perform high-risk or low risk moves. This will change your rhythm of play sufficiently so that it will seem as if another personality is involved in the game.

In games that involve plotting, several sets of alternate orders can be written and randomly chosen so that much of the surprise element is maintained. This can also be done in games that *don't* usually require plotting of moves — just write several sets of broadly worded orders for your units and choose one at random.

Of course, some games are more suitable for solitaire play than others. The Games Rating Chart in *S&T* rates the general one-player adaptability of most games. Personally, I find that the operational level games are the most rewarding when played solitaire. Usually the number of moves and counters are manageable and the options broad enough to permit variation in play. But whatever you prefer, a lot of enjoyable gaming can be had simply by exercising the initiative and imagination required to play solitaire... plus, you *always* win!

—Redmond Simonsen

FOR THE DEFENSE

In the *Blue & Gray* game system (and in almost all game systems having advance-after-combat and Zones of Control) there is a basic defensive doctrine which should be followed with virtually religious zeal. It is: the defensive line should be as straight as possible, running with the "grain" of the hex pattern, and there should be one vacant hex between each defensive position.

OPTIMUM DEFENSIVE LINE



The advantages of such an arrangement are these:

1. No unit can be surrounded when a part of such a defense (neither in the Enemy Movement Phase nor by advance after combat).
2. There are only two hexes from which any position in such a line may be attacked.
3. The line is the most economical use of units consistent with good defensive coverage.
4. If an Enemy unit succeeds in advancing into one of the positions in the line, it is relatively easy to counterattack such an exposed unit and regain the line (there is also a good chance that the advanced Enemy unit can be surrounded and destroyed).

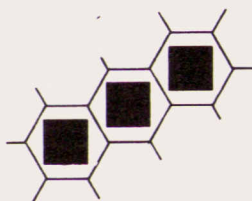
THE LEAST DESIRABLE DEFENSE

The least desirable defense is one in which there are two vacant hexes between each defensive position in the line. This type of line allows the units to be easily surrounded (by three or more attackers) and destroyed. Such a position is easily shattered and difficult to retake.



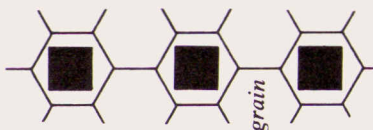
THE SECOND LEAST DESIRABLE DEFENSE

It is also not desirable to defend in a "packed" line, i.e., one in which all of the defending units are adjacent to each other. This wastes units, and, more importantly, allows the attacker to make front-to-flank attacks (see main text).

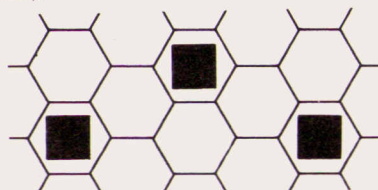


DEFENDING AGAINST THE GRAIN

When defending on a line situation against the grain of the hexagon grid, the units should be positioned in a manner similar to the optimum defense, i.e., with a single hex between each. Because of the geometry of the hex grid, the attacker will be able to attack any particular unit from three hexes.



As an alternative to a simple straight line against the grain, the Player may wish to "refuse" the flanks of every other unit, making these forward positions the strongest unit or stack of units. This makes the line strongest in the areas where the Enemy can be the strongest (i.e., the only hexes against which three attacking groups can bear are those containing the strongest defending units).

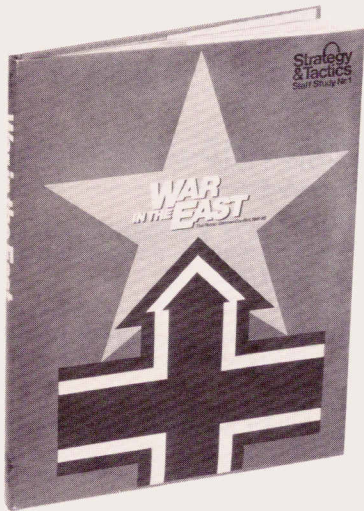


Players should note that these defensive formations are idealized and do not take into account local terrain variations which may force upon the Player less orthodox defensive deployments.

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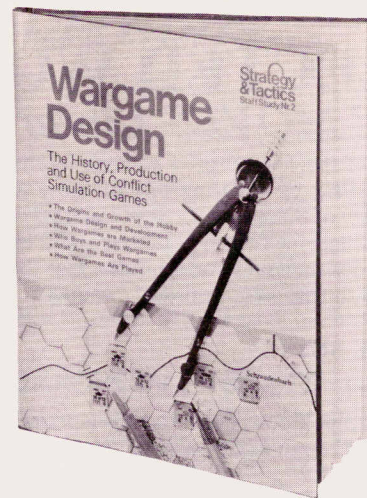
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Articles: Combined Arms (combat operations in the 20th century) and Patrol (modern infantry tactics). Game is operational/tactical combat from 1939 to the '70's. 22 x 34 map; 200 counters.

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Articles: Oil War and Island War (U.S. amphibious offensive against Japan). Game is operational level simulation of U.S. intervention in Persian Gulf. 17 x 22 map; 100 counters.

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Articles: The Punic Wars, History of Wargaming Update, and After Action Report: *Tank!* Game is strategic game on wars between Rome and Carthage. 17 x 22 map; 100 counters.

S&T nr. 54 and the game *Dixie*:

Articles: Westwall, After Action Report: *Blue & Gray II*, and After Action Report: *Sinai*. Game is hypothetical 20th century North-South rematch. 17 x 22 map; 100 counters.

S&T nr. 55 and the game *Breitenfeld*:

Articles: The Thirty Years War, Ancient and Medieval Armies, and Battle for Wurzburg. Game is 17th century battle between Austrians and Swedes. 17 x 22 map; 100 counters.

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Articles: Revolt in the East (Warsaw Pact rebellion), FireFight, and Angola. Game is a corps/army level simulation of a possible revolt of Warsaw Pact countries in the 1970's. 22 x 16 map; 100 counters.

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GAMESPEAK:

A Glossary of Terms Used in Wargaming

What this glossary attempts to do is standardize as much of the jargon as possible to reduce the learning load upon all of us and to inject more consistency and logic into our game rules (and, one hopes, into those of our brother publishers—who should feel free to use any and all of SPI's terminology). The glossary is *not* exhaustive (although it is, perhaps, exhausting). Many more pages could be devoted to all the fine turns of phrase inflicted on the wargaming world by this writer and others.

advance (after combat). A move made as a result of successful combat

Administrative Capacity. A numerical rating of the administrative ability of a leader or general staff.

Air Attack Strength. The numerical rating of the ability of a unit to attack air units.

Air Combat Strength. The numerical rating of the ability of a unit to either attack or defend against air units.

Air Combat Phase. That part of the Game-Turn during which air combat takes place.

Air Defense Strength. The numerical ability of a unit to defend against air units.

air defense unit. A unit, the primary mission of which is to provide air defense; in WWII, a flak unit.

air interdiction. An action taken by air units (or abstract air capability) to interfere with Enemy movement and/or supply.

Air Interdiction Phase. That part of the Game-Turn during which air interdiction may take place.

Air Movement Phase. That part of the Game-Turn during which the movement of air units takes place.

airlift. The transporting of ground units via air.

Airlift Capacity. The capability of a Player's forces to airlift a given number of units or Strength Points in a given period of time. This capacity is sometimes expressed in terms of Airlift Points.

Air Range Allowance. The per-Phase one-way movement limit of an air unit expressed in terms of hexes; in effect, the radius of action of the air unit.

Air Movement Allowance. The total per-Phase movement limit of an air unit expressed in terms of hexes.

airborne unit. A military unit capable of parachuting or glider landing.

air landing unit. A military unit capable of air landings in hostile territory.

airmobile unit. A military unit capable of heliborne operations.

air supply. The technique of supplying ground units via airdropped or delivered supply.

Ammunition Point. A modular quantity of ammunition used by artillery or other types of units.

anti-aircraft unit. See air defense unit.

anti-tank unit. A unit, the primary mission of which is to defend against Enemy armor.

anti-submarine unit (ASW unit). A unit, the primary mission of which is to defend against and destroy Enemy submarines.

armored unit. A unit, the main strength of which is composed of tanks or other armored fighting vehicles (AFV's).

army. A military unit consisting of two or more corps; or the whole of a nation's ground strength.

artillery unit. A unit, the primary strength of which is composed of field guns or howitzers.

attack. A specific combat action against a particular Enemy unit or units.

attacker. The Player (or units of that Player) executing an attack.

Attack Strength. The numerical rating of the ability of a unit to perform offensively; expressed in Attack Strength Points.

Attack Supply. The specific supply condition that enables a given unit to make an attack.

attrition. A graduated loss process whereby a unit loses its strength bit by bit.

Attrition Phase. That part of a Game-Turn during which units automatically or probabilistically experience losses as a result of being out of supply, in a poor morale state or for some other similar reason.

autonomous force. A unit or collection of units that are not under the control of any Player, but rather which perform actions independently according to a set of rules.

battalion. A military unit consisting of two or more companies and a headquarters.

battery. A company-size artillery unit.

Blast Radius. The circular area, measured in hexagons from the point of impact, affected by the burst of an artillery shell or other heavy munition.

Blast Strength. A numerical rating of the effectiveness of an explosion in a given hex; if the explosion affects more than one hex, the strength usually declines logarithmically as one tracks outward from the center of impact.

bombardment. The systematic delivery of heavy munitions upon a specified target; the technique whereby artillery units may attack adjacent or non-adjacent Enemy units using their Bombardment Strength.

Bombardment Strength. The numerical rating of the ability of an artillery (or other) unit to attack using bombardment techniques.

break-down. The act of substituting two or more smaller component units for one larger unit.

brigade. A military unit consisting of two or more battalions and a headquarters.

case. A numbered or lettered paragraph that explains or sets forth a specific detail of a major rule.

Casualty Points. A numerical measure of losses experienced by an army. Casualty Points may or may not be directly related to the Combat Strength of the actual units lost.

cavalry units. A mounted unit that fights on horseback. In modern usage, a light reconnaissance unit mounted in armored cars or scout vehicles.

Close Assault. In tactical games, a special attack made by infantry or infantry/engineers.

column. A unit formed in marching order or a collection of units traveling single-file on a road. In some usages, a battle formation that attacks presenting a minimum front to the enemy.

conflict simulation. A game which attempts to model some of the aspects of a struggle between two or more opposing forces. Used to refer to a body of games broader than wargames (which are a sub-class of conflict simulations).

combat (or combat action). The interaction between two or more opposing units that results in losses, retreats or other changes of state.

Combat Phase. That part of the Game-Turn during which combat takes place.

Combat Strength. The numerical rating of the ability of a unit to attack and defend; expressed in terms of Combat Strength Points (or simply Strength Points in games where the values are not split into two or more characterizations such as Attack Strength and Defense Strength).

Combat Results Table. A table that sets forth the possible results of all combats allowed within the game system. Usually the table is probabilistic, i.e., the greater the Strength brought to bear the higher the chance for success based upon the throw of a die or some other random number generation device.

combat results (or outcomes). The specific possible effects of combat within the game-system; also, the descriptive labels used to identify those effects. What follows is a list of some of the more frequently used combat results and their general meaning:

Attacking Units Eliminated [Ae]: all of the participating attacking units are destroyed (removed from play).

Attacking Units Retreat [Ar]: all of the participating attacking units must retreat one or more hexes.

Attacking Units Disrupted [Ad]: all of the participating units are disrupted (which

usually means they are pinned in place or suffer some other change of state).

Attacking Units Lose Indicated Number of Steps or Strength Points [A1, A2, etc.]: one or all of the participating attacking units are reduced by the number indicated (or retreat the indicated number of hexes).

Attacker Parity Elimination [APE]: The attacker loses participating units whose face value is at least equal to the face-value of the defending force (the defending force loses nothing.) Note that this is a new coinage to replace "Attacker Exchange" — a less accurate title for the same result.

One-Half [or other fraction] Attacker Parity Elimination [$\frac{1}{2}$ APE]: The attacker loses participating units the face-value of which is at least equivalent to half that of the defending force.

Exchange [Ex]: The weaker force is destroyed and the stronger force must lose participating units the face-value of which is at least equal to that of the weaker force. Similarly, "2Ex" or "4Ex" etc.

Engaged [Eg]: The forces involved remain locked in combat (sometimes with further combat mandatory; in other systems mutual loss-taking is suffered, etc.).

Contact [Cn]: The forces involved had "discovered" each other and (usually) suffer no deleterious effect.

Counterattack [Ca]: The defending forces must immediately make an attack against the attacking force.

Pinned [Pn] or Suppressed [Sp]: The suffering forces may not move (or are in some other way temporarily inhibited). Used in tactical games; similar to disruption.

Panicked [Pk]: The suffering forces panic and (usually) scurry off out of control of the owning Player.

Routed [Rt]: The affected forces execute a headlong retreat; less intense than panic — more severe than disruption.

Defending Units Eliminated [De]: This and all the other analogous "Attacker" results previously specified can be applied to the defender simply by replacing the modifying prefix "A" with "D"

Readers should note that there are many more results and combinations of results possible in conflict simulations game systems. Those specified, however, are the most commonly experienced.

Combat Supply. The specific supply condition that enables a unit to attack and defend at normal strength.

combat unit. A general class of units distinguished by the ability to independently move and engage in combat.

command control. Units in command control move and engage in combat normally; units that suffer a loss of command control are restricted in one or both of these activities.

communications, line-of-. A line of connected hexes, free of Enemy interference, that can be traced from a given unit to some designated point on the map.

company. A military unit consisting of two or more platoons and a headquarters.

consolidate. The act of substituting one larger unit for two or more smaller, component units.

continuous line. An unbroken line of Friendly units and/or hexes controlled by Friendly units.

controlled hex. A hex upon which a unit is exerting an effective Zone of Control.

corps. A military unit consisting of two or more divisions, a headquarters, and attachments.

covering terrain. Terrain which provides concealment and/or protection from Enemy observation and fire (used in tactical games).

defender. The Player (or units belonging to that Player) who is the object of an attack.

Defense Strength. The numerical rating of the ability of a unit to perform defensively; expressed in Defense Strength Points.

debark. The off-loading of units from ships; similarly deplane, detrain. Antonyms: embark, emplane, entrain.

demoralization. The condition suffered by an army (or units of that army) that has experienced heavy losses. Usually affects movement and combat performance.

Demoralization Level (or Threshold). The point at which an army or units of that army become demoralized; usually measured in terms of strength lost.

depot unit. A military unit or station from which combat units draw supply.

depletion. A unit state connoting the exhaustion of some critical element of materiel and/or personnel from which they may recover by undergoing some sort of rebuilding process.

designation. The official title of a specific military unit, e.g., the 42nd Infantry Division.

differential. The difference in strength between an attacking force and a defending force. This number is often used to head the results columns on a Combat Results Table.

direct fire. In tactical games, flat-trajectory fire along the line-of-sight using crew-sighted weapons.

dismount. The off-loading of troops from vehicles or animal carriers. Antonym: mount.

diversionary attack. An attack performed primarily in order that a related attack might have a better chance of success. Usually done in games that require adjacent units to attack.

division. A military unit consisting of two or more brigades (or regiments) plus a headquarters and attachments.

Double-match combat. A combat in which the attacker gains special advantage by having a force twice the strength of the defender.

dummy unit. A counter that resembles an actual unit but which has only the function of deceiving the Enemy Player.

ECM. Electronic Counter-measures. The technique of using jamming devices and

decoys to confuse Enemy radar and other sensing devices.

Effectiveness Rating. The numerical rating of the ability of a unit to perform in a combat situation; usually used in conjunction with some other value.

Enemy. The opposing Player or units of the opposing Player.

engineer unit. A military unit the primary function of which is to aid other units in the clearing of minefields, crossing of rivers, etc., under combat conditions.

entry cost. The Movement Point cost to enter a given type of hex.

environment. The physical spheres in which the game takes place, i.e., land, air, or sea.

exit-cost. The Movement Point cost to leave a given hex.

face-value. The strength(s) or value(s) printed on a given counter (as opposed to the effective strength in a given situation).

facing. The direction in which a unit is pointed (either to move or to fire its weapons). Used in tactical games where units have a "front" and "flanks."

field of fire. The arc of space through which a unit may direct the effect of its weapons (e.g., the field of fire of a machine gun).

Fire Strength. The numerical rating of the missile-firing ability of a unit, e.g., an artillery unit or a crossbow unit.

First Player. The Player that takes action first in the sequence of play.

fort or fortification. An emplacement printed on the map or represented by a counter, that augments the Defense Strength of units in it.

free deployment. An initial placement of units that allows the Player greater discretion than the historical positioning.

game map. The playing surface.

Game-Turn. See Sequence of Play.

General Rule. A major game rule expressed in a brief, general paragraph.

General Supply. That specific supply condition that enables a unit to maintain itself on a day-to-day, "housekeeping" basis (as contrasted to the extraordinary supply required for attack).

grid. The regular pattern of lines used to position units on a game-map (i.e., in most games, the pattern of hexagons).

grain. The direction in which the straight rows of hexagons appear to run parallel to one or another edges of the map; "grain-short" means through the short dimension of the map and "grain-long" through the long dimension. Most maps are grain-short.

ground support. The use of tactical aircraft to aid the attack of Friendly ground units.

hex. A single hexagon in a hexagonal grid.

hex-side. One of the six sides of a hexagon.

hex number. In SPI games, a four digit number that describes (and is actually printed in) a specific hex.

holding area. A box printed on the map that is designed to contain units in some inactive or semi-active state.

indirect fire. In tactical games, high-trajectory fire guided by an observer; fire not restricted by line-of-sight.

interdict. To interfere with the Enemy line-of-communications (usually by the use of air-power or artillery).

involved unit. A unit which is a direct participant in a given game action.

infantry unit. A unit, the main strength of which is composed of troops bearing individual weapons

line-of-sight. The path of vision between two locations on a game-map

mechanized unit. A military unit, the main components of which are mounted in armored units and mechanized infantry units.

melee combat. Hand-to-hand fighting (usually involving the use of edged weapons).

mountain infantry unit. A military unit specially trained and equipped to operate in mountainous terrain.

Movement Allowance. The numerical expression of the ability of a unit to move. In most games, a unit expends one Movement Point of its Movement Allowance in order to enter the most common hex type.

order of battle. The make-up of a Player's forces by organization and type; the forces available to a Player in a given scenario.

organic. In military parlance, a weapon or formation which is a formal part of the authorized make-up of a unit.

overrun. An overwhelming attack (usually executed as a unit moves) that enables a defensive position to be penetrated.

owning Player. The Player to whom a particular unit or geographic feature belongs.

passenger. A unit that is being transported by another unit.

Phasing Player. The Player whose phase it is at that particular point in play.

Platoon. A military unit composed of two or more squads.

Player. One of the active participants in a game.

plot. A detailed written description of an activity about to be executed in a simultaneous Phase.

Point. The unit-of-measure used in describing the constituent parts of a Movement Allowance, a Combat Strength, or any other similar value used in conflict simulations.

Production Center. A counter or installation printed on the map that is used to produce new units or that has some similar function.

Protection Strength. A Defense Strength which is inherent in a terrain type. Also; the Defense Strength of units with respect to missile fire when other types of Defense Strengths are employed in the same system.

Rail Capacity. The per Game-Turn ability of a Player's rail net to move units and/or supplies by rail; measured in Rail Capacity Points.

Randomizer. A system of numbered chits used to generate (by drawing them from a "hat") a random number in a fashion similar to the use of a die or dice.

Range Allowance. The radius of action or effect (measured in hexagons) of an air unit, or the fire of an artillery or other missile unit.

reinforcement. A unit or force which does not begin the game in play, but rather which appears at some scheduled time later in the game.

Reinforcement Track (or Schedule). The schedule of reinforcements that a Player is authorized to receive in a given game.

retreat priority. An ordered listing of hex-types or hex-conditions into which a unit should retreat when called upon to do so as a result of combat.

road movement rate. The number of Movement Points per hex that a unit expends when moving by road.

scale. Literally, the number of miles or kilometers represented by the width of a single hex on the game map. More loosely, a game will be characterized as being a certain scale depending upon the size of the military organization represented by a single playing piece. In this sense there are three main scales:

Tactical. Single man, ship, vehicle or aircraft. Also team, squad, platoon, or company size units.

Operational. Battalion through division size units.

Strategic. Division through Army and Army Group size units.

Sometimes the above scales may be modified by the adjectives "low" or "high" to indicate a scale at one of the extremes of the basic category.

scenario. An organized description of the orders of battle, stating deployments and victory objectives that the Players will use to play a specific situation presented in a game.

Sequence of Play. The strictly defined order in which specific Players are to take specific actions in a standard Game-Turn. In most games, the parts of the Game-Turn (which is the basic unit of time in a game) are labelled using a hierarchy of standard names for each part. What follows is a list of these standard parts, given in descending order.

Game-Turn, Player-Turn, Phase, Segment, Step.

In some games, there exists the need to group a series of Game-Turns into a repeatable set. If this set does not correspond to a calendar designation such as Game-Month or Game-Season, then the term *Game-Cycle* will be used. In other instances, there is the need to group a number of Player-Turns within a Game-Turn. In such cases the term *Stage* will be used. In some cases where two or more Players perform the same function at the

same time, the appropriate part of the Game-Turn will be modified by the adjective *Joint*.

Squad. A military unit composed of nine to sixteen men.

stack. A collection of Friendly units occupying the same hex. The number of units that may be placed in the same hex is usually limited.

Stacking value. A numerical representation of the amount of "space" that a given unit occupies in a given hex expressed in terms of Stacking Points. In such a rule system, a hex is said to have a stacking limit (in Points) and the Player may place any number of units in the hex whose combined Stacking Values do not exceed that limit.

Standard Game. The body of rules which constitute the basic game (without any options or modifications).

Strength Step. A specified portion of the Strength of a unit which can be lost due to combat. In most systems the loss of a Strength Step requires that a new, weaker version of the unit be substituted for the counter in play.

supply. The necessary consumables used by a unit in movement and combat. A unit that has supply is said to be "in supply;" a unit that does not is "out of supply."

supply line. A path of connected hexes free of Enemy interference traced from a unit to its source of supply. Usually a supply line is cut when Enemy Zones of Control and/or units interfere with all the pathways to a Friendly unit.

supply unit. A mobile unit, the primary function of which is to provide supply for units in the field.

target acquisition. The fulfillment of sighting and other requirements necessary to be able to fire upon a given unit or hex.

target hex. The hex occupied by a unit that is the object of an attack (usually used in tactical games).

Task. A specific action that a unit may be assigned to perform at some specific time in the Game-Turn.

Task Allowance. A numerical rating of the ability of a unit to perform Tasks in the Game-Turn. A unit will expend a certain number of Task Points per Task.

Task plot. See plot.

terrain. The dominant physical characteristic of a hex (either natural or man-made). The following is a list of standard terrain nomenclature arranged in ascending order of effect upon movement and/or combat:

clear, mixed, sand, woods (tactical), forest (operational), swamp (or marsh), broken, rough, mountainous, impassable.

Bodies of Water: creek stream, river (minor or major), estuary, sea or lake, ocean.

Terrain Effects Chart. A chart that details the interrelationships of terrain and unit-types with regard to effects on movement and combat.

MILITARY UNIT SYMBOLS by Redmond A. Simonsen

A General Explanation of Their Use and Meaning Especially with Regard to Their Employment in SPI Games, Maps and Diagrams








The military symbol is a kind of graphic shorthand which permits virtually any type of military unit to be depicted in a compact easily recognizable form. In materials produced by Simulations Publications, they are most commonly found in organization diagrams, campaign maps, and on the playing pieces of conflict simulation games. The armed services of our country (and most foreign armed services) use them for much the same purposes.

The object of this data-sheet is to brief our readers on the proper use of these symbols; to provide a comprehensive guide to their meaning; and to supplement the standard symbols with those that have special application in simulation games. The basic reference used to research this brief is United States Army Field Manual 21-30 (which contains more than you'll ever want to know about military symbols).

Prior to the publication of this data-sheet, SPI did not strictly adhere to the proper use of these symbols and so readers may find SPI material which is at variance with the data set forth in this brief. We will continue to invent "local" symbology where it is deemed most effective and convenient, but for the most part, we will endeavor to conform to the U.S. Army system (which is a very good one, even if FM 21-30 tends to beat the subject to death in the time-honored tradition of Army Field Manuals everywhere).

THE BASIC SYMBOL

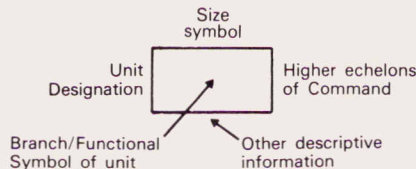
Simple geometric shapes form the body of the basic symbols used to represent units, installations and activities.

-  1. A unit
-  2. A headquarters or element of a headquarters
-  3. An observation post
-  4. A logistical support unit (brigade-level trains and below)
-  5. An administrative or logistical installation
-  6. A logistical unit within a logistical chain of command
-  7. A logistical command headquarters within a logistical chain of command.

DEVELOPING THE BASIC SYMBOL

By placing other symbols within the basic shapes, specific types of military units can be described. A symbol denoting the size of the organization is placed on top of the basic shape, and the name (designation) of the unit is placed to the left of the basic shape. Two higher echelons of command can be noted to

the right of the basic shape. Other information contributing to the identity of the unit may be placed directly below the basic shape (such as basic organic weapons or vehicles).


















THE SYMBOLS USED TO DESCRIBE UNIT-TYPES



There exists a whole "vocabulary" of symbols which when used independently or in combination can describe virtually any unit-type. These symbols fall into two main groups:

1. *Branch symbols* (which in themselves stand for the various major branches within the Army).
2. *Functional symbols* (role or environment-describing symbols).

Branch symbols can be used independently, or in combination with other branch symbols or functional symbols. Functional symbols are rarely used independently. Note that those branch and functional symbols which have little application to simulation usage are not included in this brief (e.g., Finance, Data Processing, Topographic, etc.).

BRANCH SYMBOLS

-  1. Air Defense
-  2. Armor
-  3. Chemical
-  4. Coastal Artillery
-  5. Cavalry/Recon
-  6. Engineer
-  7. Field Artillery
-  8. Infantry
-  9. Medical
-  10. Military Intelligence
-  11. Military Government
-  12. Military Police
-  13. Ordnance
-  14. Quartermaster
-  15. Signal







-  16. Transportation
-  17. Veterinary-remount

FUNCTIONAL SYMBOLS

-  18. Airborne
-  19. Amphibious
-  20. Antitank
-  21. Army Aviation
-  22. Electronic Warfare
-  23. Irregular Forces
-  24. Temporarily Motorized
-  25. Motorized (cross-country)
-  26. Mountain
-  27. Parachute (jump-qualified; not assigned to airborne unit)
-  28. Psychological Warfare
-  29. Repair and Maintenance
-  30. Replacement
-  31. Rocket/Missile
-  32. Supply
-  33. Airmobile (organic to airmobile organizations)
-  34. Airmobile (unit possesses the aircraft to perform airmobile operations)

BRANCH AND FUNCTIONAL SYMBOLS COMBINED





The preceding symbols can be combined (sometimes using additional specialized symbols) to create a whole range of unit symbols:

-  35. Air Cavalry
-  36. Airborne Armor
-  37. Airborne Artillery
-  38. Airborne Infantry
-  39. Airborne Medical
-  40. Airborne Reconnaissance

-  41. Airborne Signal
-  42. Airmobile Artillery
-  43. Airmobile Engineer
-  44. Airmobile Helicopter
-  45. Airmobile Infantry (aircraft possessing)
-  46. Airmobile Infantry
-  47. Airmobile Medical
-  48. Amphibious Armor
-  49. Antitank Artillery
-  50. Armored Antitank
-  51. Armored Artillery
-  52. Armored Cavalry Recon
-  53. Armored Car
-  54. Bridging Engineers
-  55. Horse Artillery
-  56. Infantry Artillery
-  57. Mechanized (Armor) Engineer
-  58. Mechanized (Armor) Infantry
-  59. Mechanized (Armor) Infantry Artillery
-  60. Mountain Infantry
-  61. Supply and Transport

NON-STANDARD SYMBOLS

The following symbols are not to be found in FM 21-30, but rather have been developed by SPI for use in special applications.

-  62. Marine or Naval Infantry
-  63. Machine gun unit
-  64. Motorcycle Recon
-  65. Ranger or Commando

WORLD WAR TWO ERA SYMBOLOGY

The following symbols (some of which are antecedents of contemporary symbols) will sometimes be found in use in SPI material.

-  66. Antiaircraft Artillery

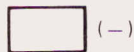
-  67. Armored Train
-  68. Glider
-  69. Guerilla
-  70. Heavy Weapons Infantry
-  71. Headquarters
-  72. RR Gun
-  73. Rocket Artillery

ORGANIZATIONAL SIZE SYMBOLS

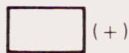
In order to indicate the size of the unit being depicted, the following symbols are placed on top of the basic symbols. Note that the organizations in parentheses are the approximate U.S. Air Force organizational equivalents.

Squad	•
Section	••
Platoon (Section)	•••
Company, Battery, Troop, (Flight)	I
Battalion (Squadron)	II
Regiment (Group)	III
Brigade	X
Division (Wing)	XX
Corps (Air Division)	XXX
Army (Numbered Airforce)	XXXX
Army Group (Major Air Command)	XXXXX
Theater of Operations -not in FM 21-30-	XXXXXX

When it is necessary to indicate that a unit is markedly understrength due to losses or detachments, a minus sign in parentheses will appear to the right of the unit symbol:



When it is necessary to indicate that a unit has been substantially reinforced, a plus sign in parentheses will appear to the right of the unit symbol:



A task force (temporary grouping of units under one command) will be indicated by an upside down "U" shaped bracket over the approximate size symbol:



A battlegroup (or Kampfgruppe) will be indicated by the replacement of the usual size symbol with the abbreviation BG (or KG). Note this is an SPI usage, not in accordance with FM 21-30.



A cadre (i.e., the experienced personnel remnants of a destroyed or disbanded unit) will be indicated by the replacement of the usual

size symbol with the abbreviation CDR (SPI usage).

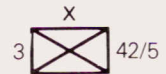


EXAMPLES OF SYMBOLS IN USE

The 1st Battalion of the 3rd Brigade/42nd Infantry Division:



The 3rd Brigade of the 42nd Infantry Division/5th Infantry Corps:



The 42nd Infantry Division of the 5th Corps/8th Army:



Note that the above usage is a mixture of FM 21-30 usage and a simplified SPI usage.

LOGISTICAL INSTALLATIONS AND ACTIVITIES

Only the main classes of supply installations are shown (there are many other, more specific variations).

-  74. All Classes
-  75. Class I - Subsistence
-  76. Class II - Clothing, "House-keeping" materiel
-  77. Class III - POL (Petrol, Oil, Lubricants)
-  78. Class IV - Construction
-  79. Class V - Ammunition
-  80. Class VI - Personal Demand Items
-  81. Class VII - Major End Items
-  82. Class VIII - Medical Supplies
-  83. Class IX - Repair Parts
-  84. Hospital or Aid Station
-  85. Prisoner of War Collection Point
-  86. Traffic Control
-  87. Water

MISCELLANEOUS INSTALLATIONS



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unit. A playing piece which represents a military organization such as a division or a squad.

victory condition. The goal which must be achieved by a Player in order to be considered the winner of the game.

victory level. The degree of victory attained. The standard levels of victory in ascending order are; Draw, Marginal Victory, Substantive Victory, Decisive Victory, Overwhelming Victory.

Victory Point. The unit-of-measure of victory in those game-systems that assign point values to objectives.

Zone of Control. The area of effect surrounding a unit; usually defined as the six immediately adjacent hexes. In theory, the exact character of a Zone of Control in a given game-system may be delineated by the use of a combination of adjectives, taking one from each of the following groups:

Effect on Movement:

Locking. Units must stop upon entering an Enemy controlled hex and may leave only as a result of combat.

Rigid. Units must stop upon entering an Enemy controlled hex and may leave only at the beginning of a Movement Phase.

Elastic. Units may enter and leave Enemy Zones of Control by paying an additional cost in Movement Points.

Open. Zones of Control have no effect on Movement.

Effect on Combat:

Active. Requires that every Enemy unit in a Friendly Zone of Control be attacked in the Combat Phase.

Inactive. Makes no requirement for attack.

Effect on Supply Line and Retreat:

Interdicting. Prohibits the path of retreat or supply from being traced through an Enemy Controlled hex regardless of the presence of Friendly units.

Suppressive. Prohibits the path of supply or retreat from being traced through an Enemy controlled hex if the hex is not occupied by Friendly units.

Permissive. Does not affect the path of supply or retreat in any way.

Example. A Rigid, Active, Suppressive Zone of Control. Note that if units have an Open, Inactive, Permissive Zone of Control they in fact have no Zone of Control.

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RETURN POSTAGE GUARANTEED

MIDDLE EARTH

A Trilogy of Games based on J.R.R. Tolkien's *Lord of the Rings*

After over a year and a half of design and development work, SPI proudly presents its series of games based on Tolkien's *Ring Trilogy*.

Middle Earth consists of three complete games — a trilogy in itself — consisting of two "battle" games, *Gondor* and *Sauron*, and a spectacular campaign version of the entire novel, *War of the Ring*. All games are the products of extensive research and design effort, and each is published in agreement with both the Tolkien estate and associates. In addition, all the major art work — and *Middle Earth* will be one of the most "art intensive" of all SPI games — is being provided by the famous Tolkien artist, Tim Kirk. Both of the battle games use a standard set of rules, while the campaign game has its own independent system. All three games are easy to learn and well-paced, with play time limited to less than a full evening.

WAR OF THE RING

The heart of SPI's *Ring Trilogy* is the great campaign game, *War of the Ring*. The game covers the efforts of the Free Peoples of Middle Earth to halt the attempt of the Dark Lord, Sauron, to enslave the Free Peoples at the end of the Third Age. Every major action and character of the novel — as well as a majority of the minor ones — is an integral part of the game, not only by his or its simple presence, but because each personage has a well-defined set of characteristics and motives, all

based on his actual or possible actions within the novel. Several system innovations enable players to integrate individual combat with massed engagements and magic so that all the power, beauty, and excitement of the novel can be brought to life on the game-map.

The game starts with the breaking up of the Council of Elrond and the formation of the Fellowship of the Ring. Frodo, the intrepid hobbit, has assumed the task of Ringbearer and with his companions — and a possible coalition of men, hobbits, elves and dwarves — he sets out to destroy the One Ring. To do this, he must travel to the Land of Mordor while, at the same time, Sauron is forming his dark armies to attack and capture the great fortified cities and bastions that the Fellowship hopes to swing to their side. The great wizard, Gandalf the Grey, is the guiding mentor of the Fellowship. The Dark Power Player (Sauron) has at his beck and call the dreaded Nazgul, the nine ringwraiths, who cover the game-map searching for the Ringbearer. He also has, in addition to his huge armies, various bands and companies of orcs and trolls, as well as such evil figures as Shelob, the ancient giant Spider, and the incredible Balrog.

The game is played on a 33" x 34" two-section game-map which covers in exceptional detail all of Middle Earth from the Northern Wastes to the deserts of Far Harad. There are 400 counters representing the various armed forces, such as the Riders of Rohan, the Orc armies of both Sauron and Saruman, etc., as

well as the almost fifty characters who affect the play of the game. However, the highlight of the *Middle Earth* system is its 112 player cards, which represent not only the characters of the game, but also events and other items such as swords, elvish rope, and palantirs, that are found throughout the course of the novel.

War of the Ring is basically a two-player game, but there are provisions for a three-player version, using Saruman. The price for this, the most accurate, the most exciting and the most playable fantasy game of its kind is \$15.00.

GONDOR

The Siege of Minas Tirith, S.R. 1419

The Siege of Minas Tirith is the crucial battle in *Lord of the Rings*. It pits the forces of Sauron, composed of orcs, trolls, olog-hais and men, all under the Lord of the Nazgul against the men of Gondor and Riders of Rohan aided by the wizard, Gandalf the White.

The price for *Gondor* is \$5.00.

SAURON

The Battle for the Ring, S.A. 3441

Sauron covers the great battle at the close of the Second Age, wherein the Elvish Armies of Elendil and Gil-Galad met the mighty host of the then-wizard Sauron before the very gates of Mordor.

Sauron is available separately for \$5.00

**All games of *Middle Earth* — the entire *Ring Trilogy* —
are available for the total price of \$20.00. Available 15 November 1977.**