THE PHOENIX

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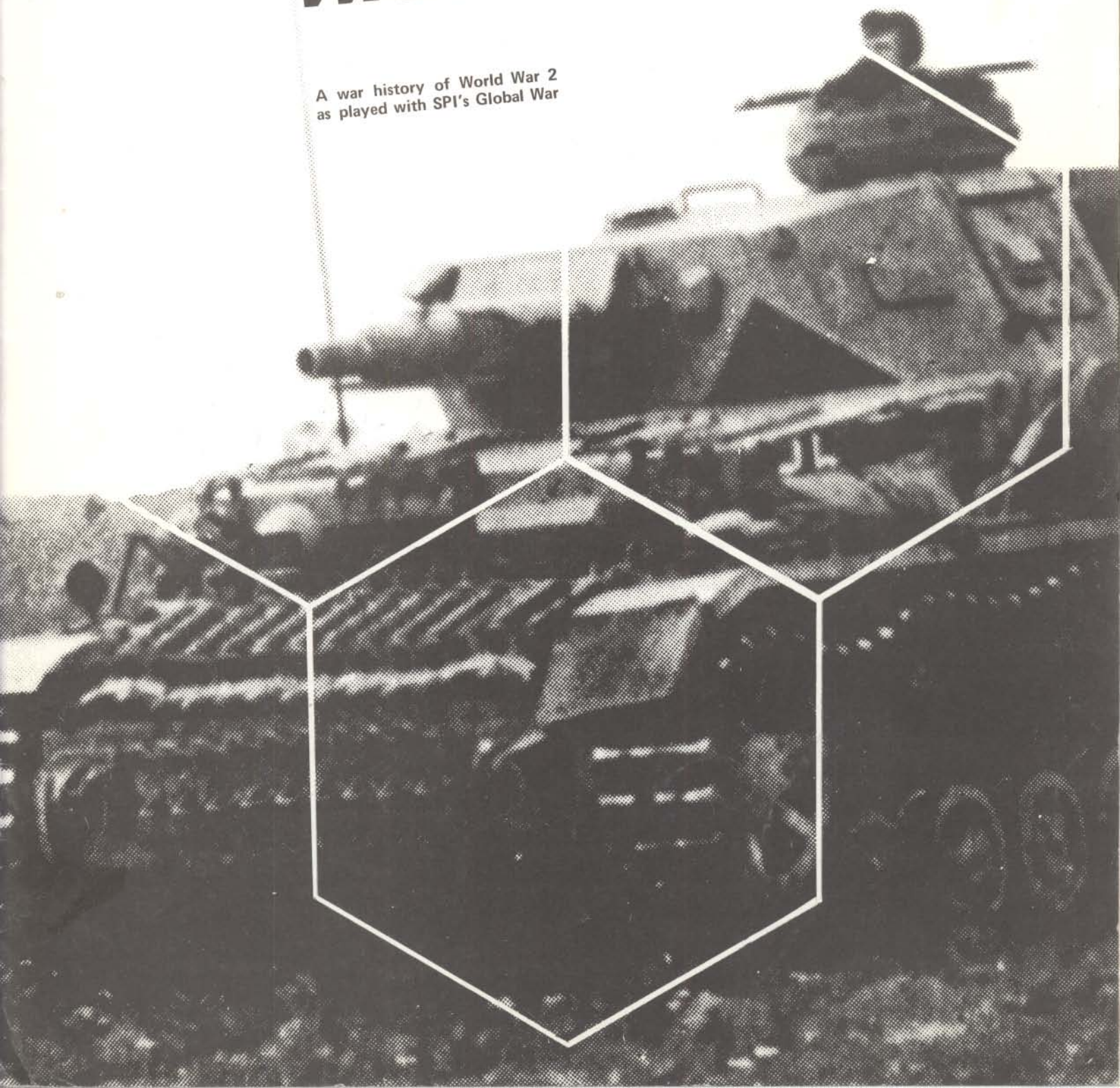
1ST GLOBAL WAR

A war history of World War 2
as played with SPI's Global War



THE PHOENIX

Issue No.2 Published August/September 1976

Contributors submitting historical material are asked to include a list of sources from which the article has been compiled.

Contents

Editorial

By now you will, I'm sure, have played the new scenarios and modifications, and purchased the games reviewed in our first issue of The Phoenix, and be eagerly awaiting our offerings in this the second issue. Hopefully you will have decided to subscribe to Phoenix and, of course, be preparing your own article for submission. If you're hesitating about whether or not to send us your comments on a particular game, your modifications, new scenarios, or historical article let me say again that Phoenix can only survive with your help (and your sub!).

Having pleaded for your articles I hope you will understand when I say that, regrettably, we are not able to return them to you. And don't be too disappointed if your contribution doesn't appear straight away. For obvious reasons Phoenix has to be limited in size and to get a well-balance journal some articles have to be held over in the "article bank" for later issues. Incidently, if you are able to submit your contribution in typewritten form this helps us enormously. (Here's a chance for the wives, sisters, mothers and girl friends to do something for the war effort!)

The lead article in this issue is a history based on a solitaire game of SPI's Global War and there's another article on more Borodino modifications, a new scenario for Grenadier, an outline of Oil War strategy, and many more.

The vast majority of boardgames seem to be played solitaire but very few are designed with this in mind. This being the case we'd like to hear from you about how you modify rules, play sequence or scenarios to cope with playing the games solitaire. But whatever the choice of subject just keep those articles coming.

News from SPUK

In the first issue of Phoenix we asked you if you wanted to see Phoenix produced on a regular Bi-monthly basis. The answer to this question has been an emphatic yes.

To date we have received feedback cards from 24.31% of our UK subscribers, a very encouraging sign indeed. The closing date for feedback acceptance is still 3 days away. However for the benefit of this issue we have analysed the most important questions regarding Phoenix.

Q1. Would you like to see Phoenix produced on a regular Bi-monthly basis? Yes 97.46% No 1.53% No opinion 1.01%

Q2. Would you subscribe to Phoenix? Yes 95.56% No 2.87% No opinion 1.57%

Q3. If yes would you do so on the basis of merit or because you feel that you should support a UK oriented board game magazine Merit 60.38% Support 16.67% No opinion 22.95%

Q4. Given that you want to receive Phoenix, would you like to do so as (1) part of your S&T sub (2) as a separate subscription. Part of sub 87.19% Separate sub 11.44% No opinion 1.37%

The only question/answer that we cannot put too much credence in is question 3 which was badly worded. So much so that we are repeating it in this issue's feedback.

Further details on your answers will be given in the next issue of Phoenix.

When we decided to print Normandy, Sinai and Seelowe we calculated that we needed a 10% response from our full mailing list on the special offer to make the operation viable. The offer has been known to S&T subscribers (who represent 15% of our mailing list) for 3 weeks, it has a further 5 weeks to run, and to date we are only 0.63% short of our subscriber target.

This is, of course, very encouraging, however it is reaction from the non subscribers that will make or break the operation. We are in the process of mailing details to all the non-subscribers on our mailing list, also the offer is being publicised in three hobby magazines. If this sort of exposure does not produce the response we are looking for then it's back to the drawing board.

In anticipation of getting the green light, we are feedbacking a further 12 titles for possible print over here.

The logical follow up to a successful print on older games is the printing of new games when they come out. As a further tentative step in the direction of near self sufficiency we are pushing ahead with plans to print the North African Quads. You will find details of our special offer on this game in the magazine insert.

I would like to take this opportunity to stress that the expansion of our print programme is entirely in the hands of you, the gamers. If the demand for less expensive games is sufficiently high we will be more than happy to push on and print the full range of SPI titles. The benefit to you is immediate, you save money. The benefit to us is long term in that we will become less reliant on SPI's ability to supply us, also we can cut loose from the problems of currency fluctuation.

To stick to importation binds us to the eternal and/or infernal problem of the pound sterling. Since SPUK started, the pound has fallen from 2.40 to 1.77 against the dollar. That massive drop has resulted in prices being steadily pushed up over the past 2 years. By rights they should go up even further, however we intend to hold our prices down and allow the increase in units sold to compensate for the drop in profit.

The situation may only be temporary since one never knows just when there will be another run on the pound.

The only long term solution we can come up with is to print over here, however that is financially less prudent than sticking to importation.

Continued on page 12

The Battle of BORODINO

Borodino Dismembered by Rob Gibson

Part 2

Anyone playing 'Borodino' for the first time after a diet of 'War and Peace' and the numerous histories of the Russian campaign of 1812 might feel a trifle disappointed. The cavalry are, to all intents and purposes, a collection of 'Suicide Squads'. lacking the strength to successfully attack anything but other cavalry. To say the least, this is a distortion of history – heavy cavalry played a considerable part in capturing the Raevsky redoubt, over-running entrenched infantry and artillery.

So, with this and the shortened ranges of the artillery in mind, I have developed a modification to the movement and combat rules which allows cavalry to charge, infantry to form square, and artillery to fire at extended range and counter cavalry charges.

A. Cavalry Charges

1. The phasing player nominates which of his cavalry units will execute charges at the start of his movement phase. Charging cavalry are doubled in strength.

1.1 In order to execute a charge, a cavalry unit must be within half of its movement allowance from the enemy unit to be charged i.e. within 2 hexes for a M.A. of 5 or 3 hexes for a M.A. of 6.

1.2 The unit charging is moved adjacent to the enemy unit. At this point, the non-phasing player may throw one dice for:
- a) each infantry unit charged
- b) each artillery unit charged

1.3 For each infantry unit charged, a throw of 5 or 6 (for units whose strength is greater than 3) or a throw of 4,5 or 6 (for units of strength of 3 or less) will secure the option to form square.

1.4 Infantry units in square attacked by:
- a) artillery are halved in strength and rounded down (i.e. a 5 becomes 2).
- b) charging cavalry are doubled in strength (thus countering the advantage of the charge).
- c) infantry are halved and rounded down for French infantry, rounded up for Russian infantry (thus reflecting their unique ability to form solid columns which had to be ***mown*** down).

1.5 The option to go into square may be declined. Infantry units in line attacked by:
- a) charging cavalry are halved and rounded down for French infantry, rounded up for Russian infantry (again, reflecting the solid impenetrable column).
- b) artillery defend at normal strength
- c) infantry defend at normal strength.

1.6 For each artillery unit charged, a dice is thrown and a result obtained on the 1:1 odds column and applied immediately. This covers the ability of massed artillery to counter a cavalry charge with grape and cannister. An AR result effectively stops the charge: a DR result will effect the result of the charge (see Table B.2.2).

B. Combined Arms Attacks

1. The cavalry charges may be combined with adjacent infantry or artillery units to achieve maximum effect. For example, cavalry may charge with close artillery support – artillery against infantry in square is doubled, cavalry charging against infantry in line is doubled, so we have the best of both worlds.

2. In order to make use of the cavalry charge and regular movement attack, the phasing player's Combat Phase is split into:
- a) Cavalry charges.
- b) Regular combat.

2.1 Each cavalry charge is resolved, then any supporting combat aimed at the same enemy unit. Using the Table below (2.2) select the charge result on the top line, then the regular result on the vertical column, and cross-refer to get the combined result.

2.2

Second Result \ First Result	AR	DR	EX	DE	AE
AR	AE	DR	EX	EX	AE
DR	DR	DE	EX	DE	AE
EX	EX	EX	EX	EX	EX
DE	EX	DE	EX	DE	EX
AE	AE	EX	EX	EX	AE

2.3 Thus, a cavalry charge obtaining a DR result, supported by other units obtaining a DR result, would by cross-reference obtain a DE result.

2.4 Where an artillery unit is attacked by a charging cavalry unit (as in section A, 1.6) the dice throw result on the 1:1 odds column is first examined. An AR result ends the charge and is applied immediately: supporting units may attack as normal, ***if not displaced by retreating units***. A DR result is cross-referenced with the result of the charge, and the result applied at once.

2.5 Advances after combat occur as normal under the standard rules.

C. Extended Artillery Ranges

1. All artillery units may fire at twice the stated range, i.e. up to four hexes, at half combat strength, rounded down, i.e. 7,6 at 3; 4,5 at 2; 3 at 1.

OIL WAR
Strategy & Tactics

For the benefit of new subscribers, Oil War is a game of the hypothetical attempt by the United States and various other nations to land forces in the Persian Gulf oil-producing countries, and seize the very vital oilwells and ports. This article discusses the best strategy and tactics for both players.

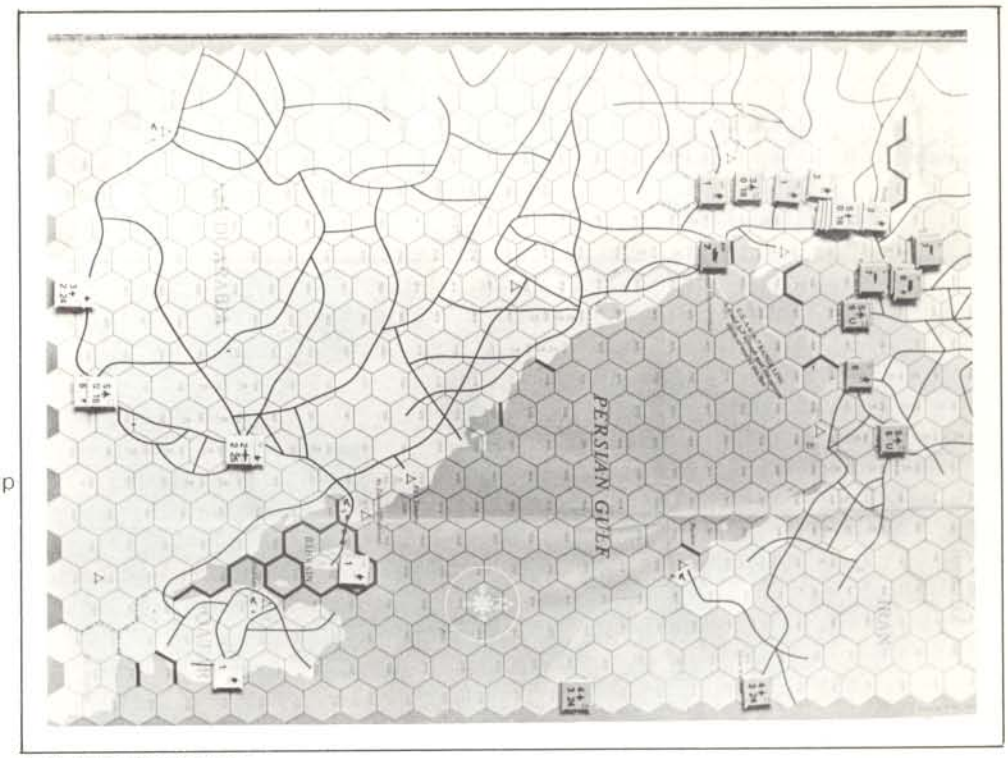
American play is dependant on the initial set-up of the Arab player, so I will deal with this first. One modification must be made to the O.B. The Kuwait armoured Brigade value 2, should be made into a 7 value unit, the same as the Iranian armoured Brigades, the reason for this is the 150 Chieftain Tanks, that Britain has agreed to supply to Kuwait.

From the Arab point of view, at the start, the airfields are the only place to position forces. Iran is unlikely to be invaded, with all the Iranian forces available there. The same holds for Iraq and Kuwait. Saudi Arabia and /or Qatar therefore are the prime targets.

Here is the best (to my mind) set-up for the Arabs:

	Hex No.
Saudi Arabia	1324 one SA 4, one SA 167
	1128 one SA 6(mech), one SA Lightning
	0828 one SA 4, one SA F5
Kuwait	0509 one KW 1
	0510 one KW Lightning
	0511 one KW 1
	0711 one KW 7(Armoured)
Iraq	0607 two IQ 4's (mech), one SU7, one M21
	0606 one IQ 4(mech), one IQ 3
	0508 one IQ 3
Iran	0805 two IN 8(mech)
	0806 two IN 7(arm)
	0705 two IN 7(arm)
	1107 one IN 6
	0907 one IN F4
	1306 one IN F4
	2115 one IN F5
	2110 one IN F5
Qatar	2024 one QT 1
Bahrain	1721 one BH 1

As can be observed the Kuwait forces are taking no chances, if all the airfields were left unoccupied it would be a good opportunity for the US forces.



Arab Initial Deployment

As soon as the American/Israeli forces have landed, the Arab forces should be sent to the area and try and hold them. On the way, the Arabs should try and move in single stacks, until actual combat occurs or they end up less than a move away from the Americans. The reason for this is that if the Americans bomb a stack of two units, say fours, they need only twenty-eight to remove the units with certainty, at +20 odds, but to remove two separate fours, they need twenty-four on each, a total of forty-eight.

The airfields at Riyadh (0326) and Az Zahran (1521) are left unoccupied at the start, their Sam-bases will prevent American/Israeli/EEC Air-landing troops from flying in, but these could land adjacent and march in. Hexes 1419 and 0816 are bad places to land, being between two forces the American is almost forced to attack hexes 1324, 1128, or 0828.But by benefit of the aircraft on top of these bases, even if shot down, the Arab in his turn can place more aircraft over the bases to prevent the American bringing in any reinforcements.

From about move 4 on, Iranian reinforcements should be kept back, instead of going forward, and positioned about 4 hexes from the coast, around hexes 0514, 0515 to stop the Marines easily marching in and capturing the ports/oil facilities nearby.

Little more can be said about the Arab's strategy and tactics, beyond the obvious: going for the American ground troops, and the F-111's, and if the Americans do break out, the Arabs must try and contest as many objectives as possible.

American Strategy

For the American to get at least a marginal victory, one port and fifteen oil facilities, must be captured. The port is quite easy to capture, by dropping an air-landing unit on Bahrain.

Here is the move one, for the Americans, against the best defence. Israeli air-landing units land on hexes 1028 and 1227, surrounding the six value mechanised infantry unit and easily destroying it, an A6 and an A7 aircraft are sent to hexes 2024, and 1728. The rest of the aircraft, all F4s attack the Saudi Arabian Lightning and F5, having a 50:50 chance of getting each.

If the Arab, in his turn attacks the two Israeli units with all available units including the two Iranian F4s, he will only have +0 odds on them, with a one third chance of success, so it is likely that he would pull back his forces instead.

In the American's next turn, he should land one of the Brigades in Bahrain, and capture the port. Also he should land two Brigades on 1728, move one unit off and bring back the A7, to cover the airfield. By about move 4 he should be locked in combat with the Arab and unless he is unlucky, inexperienced, or plays badly, he should be pushing the Arab back by move 6.

If it goes badly, he may have to land the Marines as near as possible, to help or if he is on top, the ports and oil facilities, if unguarded provide a very good target. If guarded, a landing in 1609 and subsequent movement on move 7 may give him a chance of capturing some oil facilities and even the port on 1308.

Overall the 1st scenario is quite well balanced, but in the 2nd scenario, I feel that the Victory Conditions should be reduced in favour of the American.

David Bolton

BARBAROSSA:

The Forgotten Classic by P H Bolton

If the Game Evaluation Tables issued by S&T are a reliable guide then we shall probably see this game disappear from the ratings in the not too distant future. For me at least, this will be a pity – but it does I think prove one thing – evaluation tables like cricket averages should not be taken as a sacred cow in assessment of true value.

Currently Barbarossa has a % played of 15 – just how many players are guilty of not sending feedback information (and I'm one of them) I don't know – but it's fairly obvious that this game is not a best seller. Why I don't know? It's got just about everything – if you like clean well balanced and fast moving action. Perhaps one reason for the decline of Barbarossa is that since it was first published in 1969 several other games have arrived covering this period, such as 'Stalingrad', 'WWII','Third Reich', 'Drang nach Osten' and 'War in the East'. Another slight possibility is that the map of Barbarossa is not the best ever printed even with the 2nd edition reprint, but that is certainly nit-picking.

Well you pays your money and makes your choice – so what do you get when you buy Barbarossa. Five different scenarios – Barbarossa, Stalingrad, Zitadelle, Berlin – these being short (average 6-7 moves each) games and a full 45 move Campaign Game. If that is not enough, 15'what-if' situations are supplied allowing any permutations of them. Of course, in a game of this scale there are weather and supply problems – Terrific!

S&T classed Barbarossa some years ago as an intermediate game – but the German player needs a fair degree of subtlety and aggression to win against the ever growing number of Soviet units.

The game is played on a movement-combat-movement system and units may only give combat if in attack supply. For the Germans attack supply occurs when a unit is within 6 hexes of a supply unit and the path is unobstructed by enemy units. The Soviets must be within 3 hexes unobstructed by enemy units or their zones of control; this is a general rule with an exception during the months October-March when German units must be adjacent to a supply unit in order to attack. The movement rate of German units is practically halved from October-March, so good planning is required, to be able to keep the offensive from being bogged down.

The Barbarossa scenario is probably the most interesting as it demonstrates quite effectively the way the Germans were able to decimate the opposition in 1941. However, this scenario is by no means a walk-over. The Soviet player is able, by good initial deployment to give the Germans several problems, and if the Soviets are able to form a line, then German gains can be minimal.

The German player starts off with:

4 armoured armies	11-8-8
7 infantry armies	5-7-3
4 luftwaffe units	(2)-1-2
4 supply units	0-1-1
2 Finnish inf. armies	2-4-2
2 Rumanian inf. armies	2-4-2

From the 2nd to 8th move the German receives 1 supply unit each move and he gets 1 infantry army, 2 Italian and 1 Hungarian army corps as reserves. Also the German armour and infantry armies can be broken down/reformed :11-8-8 = 3x3-2-8, 5-7-3 = 3x1-2-3, 2-4-2 = 2x1-2-2. This breaking down/reforming is the key to an encirclement of Soviet units, and proper use of the units must be planned.

Facing the Germans, the Soviets can muster the following:

15 infantry armies	2-4-2
11 armoured corps	2-1-5
3 mechanised inf. corps	1-2-5
2 supply units	0-1-2

But 4 infantry armies, 3 armoured and 3 mechanised infantry corps must be deployed in Moscow and other cities, leaving the rest of the units to cover a 22 hex Western and Finnish front. This gives the Soviet player quite a problem, especially as each hex must be covered by an infantry unit or it's zone of control. Adding to the Soviet's problem is the Combat Results Table. This leaves less to chance than in most/many other games. At 1-1 there is only a 1 in 6 chance of not getting the defender to retreat. At 2-1 the results range from Dr 1-4, and from 3-1 defender eliminated starts to appear. The Soviets start off with only 2 supply units and only receives 4 more during the 8 moves – so any counter attack has really got to justify its use. However, despite these disadvantages, it is possible to deny the Germans big gains.

I recently read a very good article on Barbarossa written by Ralph Vickers which appeared in a magazine called 'Europa'. The article, the only one I've ever seen on this game, is very comprehensive in detail and is to be recommended to be read – by anyone who has any interest in Barbarossa. My objective is simply to tell anyone who is keen on Board War-games 'if you haven't tried Barbarossa, you really are missing out'.

I don't propose to mention the other scenarios. The Barbarossa scenario has to be played and played and then played to appreciate all it's good points. Then try the other scenarios – they all give you problems which need careful working out but it's very enjoyable trying them.

BOOK REVIEW:

Tank Battles in Miniature 2

A Wargamer's Guide to the Russian Campaign, 1941 – 1945
By Bruce Quarrie

Following the highly successful format of Donald Featherstone's book,"***Tank Battles in Miniature : A wargamers' guide to the Western Desert Campaign 1940 – 1942***", this volume is a detailed study of the armies, weapons and tactics prevailing on the Eastern Front during the Second World War.

The book begins with a description of how the campaign can best be adapted for wargaming, using tiny 1:300 scale model tanks. This is followed by a vividly graphic description of what it was really like to fight in a tank under Russian Front conditions, a concise account of the actual course of the campaign from Operation Barbarossa to the fall of Berlin, and chapters on German and Russian armoured development , organisation and tactics.

For many readers the most useful section will be that in which practically every tank and vehicle of significance on both sides is described, with performance tables.

The author then goes on to discuss firing tank and anti-tank guns in real life and in miniature, infantry movement and firepower infantry support weapons, the aircraft used by both sides and how to recreate aerial combat over the wargames table. Separate chapters cover lines of communication and supply, minefields and 'dragons teeth', partisans, armoured trains, tank recovery and maintenance, board wargames and the availability of model vehicles for wargaming.

Specification:
200 pages, 8½" x 5½" (216mm x 138mm), 25 photographs and 37 maps and diagrams. Case bound with colour laminated jacket.

I have chosen the title as this was my first game using the Global War Game. As with most of my games it was played solitaire (despite the large number of US Forces in Frankfurt there is apparently no Gaming Club here).

Historical events up to September 1939 are well known to all Gamers so I shall not elaborate on the details which led up to the sudden attack by German Submarines on major shipping routes in the Autumn of 1939. The Allies responded slowly allocating escorts to their shipping in the area around Europe. A British submarine screen was placed in the North Sea to attempt to keep the German heavy units in port.The Germans continued to snipe at shipping throughout the remainder of the Autumn of 1939, forcing the Allies (Britain and France) to reallocate much needed shipping at the turn of the year.

On land, the Germans overran Poland (which was partitioned with the Soviet Union), the Low Countries, Denmark, and Eastern France in quick succession. Their first check came when an amphibious attack on Southern Norway was attempted. In an attempt to shore up their defence in France, the French withdrew colonial forces from Algeria to Brest. In the Far East the Japanese continued their 'colonial' war in China with little success.

The United States instigated a convoy system of its own to India via the Cape and to the United Kingdom via the North Atlantic. In view of continuing rumblings in the Far East the Philippine Islands were reinforced.

The winter of 1939/40 was marked by the large number of German successes in Europe though minor setbacks were experienced in Norway. The amphibious fleet returned from Oslo to Kiel, leaving the army units campaigning in Norway in a difficult supply position. In the North Sea a major coup occurred in December when a large German task force surprised a British convoy and destroyed its escorting naval units. Some submarines from the German force were lost to counterattacks. Convoy escorts were reinforced by the Allies, who were assisted by the escape of the Bearn from Toulon to Scapa Flow. The French despatched their submarines to the French Colony in the Far East, which they felt was threatened by the incursions of the Japanese. Alexandria was reinforced by British units, following reports by spies in Rome that Italy was planning to enter the war on the side of the Germans.

This rumour was substantiated when in January 1940 Allied naval units intercepted German transport vessels en route to the Mediterranean.

On land the Germans totally occupied France and Yugoslavia. Greece was under attack as well at this time. In Norway the German assault force was feeling the lack of supplies. Despite pressure on Sweden to

supply the units, or at least allow the Germans to supply their units through Swedish ports. that country refused to be forced to violate her own neutrality (this while still supplying Germany with Iron-ore – of course this was a commercial venture though).

In the Far East the Japanese continued their Campaign in China, but still had little success.

The British continue to dither and after much debate despatched troops to Norway to assist that country in her fight against the invaders.

In March 1940 German submarines caught a British aircraft carrier in the North Sea and severely damaged it. The much feared attack by Italy in the Mediterranean materialised in this month with a major offensive by her submarines. Allied shipping ceased to exist east of Gibraltar and Mussolini's 'Mare Nostrum' came into being.

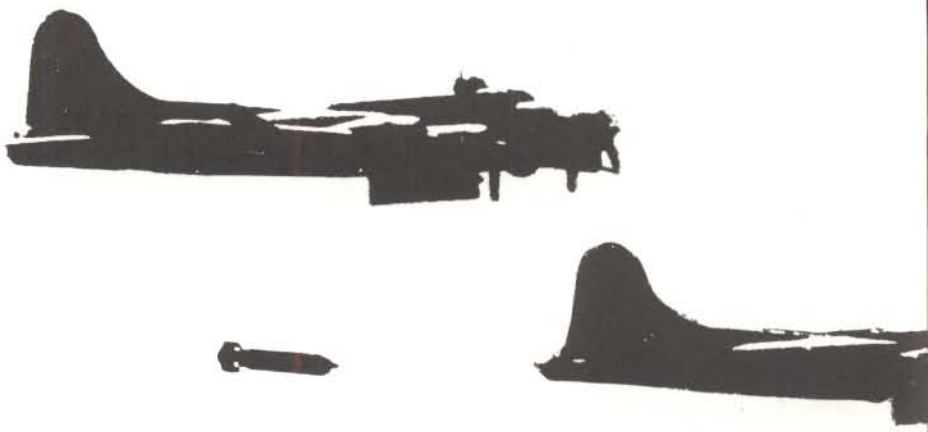
The Japanese, seeing the Axis successes in Europe, and the apparent lack of any concerted planning by the Allies, began to move her naval units round the Chinese station. A large surface fleet was despatched to the waters round Hong Kong to intimidate the British. In the Mediterranean the Allies launched a sortie with all available forces from Gibraltar against the Italian naval base at Taranto. The force was spotted en route and most of the fleet escaped, though one major force was caught just leaving port and destroyed. Flushed with their success the fleet then destroyed the Italian convoys supplying North Africa.

April1940 saw the revenge of the Italian Navy with an attack on Alexandria. The Allies spotted this move and withdrew their units through the Suez Canal.

In the South Atlantic the Germans continued their submarine offensive, accompanied at the end of the month by a sortie by heavy units to attack convoys. These units then returned to Brest, a base now gained due to the collapse of France.

ST GLOBAL WAR

A war history of the 2nd World War as played with SPI's Global War.



The Italians soon regretted their carelessness in attacking Alexandria without the element of surprise on their side, for the intact Allied fleet then returned to complete the work previously commenced in March. The remaining heavy units were destroyed in port.

April 1940 also saw a sortie by the Naval Group Scapa Flow (formed out of the French and British Navies). Their mission — to destroy the German heavy units in Brest —was accomplished without loss. May 1940 was comparitively quiet following the activities of the previous two months.

The convoy system continued to operate, though the remorseless attacks by the German submarines had thinned out the numbers of vessels available.

Spring 1940 saw the commencement of the German aerial offensive against Britain. Centres of production were bombed heavily and the output of six factories was reduced to nil in a heavy raid on the Midlands.

On land the Swedes continued to refuse to supply the Germans with the result that the Norwegian Force surrendered. Greece surrendered to the Axis in April1940, and the Italians began to march on Egypt. The Commonwealth quickly replied to this by sealing off both ends of the Mediterranean with land forces in Suez and Gibraltar.

The summer of 1940 was very quiet on the naval front. It was almost as though the war had been forgotten, The only activity of note was the grouping in the Eastern Mediterranean of the Task Force to counter Italian submarines.

The bombing offensive against Britain continued with less success than that predicted by the Luftwaffe High Command.

Due to the worries caused to Italy in the Mediterranean the Germans launched a surprise attack on Spain. This was so completely unexpected that no resistence was offered to the Germans as they overran the whole Iberian peninsula, occupying the much desired base in Gibraltar. Optimists in Berlin said that the successful attack at one British base should be followed up with an easy attack on Suez. Rather than risk the army in an amphibious operation the High Command decided on a land attack through Turkey. Again Italy was also at the back of this move, due to her lack of protection given to convoys to her forces in Africa, which were now suffering from supply problems.

Autumn 1940 saw an Italian submarine attack on the Allied convoy routes to Suez. The inexperienced Italian commanders lost several of their numbers to counterattacks.

The bombing of the United Kingdom continued with decreasing effect.

On land the determined resistance by the Turkish Army in Anatolia made the German assault forces grind to a halt. The Italians in North Africa surrendered to the British Suez garrison due to lack of supplies. The German armoured force that had thrust ahead into Syria was now cut off from supply by Turkish occupied lines.

Winter 1940/41 saw a surprise British submarine attack into the Baltic. The German defences had relaxed due to the successes of the summer. The balance was redressed by the Axis submarine offensive from the newly won Atlantic Coast bases.

In the air the Axis offensive had a major success with a blanket raid on the factory complexes of the Midlands. Nine factory units were put out of commission by this raid.

On land the Axis occupied Turkey, whose collapse had only been a matter of time. The Suez Canal fell shortly after this. After a long lull the Chinese campaign started again. The Japanese had still no success in their attempted 'colonialisation' of China.

In the Spring of 1941 the Commonwealth sent submarines to the South of Suez to ensure that the Axis were unable to use their newly won Mediterranean lake for supply. Due to the long lines of communication the Germans were unable to keep the length of the Suez Canal patrolled. Allied submarines operated from camouflaged bases in the Bitter Lakes, sortieing at night to Suez and

shelling shipping. The ports at the North of the Canal had been completely razed by the British before their surrender. The Allied convoys were reinforced and US vessels forced to proceed independently due to German warnings that US vessels sailing in UK convoys would be attacked without prior identification.

The German air offensive against Britain met with a determined resistance due to built up defences. For the first time major losses were experienced.

In the Summer of 1941 the Germans continued their submarine offensive in the South Atlantic. This caused a major disruption of allied convoys, to India. The allied submarines continued to force the Straits of Gibraltar and the Canal Zone to disrupt Italian convoys, which were still sailing with small escorts due to the losses earlier in the war.

The air offensive against Britain continued to cause minor disruption, but nothing to the same extent as that of the campaign of 1940.

In June the Germans launched an attack on the Russian front. A two pronged attack through Poland and Turkey caught the defences off balance. Major territorial gains were made and it was hoped that this campaign would soon be concluded. In France preparations are made for an assault on the British Isles. The Suez Canal Zone is now totally occupied bythe Germans and the Allied submarines based in the South are withdrawn.

In September 1941 German heavy units broke out from Kiel, where they had been completed following a crash programme to rebuild the fleet, despite protest from the other arms, particularly the Luftwaffe. In their cruise they managed to destroy the tattered remnants of the Allied convoys. Soviet naval units in the Baltic were previously destroyed in the 'working up' cruise of these units. In the Pacific, Pearl Harbour was attacked by the Japanese. US supply to it's island putposts was cut off. Due to poor co-ordination in the area most of the US naval units were destroyed in piecemeal operations. A major loss was that of the main submarine flotilla, which had been on a working -up cruise to try out German wolf-pack tactics. Due to a navigational error the large group fell in with the main Japanese fleet and was destroyed.

In an attempt to contain Axis naval units in the Mediterranean the British placed a submarine screen round the Straits of Gibraltar. Despite this, Axis units still managed to break out into the Atlantic. In the air the bombing of British construction facilities continued. Scottish shipyards, up till now untouched, became the object of heavy air raids. Six yards were put out of action for the season. The Axis continued its attacks in Russia and China. Japan captured Midway Island, which sealed the fate of the remaining island garrisons, which were now unsupplied.

By February 1942 the Axis were pulling all the strings on the Seas. A massive naval push in the Atlantic and Pacific removed the last remaining strength of the Allies. Japanese submarines were reported in the Persian Gulf.

The aerial defences of Britain had been continually strengthened. The Germans had placed all their faith in building offensively for their bombing of Britain, which they hoped would make the country see reason. In January 1942 a massive British air raid by forces built up and held secretly in Northern Ireland took place on the Ruhr. Eleven towns were bombed continually that month, forcing all the population to remain in the shelters for 23 of 24 hours. Production in the factories was virtually brought to a stand still. In Russia the troops pushed on Eastwards towards the centres of production East of the Urals.

In the Pacific the US garrisons surrendered to the Japanese.

The Spring of 1942 saw continuing Axis attacks in the Atlantic, however the Allied submarines were still a thorn in the side of the Naval High Command, as they appeared suddenly at the least expected points, usually causing losses in escort units.

The bombing offensives, against both Britain and Germany, now continued with little effect. On land the Germans attack on in Russia.

In August 1942 the Axis are being attacked in the Baltic and North Sea by the British submarines, still operating from Scapa Flow. In the Far East the Japanese attack Vladivostok shipping and the supply line from the Soviet Union to the United States is severed. The Allied bombing of Germany is being stepped up. The German attacks on Britain have only half the effect of those of the enemy. In the Far East, the Japanese make an amphibious landing in Vladivostok and capture the Eastern Industrial area of the Soviet Union. The Germans make a sudden landing in Neutral Eire, which leads the British to seriously consider the point of war which they cannot hope to win, as news of the surrender of the Soviet Union and Creation of an Independent State of the Ukraine is received in London. As a result the British sue for peace with Germany, and the United States, now reduced to a nation with no maritime power to speak of, signs a Treaty of Mutual Non-Aggression with Japan.

The Later Years

Relations between the United States and Japan are normalised after a few years, and Japan leaves the Axis under pressure from political factions at home. The United States still kept watch over the Atlantic in the direction of Britain, where the Germans had set up a puppet government. In Germany itself the people begin to stir themselves up due to injustices perpetrated by National Socialist officials, who believed that they had won the war from their seats in Berlin. There was no pension for the relatives and dependents of those lost while creating the Reich, due to the excessive costs of supporting the economies of the countries under German control.

Partisan movements had sprung up in many of the occupied countries, especially France, where despite promises to Marshal Petain no State of Vichy had been declared. The Germans had feared that the French Navy would not swear loyalty to Vichy, and continue to operate from Britain. Furthermore the lack of co-operation between French and Commonwealth units in the war had been one of the deciding factors in Germany's favour.

The Partisan movements caused havoc by destroying most of the vital services on a regular basis. The resulting costs to the German Occupation troops were high. Continued conscription two years after the end of the war caused a civil and military revolt in Southern Germany, which was suppressed with unsurpassed viciousness by two SS Divisions causing the final break between the National Socialist Party and the Army. An Army Putsch took place in August 1944 and the major leaders of the Party were arrested at an annual 'Victory Party' by the Officer Corps. At this time the United States announced that it had developed the ultimate weapon — the Atomic Bomb. An ultimatum was sent to Berlin — withdraw from the Occupied Territories of Europe, or the Bomb would be dropped on Berlin. To show the power at their disposal, one of the test bombs was exploded in an atoll in the Pacific before representatives of the major Governments of the world. This 'last appeal to reason' brought the world to its senses. Europe was 'set free' by May 1945 and reverted to its pre-1939 boundaries, with the exception of Poland, which gained much of Western Russia, bordering on the Baltic. The Independent State of the Ukraine was given to a Free State of Russia, which was roughly 50/50 Communist and White Russian (following resettlement in the German Occupied Areas by exiles).

As a result of the First Global War Europe was left with the Sword of Damocles hanging over it in the form of the Atomic Bomb. This terror weapon was based in Greenland and a unit was placed on constant alert with the weapon armed and ready for action until January 1946, when Europe had more or less been normalised.

Andrew D Finch

THE AMERICAN-INDIAN WARS

The American-Indian Wars have been strangely neglected by the boardgame manufacturers, if one discounts Waddington's 'Custer's Last Stand' which is a boardgame with miniatures. The smaller engagements are probably best fought with miniatures, using the rules given by Donald Featherstone in his 'Skirmish Wargaming', published by Patrick Stephens Ltd, in 1975. The Hayfield and Wagonbox fights of 1866, for example, can be simulated realistically by these rules.

Fortunately, the larger battles and the various campaigns can be fought with considerable realism with the aid of Strategy & Tactics' 'Rifle and Saber' (R&S) a game which never seems to have appealed to boardgamers. Most of the important American- Indian battles can be fought on the original map supplied with R&S, but the maps issued with the 'Blue & Gray' quadrigames provide useful terrain for alternative campaigns, if suitable adjustments are made to the scale of movement. The basic details for constructing historical scenarios will be found in Robert M Utley's 'Bluecoats and Redskins', published by Purnell Book Services Ltd, in 1975. The same book gives a comprehensive set of references for further study.

The following modifications of the basic rules of 'Rifle & Saber' provide an effective and playable game.

1. Units
For US Army infantry and cavalry, use EB and cavalry pieces, each unit representing 10-20 men. Dismounted cavalry are replaced by MZ units.

2. Movement
For US Army units, all moves are made according to the standard R&S rules. For Indians on foot, the total allowable distance is doubled, i.e. 6 hexes. For Indians on horseback , the total allowable distance is 1½ times the standard move, i.e. 12 hexes.

3. Combat
Fire combat follows the standard R&S rules, except that units have complete freedom to concentrate or disperse their fire on any units within range. Each unit, however, can only fire once, in each turn.

Shock combat, however, is resolved by the use of the combat table and failure to disrupt or eliminate defenders causes the attackers to be disrupted. One attacking unit may, if desired, be moved into a hex vacated by a disrupted unit.

4. Disruption
Disrupted units retreat one half move (at least one hex) unless they are in villages or improved positions. Disrupted units remain disrupted until the next night move; 2 disrupted units may be combined into a single undisrupted unit at any time if they can be moved to the same hex out of range of enemy units. Disrupted units move at half the rate and have half the defence strength of undisrupted units.

5. Stacking
US Army units stack normally as in R&S. Indian units can never stack.

By J N R Jeffers

SALAMANCA:

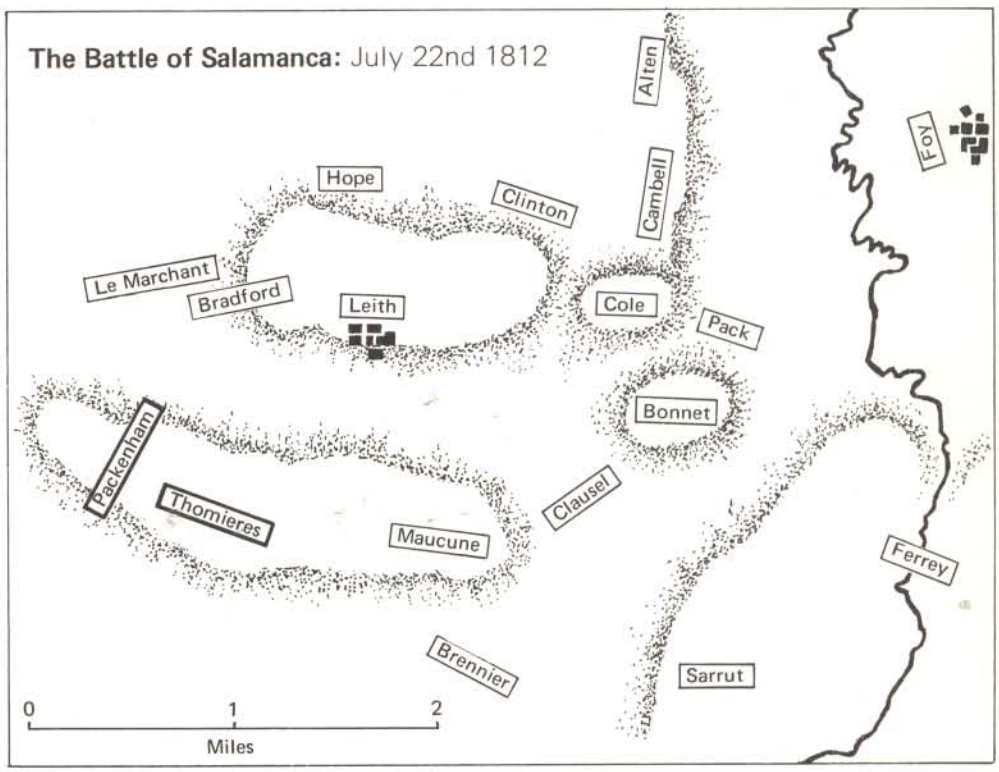
a new scenario for SPI's 'Grenadier'

Rob Gibson

Being a late acquisition to my stock of simulations (during 1975) my reaction to the game has up to now been a bit mixed. Whilst it is reasonably suited to small unit actions in the 1700-1850 era, it is a trifle antiquated compared with 'Rifle and Sabre' or 'Soldiers' and the very limitation of unit size prevents simulation of most of the major battles of the Napoleonic era. A further limitation is imposed by the map, which has no rivers and few hills: the long North Eastern ridge faces the wrong way for, say, Vimiero, Busaco or Albuera and is not long enough for Talavera. However, by perserverance, I eventually came on a suitable small action within a major battle i.e. Salamanca.

This action had the advantage of being detached from the main battle, equal forces employed and clear objectives. Briefly: the battle is evenly balanced between the French based on one ridge, and the British based on a parallel, but shorter ridge. The French commander, Marmont, seeks to outflank his opponent, Wellington, by extending his left flank, and two divisions are set in motion. General Thomiere's division outstrips that of General Maucure, and a gap developes. Wellington sees his chance, and sends his 3rd Division under Edward Pakenham to intercept them and take the French in flank. Pakenham has two brigades of cavalry and two batteries of artillery in support. Thomiere's division is accompanied by three companies of artillery, and is marching parallel to Curto's cavalry division. The British, or Anglo-Portuguese to be accurate, advance in battalion column to within 250 yards, then deploy in line echelon of brigades, the second and third brigades overlapping to the left successively, the cavalry to the right, artillery supporting from the heights in left rear. The French at this point are straggling over the ridge in an attempt to reach position before facing right to repulse Pakenham's brigade.

There we have a very promising scenario, but how to stage it? The scale used in 'Grenadier was crucial: by using SPI's own facts and figures on unit frontages and weapon ranges I have deduced that they are using an approximately 30 yard hex. This makes it a geographical possibility.



Next, the units involved:

Pakenham	**Thomieres**
2 x 6pr	3 x 8pr
3 x LT	24 x LN
43 x ii	7 x GR
27 x Ri	15 x LC
4 x DR	
6 x LC	

A quick check of counters revealed that I had too few to manage the above O.B. I then scaled down the infantry to 23ii, 13Ri, 2LT and 12LN, 4GR – the cavalry to 2DR, 3LC and 7LC. Artillery remained the same.

Finally, at which point do we join the action? Essentially, since this scenario is a 'replay' of Salamanca, I decided to aim for the last moments before the clash, when Pakenham's men formed line it also happened to be the only point at which I could trace the relative locations of the two sides with accuracy. A certain degree of initiative is lost to the French player; this is countered by committing D'Urban's dragoon brigade to attacking the French column at the outset (this actually happened, but the timing is indeterminate: it might have occurred one turn earlier or later).

Using the amended O.B. in much the same way as the scenario which follows, the simulation worked well; the French 'won' once, the Anglo-Portuguese twice. However, one jarring note was struck by the unhistorical success of Curto's cavalry, who beat off their opponents by sheer weight of numbers. In reality, despite their numbers, they were feeble and ineffective, so they were reduced to 4LC instead of 7LC. Since the main decision of this scenario lies always with the infantry and artillery, the reduction has little or no effect on the result.

In the following scenario, the hex map for 'Grenadier' has been numbered from left to right along the Northern edge, and top to bottom (i.e. N to S) within each column of hexes, in order to give precise hex references Thus 3101 is 31 hexes from the left, first hex down, i.e. top hex). Reference squares as follows: Dulauloy 0512, Mack 3318, Frimont 2627, Chatham 2333; Longwood 4123.

Pakenham's 3rd Division
Wallace's Brigade 1/45th, 74th, 1/88th, 5/60th
Campbell's Brigade 1/5th, 2/5th, 2/83rd, 94th
Power's Brigade 9th & 21st Port. Line, 12th Cacadores
D'Urban's Cavalry Brigade
1st & 11th Port. Line Cavalry

Thomieres 7th Division
1st Brigade 1e & 62e Ligne
2nd Brigade 101e Ligne
Curto's Light Cavalry Division
1st Brigade 3e Hussards, 23e, 26e 28e Chass.
2nd Brigade 13e Chasseurs, 14e Chass.

Salamanca
The Advance of Pakenham's Division
4.30pm, 22nd July 1812

Starting Positions
French
(No skirmishers in Game Turn One)
1 x 8pr + Artilleryman unit + limber @ 3101
1 x 8pr + Artilleryman unit + limber @ 3102
1 x 8pr + Artilleryman unit + limber + Com.Art No.2 @ 3202
All three limbered up.

2LN @ 3204
1LN + Com Inf No.3 @ 3304
2LN @ 3305
1LN + GHQ No.1 @ 3405
2LN @ 3306
1LN + Com Inf No.3 @ 3406
2GR @ 3407
2GR @ 3507
2LN @ 3408
1LN + Com Inf No.3 @ 3508
4LC + Com Cav No.2 @ 3807

Anglo-Portuguese (move first)
1 x 6pr + Artilleryman unit + limber @ 2209
1 x 6pr + Artilleryman unit + limber @ 2108
Both unlimbered position
1 x Com Art No.2 @ 2109
3ii @ 2514
2ii + Com Inf No.2 @ 2615
3ii + GHQ No.1 @ 2715
3ii @ 2716
3ii + Com Inf No.2 @ 2915
3ii @ 3015
2Lt @ 3016 (see note A)
4Ri @ 2315
3Ri + Com Inf No.2 @ 2316
3Ri @ 2417
3Ri @ 2418
3LC + Com Cav No.2 @ 3118
2DR + Com Cav No.2 @ 3509(see note B)

Special Rules
1 The villages of SOHR and MACK are non-existent for the purposes of this scenario.
2 Anglo-Portuguese Cavalry are not disrupted while executing a shock attack, but may suffer disruption due to attacks on themselves.

Notes
A. The Lt units represent companies of the 5/60th Foot, armed with the Baker rifle. Range is doubled to '10', and Fire Defense Factor is raised to '2', since they are assumed to be in skirmish order.
B. This represents D'Urban's Portuguese Dragoons Brigade attacking the leading elements of the French column. They are placed here for convenience. They do not fire or move in the first game turn, but take part in the subsequent shock attack phase.

The action so far
Marmont, commanding the French, attempted to extend his left in order to outflank the Anglo-Portuguese and cut them off from the river. His orders were unexpertly carried out, and Thomiere's Division advanced so far that it became cut off from the main French army.Wellington, seizing the chance dispatched Pakenham's 3rd Division, with two batteries of field artillery, and two brigades of cavalry in support to destroy Thomiere's Division and seize the left of the French position i.e. the ridge along which Thomiere was advancing. At 250 yards from the French, Pakenham deployed his men in line in echelon of brigades, and d'Urban's dragoon brigade attacked the head of the French column which had no skirmishers deployed. The British artillery were already deployed and firing in support. It is at this point that we join the action.

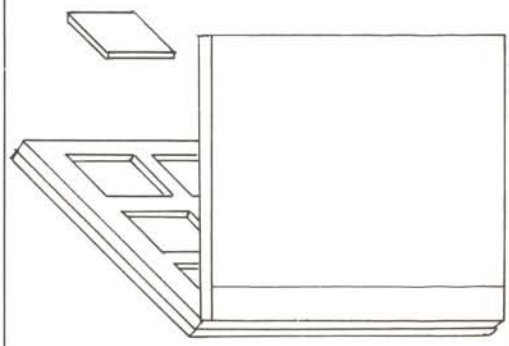
Victory Conditions
French: Must hold all the N.E. ridge from the N. map edge on game turn 12.
Anglo-Portuguese: Outright Victory: must hold all the N.E. ridge to the N. map edge on game turn 12. Limited Victory: must hold part of the N.E. ridge and have destroyed at least 30 French attack points on game turn 12.

Game Length
12 Game Turns.

GAMER'S TIPS

When I receive my folio games I like to file them so as to stop them cluttering up my room. The problem here is 'what to do with the counters as they do not lend themselves easily to filing. Eventually I came up with the following idea:

All that is needed is a sheet of card twice the size of the counter sheet. This is then cut into half giving two pieces of the same size as the counter sheet. All the counters are punched out of the counter sheet and the remaining frame is stuck to one of the two pieces of card. The other piece of card is laid on top of the counter sheet and is stuck along one edge with some kind of tape to make a folder. The inside edge could also be treated in some way taking care not to cover the spaces in the frame, to give the fold extra strength. For this part I use a very wide piece of masking tape.



After all this has been done it only remains to replace the counters. This is usually a very fiddly business for the first time. What I usually do is cut the small pieces of card sticking out from the counter, which gives a kind of octagonal shape. The pieces will then fit quite easily. Sometimes you will find that they will not fit in flat and the only thing to do here is carefully shave off a small piece of card from one of the side edges.

After all the pieces have been replaced the folder is closed and some type of band is used to keep it tight.

Trevor Brown

Continued from page 2

To state the facts boldly, if we import 200 games from SPI, we start making a profit after the first 100 have been sold. If we print 3000 games we do not start making a profit until we have sold 1200 games. 1200 copies of a single title may not sound much, but when one bears in mind the fact that our best selling title to date has only sold 550 units in 5 months then perhaps you can appreciate the giant step that we are trying to take.

Contrary to opinions expressed by members of the 'Green Cheese Brigade', SPUK does not have access to unlimited funds, the hard facts are that we must sell 1200 copies of each title printed within 3 months of delivery or forget about printing altogether.

Those are the facts and that is why I say the expansion of our print programme is in your hands entirely.

In S&T 54, SPI offered a free copy of Strike Force to all US subscribers. We have had several requests for this game, regrettably SPI are not in a position to extend this offer to UK subscribers. We at SPUK have seen this game and quite frankly you are not missing out on anything.

It was mentioned in Phoenix 1 that we were in the process of forming a limited company. After a certain amount of discussion it has been decided that we should continue to trade as Simulations Publications UK thus avoiding the confusion of a name change.

For some reason yet to be established, Moves 26, which was packed and ready to leave SPI on May 30th did not get on board a ship until June 17th, needless to say this will not be in the hands of subscibers on time. For this I do apologise, I am equally sorry that I cannot offer an explanation for the delay stateside.

Happily Strategy & Tactics continues to come over on schedule, issue 57 should leave our premises on Sept 20th at the latest barring any problems.

Finally, details of our games orgy, revoltingly christened SPUKORGY '76, are given on the magazine insert, hope to see you there.

Malcolm Watson

PS Last date for those Phoenix and S&T UK feedbacks is August 31st 1976.

Announcing Herald

Herald is intended to be a non-profit making privately produced magazine. It's aim will be to report in an informal and friendly manner on games of 'Postal KINGMAKER'.

For further information and postal rules, which are 15 pence (post free) contact Robin Hood, 103 Oxford Gardens, London W10 6NF (His merry men will be happy to service you. Sheriff of Nottingham not withstanding....!)

Feedback

Phoenix No 2 Published August/September 1976

How to use the Feedback Response Card: After you've finished reading this issue of Phoenix, please read the Feedback questions below, and give us your answer/numbers on the card in the response boxes which correspond to each question number. See insert for card.

Please be sure to answer all the questions (but do not write anything in the box for question-numbers labelled "no question"). Incompletely filled-out cards cannot be processed.

What the numbers mean: When answering questions, "0" always means NO OPINION or NOT APPLICABLE. When the question is a "yes or no" question, "1" means YES, and "2" means NO. When the question is a rating question, "1" is the WORST rating, "9" is the BEST rating; "5" is an AVERAGE rating; and all numbers in-between express various shades of approval or disapproval.

Will you purchase a copy of the following non-SPI Games if we make them available. The game title is given first followed by either a brief description of the game or a reference indicating where such a description can be found (e.g. ST55,P 18 indicates a review can be found on page 18 of Strategy & Tactics issue 55)

1. Shenandoah/ST54, P17
2. 1815/ST56, P21
3. Port Arthur/ST56, P21
4. Tsushima/ST56, P21
5. Siege of Port Arthur/ST55, P18
6. VIVA!/ST55, P18
7. The March on India 1944/ST55, P18
8. Nuclear Destruction/ST55, P18
9. Jerusalem!/ST54, P17
10. Ancient Conquests/ST54, P17
11. Formalhaut - 11/ST54, P17
12. The Fall of Bataan/ST53, P19
13. Marine/ST53, P19
14. Empire of the Petal Throne/ST53, P19
15. La Bataille de la Moskowa/ST53, P19
16. Airforce — Si-move tactical aerial combat WW2. Scenarios include V-1 solitaire game, low level missions, bomber formations, night fighting plus dog-fights featuring over 20 different fighter types. Components include 6 geomorphic mapboards, 225 counters,movement pad, airplane data cards plus rules.
17. Custer's Last Stand — covers the battle of the Little Bighorn, counter mix contains units for US Army leaders, cavalry, infantry, artillery, gatling guns, pack mules, scouts and runners. For the indians, subtribes of Sioux, Arappaho, and Cheyene are represented by counters identified by the names of their chiefs. 22"x28" map, 120 counters (boxed).
18. Submarine — Tactical level submarine warfare 1939-45, Si-move. Scenarios range from a solitaire game (lone sub attacks 12 ship convoy) to massive campaign and multi-player games. Counters supplied depict corvettes, frigates, destroyers and submarines of the British, American, Japanese and German navies amongst others. 44"x28" mapboard, 240 counters.
19. Their Finest Hour — the latest in the GDW Europa series covers the Battle of Britain and Seelowe. We have not yet received full details on this game.
20. Cromwell — strategic game of the (first) English Civil War 1642-46 by Simulations Design Corp. Full details not to hand.
21. Khalkin-Gol — confrontation between Japan and Russia, July 1939. By Simulations Design Corp. 17"x30" Playing suface, die cut counters.
22. Battle for Hue— the fight for that city Jan-March 1968. Die cut counters representing USMC, ARVN, NVA, and VC units. 19"x26" playing surface. A Simulations Design Corp game.
23. Schutzthruppe/ST51, P18.
24. Dungeon & Dragons — rules for fantastic medieval wargames, campaigns playable with paper pencil and miniature figures.NB This is not a board game as such.
25. The Spanish Civil War — Strategic game by Jagdpanther Publications. 21"x29" mapsheet covering the Iberian Peninsular, 360 counters representing Morrocan, Italian, Condor Legion, International Brigade, Basque, Allied Expeditionary Force and Anarchist Troops.
26. Anvil-Dragoon — A regimental/brigade level simulation of the invasion of Southern France in August 1944. 16"x24" mapsheet, 282 counters.
27. Tunnels & Trolls — rules for fantasy game, similar to Dungeons and Dragons, not a boardgame.

Will you purchase a copy of the following games if we print in the UK and make them available through a special offer similar to that given on the first print run.

28. Foxbat and Phantom
29. Mech War '77
30. NATO
31. Panzer '44
32. Sniper
33. Sorcerer
34. Starforce
35. WWII
36. WWIII
37. Modern Battle Quads
38. Napoleon at War Quads
39. West Wall Quads

The following questions are aimed at heading Phoenix in the correct direction.

40. Based on the first two issues, would you subscribe to Phoenix.
41. If yes, would you do so on (1) merit or (2) because you feel you should support a UK oriented boardgames magazine?

Did you feel that the physical quality of the following components from our first print run were "1" lower than SPI standard, "2" level with SPI standards, "3" higher than SPI standards, "4" did not purchase and therefore can not comment.

42. Normandy map
43. Normandy counters
44. Normandy frontsheet
45. Seelowe map
46. Seelowe counters
47. Seelowe frontsheet
48. Sinai map
49. Sinai counters
50. Sinai frontsheet

If in any of the above you consider the quality fell below SPI standards please give specific criticism on the rear of your feedback card.

Boardgame Club Contacts

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Ian Wooler 16 Harcourt Road, Dorney Reach, Maidenhead, Berks SL6 0DU. Tel Maidenhead 25039

C G Luke 'Cathay', Polmear, Par, Cornwall.

Peter Swinburne 87 Lavernock Road, Penarth. Tel 707400.

Barry Sheridan 75a Hamlet Court Road, Westcliffe on Sea, Essex.

GW Fabron(Sec Croydon Wargames Group) 95 Churchill Road, South Croydon, Surrey CR2 6HF.

R B Walker(Sec South Wales Wargames Federation) 10 Wildbrook Close, Taibach, Port Talbot, W. Glamorgan. Tel Port Talbot 87954.