fense. A simple tactic that facilitates this movement is that of "sliding" whole sections of the Roman defense along the ramparts into a hard-pressed area. Gaps left in the defense of the perimeter are filled by units sliding in from other areas. Naturally the Roman perimeter defense is stretched thinner by this process, but it does increase the volume of reinforcements flowing into a particular area by allowing practically every unit within one turn's movement of the crisis area to be sent there immediately as reinforcements. Without "sliding," only those few units which could be spared from the defense of nearby areas against potential attacks would be available as immediate reinforcements. Actually, sliding is a tactic that should be familiar to many wargamers, as it is applicable to almost any game where a continuous front must be defended.

Gallic tactics are no more complex or exotic than those the Roman Player should use. The overriding tactical necessity for the Gauls is to attack whenever possible, even at poor odds. At 1-2 odds, for example, the worst that can happen to the attackers is a retreat; the Gauls might even obtain a "Melee" result, which will force the Romans to counterattack and, if unsuccessful, to retreat.

Where the Roman Player elects to defend in a continuous line, either due to the eccentricities of the perimeter or to his own carelessness, the Gallic Player should take advantage of his deployment in the manner already described.

Where possible, the Gallic Player should allocate more units to attacks on rampart hexes than are really necessary to achieve the desired odds. Thus, any losses that occur on the Outer Works (the effects of which are assessed after movement ends) may be compensated for by the presence of the extra unit(s). Unfortunately, there will generally not be room for extra units unless the Roman position can be attacked from three hexes.

The bevy of weak combat units he commands are a problem for the Gallic Player, since they are not really powerful enough to take on Roman cohorts, and anyway there are plenty of stronger units available for that, at least initially. There are, however, a couple of good uses to which these lesser Gallic forces can be put. First, they are ideal for defending the Gallic flanks, particularly where Roman cavalry is lurking in the vicinity. Secondly, they are useful for muting the missile fire of troublesome Roman forts.

The rules of *Caesar* stipulate that when a Gallic unit begins its movement phase adjacent to a Roman fort, that fort may only fire at its primary range during that phase (i.e., its range is only one hex). Thus the Gaul may wish to keep at least two weak units in separate hexes adjacent to the fort in question at all times; even if one is eliminated, the other will still be there next turn to keep the fort's range curtailed. Another unit can be sent in during that next turn to ensure that the fort remains hemmed in, so to speak. Naturally, the Gallic Player may lose a fair number of his weak units in this way, but they will have protected his larger, more important units from the fort's lethal volleys. Such tactics may even prove to be the difference between success and failure for a particular Gallic assault, because a single Roman fort is perfectly capable of crippling an entire Gallic attack against a nearby section of the perimeter.

The Gallic Player should leave at least one unit, preferably cavalry, in each offboard zone. This will keep the Roman Player guessing as to the real whereabouts of the main Gallic forces, since he cannot tell whether a given zone contains one Gallic unit or a hundred.

Another good opportunity for using the Gallic cavalry presents itself when the Roman Player, in his anxiety to reinforce a sagging sector, strips his line in other areas and leaves Roman forts isolated and/or undermanned. Fast moving, massed Gallic cavalry can dart in and pick off several such forts in just a couple of turns, and be gone before reinforcements arrive. This tactic will be most effective if carried out during the first assault period. Even if the major Gallic assaults of the first day fail, the loss of those few Roman forts may prove decisive during the second day's action.

A final note on Gallic tactics: the Gallic Player should not be excessively concerned with perfect execution of his assaults at the tactical level. He has a lot of units and can afford to make a few mistakes. It is more important for him to keep an eye on the overall ebb and flow of the game. The Gallic Player must be alert to the opportunities which present themselves as the Roman lines inevitably stretch and weaken. The above advice about picking off isolated Roman forts is but one example of such opportunism. Sometimes the Gallic Player may wish to change his entire game plan to take advantage of the developing weakness in the Roman perimeter. It is more important that Gallic attacks be sent in against the right sector than that they be executed perfectly. If the Gallic Player has chosen his point of attack well, the sheer weight of Gallic numbers will often carry them through the Roman perimeter.

Such was the case during the actual battle. The Gallic attacks of the first day against the heavily-defended Roman perimeter in the southwest and the west were easily defeated. However, the attack on Mt. Rea on the second day came within a hairsbreadth of breaking through to Vercingetorix' army, not because Gallic tactics were any better than in the previous attacks, but because this time they had chosen a very weak point in the Roman defense.

Thus it can be seen again that *Caesar* succeeds brilliantly at what most wargames only attempt: it faithfully captures the flavor of an historical situation, while simultaneously remaining relaxing and truly fun to play. *Caesar* provides a splendid view of a complex and unusual battle through the prism of a simple yet subtle game system. It is, in short, one of the few wargames around that truly deserves the description "elegant." Regardless of whether or not you are much interested in the ancient period, *Caesar* is a game worth owning. Ask anyone who's played it—if you can find anyone who's played it. ■■

Notes from the SPIRIT WORLD

Greetings. For all those who have been patiently waiting, Eric Goldberg has been given the green light to go ahead with the designing of *Dragonslayer,* SPI's first Fantasy/Role Playing game. Eric is now looking for people interested in blindtesting this game. *Dragonslayer*, designed to introduce people to the genre, will be simple to learn.

Eric Goldberg is also looking for answermen for the following games: *First World War Module, October War, War In The Pacific, Mech War 2, Next War,* and *War Between The States.* Being an answerman entails the following:

1. All games questions on your chosen game will be forwarded to you, and you will be responsible for answering them.

2. You will be responsible for compiling an official errata sheet for the game, to be verified by SPI.

Eric apologizes for not answering the letters of volunteers who responded to the last request for answermen; if you have already sent a letter, just drop him a short note reaffirming your desire to do the job.

Ajax Buccini, who is designing *Antwerp* for the Victory in the West Series, would like to know if anyone out there has any information to share on German and British OBs for the British 21st Army Group sector, from Aug-Nov 1944.

Those of you who read the Feedback section of *MOVES* and *S&T* may remember a proposal way back when, for a game titled *Battle of Britain.* This game was going to be a strategic/tactical level game of the Battle of Britain, in which players plot out their raids and interception missions on "tote boards" not unlike the ones used by the Luftwaffe and Fighter Command. SPI has now found John Butterfield to be the right designer for this game, which was received well in Feedback. John is now looking for people interested in blindtesting this game.

Getting back to the Victory in the West series, Joe Balkoski is looking for anyone with information concerning German, British, and American Corps and Army nondivisional level formations involved in the battles for the Rhineland, Feb-Apr 1945.

Joe is also looking for information (unclassified, of course) dealing with U.S. and Soviet task force organization, how these task forces are deployed, and where they are deployed around the world (e.g., carriers in task forces, escorts, bases of operation, etc.) for use in *Naval War.*

Here's a treat for *TSS* die-hards. Tom Hudson, who is assisting Eric Smith with the *TSS* Capsules series, is looking for people interested in blindtesting *Pea Ridge* or *Monacacy Junction,* the first two games in this series. These games are not capsule games *per se.* They each use one full map, and 200 counters, and the new revised rules for *TSS.* At the moment, Tom needs only five or six blindtesters. *Joe Perez*