

Thumbnail Analysis



BAR-LEV - a board game covering the Yom-Kippur War of 1973 (both fronts) by Conflict Games. It follows the established Conflict Games format: 22" x 34" mapboard of heavy, plastic-coated paper, in color, 5/8" die-cut unit counters with plastic zip-top bags to store them in, various charts, rules, etc; and their 1"-thick box, excellent for storing upright or flat, whichever you prefer without taking up more space than necessary. The mapboard actually contains two maps, one for each front, with areas for placing Israeli units that are in transit from one front to another and those still mobilizing, or in reserve, in Israel. The game uses an unconventional combat resolution system whereby armor and infantry units "fire" at each other when adjacent. There is a whole separate, system for artillery fire, which can range out several hexes away. The most unique, and interesting, aspect of the game is the Air Module (which can be left out until you gain experience with the Ground Combat Module). This contains rules for all types of aerial combat: ground attack, air to air, Surface-to-air missiles, anti-radar missiles, airmobile assault, transport, and even aircraft repair. I know of no other game that covers all facets of tactical air power so thoroughly or so well. The Ground Combat Module also contains many excellent innovations. It is a highly complex game because there are so many things involved. There are 20 different steps to each and every turn, beginning with "Aircraft Mission Allocation" all the way to "Refit Destroyed Arab Units." Because of this, the game is bound to be a long one. I fail to see how it could be played (if the Air Module is used) in less than six hours. And it could take much longer - and that doesn't count set-up time! But if you have the time (or the space to leave it set up between sessions) and care at all for the subject, and for board games, then its' well worth the \$8.98 price. I'd say

it is the best game yet from John Hill's Conflict Games, and one of the best board games to appear in recent years. It's available from many hobby shops and, of course, by mail from Lowry Enterprises. (See ads).

DUNGEONS & DRAGONS - by Gary Gygax and Dave Arneson. "Rules for Fantastic Medieval Wargames Campaigns Playable with Paper and Pencil and Miniature Figures" is the descriptive subtitle of this 3 volume set published by Tactical Studies Rules. The three booklets (Men & Magic, Monsters & Treasure, and The Underworld & Wilderness Adventures) are nicely printed and assembled - comparable to our latest Guidon Games booklets - and come in an attractive 6" x 9" x 1 1/2" box. Available for \$10.00 from Tactical Studies Rules, Dept. PF, 542 Sage St., Lake Geneva, WI. 53147.

COLUMN, LINE AND SQUARE BATTLE MANUAL - by Judson T. Bauman and Fred H. Vietmeyer. This is a very detailed, and well-established, set of rules for Napoleonic miniatures that recently appeared in my mail box. I happen to know that these rules are widely used and well respected among 25 & 30mm players, especially in the Midwest. Evidently the present "Battle Manual" represents a complete rewrite of the rules so as to present them in more logical form and is being offered to the public. It consists of a 1/2" thick stack of 8 1/2" x 11" sheets that are 3-hole punched for insertion in a loose-leaf binder. The rules themselves are too complex for me to comment on without having played them, and I have no troops that would fit their scheme of things. They appear far too complex and tactical for my taste (I like Pete Bennett's **AUX ARMIES**, see PF #61) but no more so than most rules I've seen for 20, 25 & 30mm Napoleonics. The rules are available from Musketeer Publications, Dept P, Box 773, Yuba City, CA 95991. Price is \$6.00.