

# Your Moves

"Your MOVES" is intended as a forum to allow readers and game designers to comment on games and game design, offer optional rules to the most popular games, and present new scenarios and campaigns. Readers wishing to submit items to "Your MOVES" should write their pieces up to 750 words, typewritten (double spaced). No payment is offered for material submitted, and all submissions, published or unpublished, become the property of SPI. Authors will be given proper attribution for any material published in "Your MOVES."

## THE LATEST "AIR WAR" SCENARIO

Whose Air Space Is This?  
0120 (EST), 19 August 1981

**General Situation:** On 19 August 1981, while the US Sixth Fleet was conducting maneuvers in the Mediterranean, two Libyan Su-22 fighters scrambled from an airfield near Benghazi to intercept two US F-14 fighters from VF-41, which is based on the *USS Nimitz*. The US aircraft were heading south while the Libyan aircraft headed north. The dispute was over the Libyan claim that their territorial rights extended into the Gulf of Sidra for over 200 miles as opposed to the US claim of 3 miles. The US fighters were intercepted 47 miles north of the Libyan coastline.

**Map Arrangement:**

north  
A  
B  
C  
D  
E  
F  
G  
H

**Libyan**

**Aircraft Type:** two Su-22's (use the Su-7B table and subtract 1 from all turn modes)

**Movement Allowance:** 6

**Throttle Setting:** 6

**Energy Pts:** 0

**Acceleration Pts:** 0

**Wings:** level

**Dive/Climb:** Level Flight

**Missiles:** 4 Atoll

**Hexes:** (#1) H0816; (#2) H1017

**Altitude:** 78

**Heading:** Both due North

**United States**

**Aircraft Type:** two F-14's

**Movement Allowance:** 8

**Throttle Setting:** 8

**Energy Pts:** 0

**Acceleration Pts:** 0

**Wings:** level

**Dive/Climb:** Level Flight

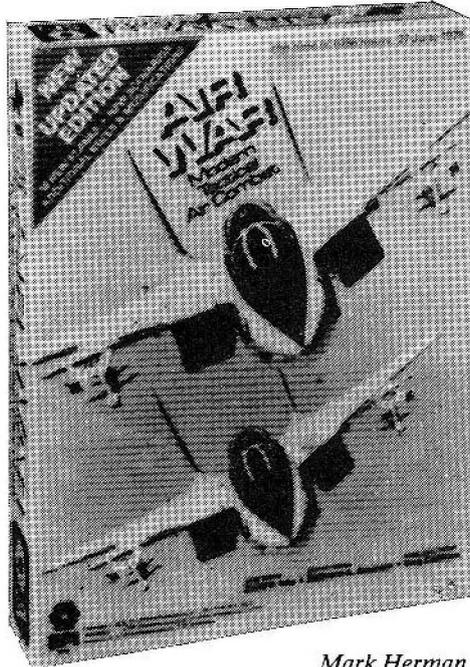
**Missiles:** 4 AIM-9L's and 6 Sparrow

**Hexes:** (#1) A0201; (#2) A1502

**Altitude:** 80

**Heading:** Both due South

**Historical Notes:** The four aircraft closed at full speed, and when the aircraft were approximately 1,000 feet apart (4 hexes), the Libyan jets fired one Atoll missile and split. The US F-14's banked hard and came up behind the Su-22's and immediately fired one AIM-9L each; the missiles destroyed the Su-22's. One parachute was seen to open. The last thing the Libyans probably saw was....



Mark Herman

## Great Battles of the ACW Retrofit

The latest games in the Great Battles of the American Civil War series have included a number of new rules which may readily be adapted to use in other games in the Great Battles series. These rules may be considered optional additions and not addenda. In some cases, the addition of these rules will make the games more realistic, in others more complex. It is recommended that players experiment with these new rules to see what works best in each system. This article is meant to give specific limits to which rules should be added to which games.

The games in the series are abbreviated as follows: *Wilson's Creek* (WC); *Pea Ridge* (PR); *Drive on Washington* (DOW); *Cedar Mountain* (CM); *The Battle of Corinth* (BC); *Jackson at the Crossroads* (JC).

**Rules adapted from Cedar Mountain:**

### [21.1] LIMITATIONS ON DISMOUNTED CAVALRY

Suitable for WC and DOW, but not for PR. This rule represents the fact that cavalry were not trained to fight as infantry. The reduction in morale rating (to 2) should definitely be included.

### [22.0] ARTILLERY OVERSHOOT

Suitable for WC, DOW and PR. This rule shows the effects of artillery fire scattering over great distances, simulating the sometimes gross inaccuracy of such fire.

**Rules adapted from Corinth:**

### [22.0] MELEE INITIATION

Suitable for DOW, WC and CM, but not for PR or JC. This rule reinforces the importance of leadership, since units that fail morale checks when not stacked with leaders may refuse to attack or retreat when so required. Modifications will have to be made to the modifiers of Cases 22.1 and 22.2; ignore those modifiers which refer specifically to Corinth and use the others. Note that use of this rule may alter play balance in some games (especially CM). However, it is likely to improve the balance in DOW.

### [24.0] BATTERIES AND RAPID-FIRE

Suitable for all games but JC and CM. This rule simulates the deadly affect of canister ammunition at close range; smoothbore artillery units were often double shotted and could increase their firepower through rapid-fire. The defender will be greatly helped by this rule so it will tend to alter the balance of PR more toward the Union, which is good. Its use in WC, however, will swing the balance even more towards the Confederates, thus greatly imbalancing the game. It should be noted that the batteries at Wilson's Creek were probably not capable of rapid-fire since the men were still green having been so newly organized. DOW will be little altered since there is so little artillery present.

**Rules adapted from Jackson at the Crossroads:**

### [21.5] ARTILLERY OPPORTUNITY FIRE

Optional in DOW, PR, WC, BC and CM. The rule adds a greater realism to the games by allowing the defender to fire upon attacking units once per turn as they move in to attack. However, this rule is a major change to the whole game system and greatly aids the defender. It will tend to unbalance WC drastically while altering the balance of the other games to a lesser degree. Players should experiment with this rule and use it if they like it; personally, I don't.

As the Great Battles series expands, new designers will continue to offer excellent ideas which may be used in many of the games in the series. These new ideas will appear in this feature, allowing you to mix and match to add more realism and balance to the other games.

Eric Lee Smith

## Opening MOVES [continued from page 2]

towards more accessible and readable rules (at least for some types of games). The drawbacks to this approach are that it requires the full concentration of two or three really skilled writers to get acceptable rules. Anyone can use the second person, small words, and informal structure. But if you aren't extremely careful, all you'll get is a short, confusing and incomplete set of rules. I'm sorry to say that the typical wargame rules writer — both at SPI and at other stations on your game publishing dial — is not up to it. To avoid that trap, we've concentrated all the final rules writing into the hands of a professional writer (Bob Ryer) with an occasional assist from me. Soon, we'll do a full size standard wargame in the same style and see if we can bring it off. When you see it, you'll recognize the difference. Let us know how you feel about it.

Redmond