

opponent if the targets are unspotted, since this fire would not itself reveal whether units are dummies or not. There are a few other little complications in practice, but the system is still workable if you do not mind cluttering up the map with extra counters. All units are in an unspotted state to begin with and each can be spotted only by a specific enemy unit, immediately before its Fire mission. This is the only time that units are revealed, whether spotting is "automatic" or not; if it is automatic, though, there is no need for any enemy unit in its LOS to have a Fire mission against it. All spotted units can be targets for all units. Finally, a much-needed improvement to the existing rules is to add (say) 2 to the die roll when resolving an attack against a unit which has had to be spotted in that turn; the attacker is penalised for constantly shifting targets.

To ensure balanced games, give each unit a points value, including all types of defensive installation, and "charge" also for dummies. Values of tanks will be derived from the AP attack strength, the armour defense strengths, and perhaps the movement allowance as well. Each player can equip himself with any weapons within the constraints of the WCC and Historical Period Chart, up to a total points value which will be the same for both players. This will still give the Alpha player a greater number of combat units than the Bravo player when attacking a prepared defensive position, since the defender will have to allocate considerable points quotas to defenses and dummy positions.

This innovation actually does the game a lot of good, as there must be few players who voluntarily equip themselves with inferior weapons in the manner ingeniously described in section 31.0.A. A German player in period 5 will probably never choose any other tank but the Panzer V; this means that half the equipment in the WCC will remain unused. In any case it was rare enough for a Company Commander to have available to him the very best weapons of every type. Players will have to think more carefully about their requirements when faced with the choice of, say, eight Pz III's *or* five PzIV's.

These innovations have worked well in play-testing so far, although there is still room for improvement. Period 12 scenarios are less successful, as indeed they are in the original game, because of changing battlefield conditions, but rather than continuing to tinker with the mechanics it would probably be simpler to go out and buy *Firefight*.

To sum up, the following rules sections are deleted and replaced with new rules: 3.1, 4.1, 6.0, 8.71, 8.8, 8.81, 8.82, 8.83, 9.0 through 9.13, 9.35, 9.36, 9.37, 10.13, 10.21 through 10.26, 10.5, 10.6, 12.0 through 12.24, 13.4, 14.2, 14.5, 15.0 through 15.2, 21.1, 14.5, 25.21, 25.22, 25.4 27.3, 28.32 through 28.34, 31.0, 32.6 through 32.7. Minor changes need to be made to the following sections to accommodate the new rules; 2.0, 4.0, 5.0, 9.2, 10.0, 13.21, through 13.23, 14.0, 14.41, 14.9, 22.0, 28.61, 34.0 through 34.4. This includes the changes in the Standard rules dictated by the Expanded rules.

The Battle of BORODINO

Borodino Dismembered Part 3, by Rob Gibson

I doubt if any boardgame could simulate effectively the daily routine of the Emperor Napoleon: to sleep for four hours and work as leader, administrator and commander-in-chief for a large part of Western Europe for the other twenty would have drained many a lesser man of inspiration. By 1812, Napoleon had been at war for the best part of twenty years, and had been losing his touch of late: the narrow margin of victory had become narrower. Now he began to play safe: sheer weight of numbers replaced the calculated manoeuvres of earlier years.

So when Marshal Davout came to the Emperor on the 5th of September, 1812 to propose an outflanking movement by his 1st Corps and Poniatowski's Vth Corps to roll up the Russian line before Borodino, he was curtly refused permission and sent away with the proverbial flea in his ear.

Would it have worked? Since the object of our boardgame is to simulate past events without necessarily repeating the same moves, it seemed to me to be worth a try. The first thing to do was to identify the units involved on the turn/reinforcement chart, using the 'Borodino' historical order of battle (cross checked against Duffy). As the game is presented it does not quite bring on units in their historical entry positions, this caused a certain amount of confusion at first but this was resolved by resort to the H.O.B. and Duffy once more. Once the point of entry was established on the game map, everything was set for a very diverting alternative game, presented below.

The Davout Plan

A. Changes in the order of Battle

The following units do not appear on the turn/reinforcement chart for September 5th.

Game Turn 2	One 4-4 at B
Game Turn 4	One 7-4, one 7-3, one 5-4 all at B.
Game Turn 5	One 2-5 at B.
Game Turn 8	One 4-3, two 4-4, one 2-5, all at C.

These units are set aside as they become available behind the French Player's start line.

B. Point of Entry

The units detailed in 'A' now enter on the southern edge of the map behind Utitsa. i.e. in the gap along that edge between the Utitsa woods and the next wooded area to the east.

C. Time of Entry

The earliest possible time of entry would be game turn 15 (September 6th) and the most probable time of entry would be game turn 17 (September 6th). At the start of game turn 15, the French player throws a dice. If the result is 1,2, or 3 he places a 4-4 unit on the entry point, and then continues as normal. On the following turn (16) the units originally allocated for game turn 4 appear; on game turn 17, the units allocated for game turn 5, and so on. If the dice throw is 4,5, or 6, the process is repeated at the start of game turn 16. A successful throw (1,2 or 3) allows the 4-4 unit to enter; an unsuccessful throw (4,5 or 6) defers entry until game turn 17 by the remaining units in their original allocation sequence.

D. Prohibition

No Russian unit may move deliberately within 3 hexes of the southern map edge in the point of entry until a French unit actually appears on the map at this point (This excludes retreat after combat *if no other hex is available*).

