

DEPLOYMENT

Test Series Games

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DEPLOYMENT

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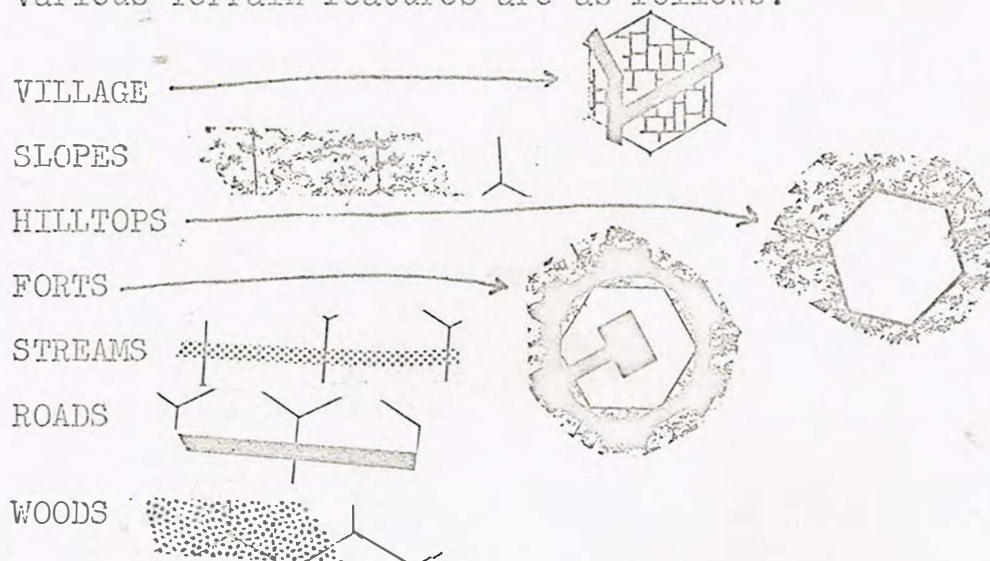
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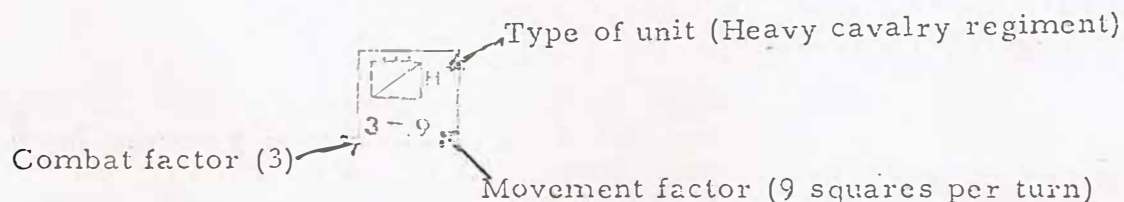
THE MAPBOARD

The mapboard shows the area in which a late 18th century or early 19th century battle may have taken place. Over the map a hexagonal grid has been placed so as to determine distance and position. Hereafter these hexagons will be called squares. Various Terrain features are as follows:



THE UNIT COUNTERS

There are three basic types of units: Infantry, cavalry and artillery. Infantry units have two shapes so as to visually distinguish whether the infantry unit is in Line formation or whether it is in column formation.



COMBAT FACTOR: The units ability to engage in combat.

MOVEMENT FACTOR: The units ability to move.

RANGE: The number of squares over which a unit may apply its combat factor for example: a unit with a range of 12 and a combat factor of 3 may apply a combat factor of three over a distance of 12 squares.

PREPARE FOR PLAY

1. The players decide upon the type and size of each sides army together. This may be done by choosing one of the various set-ups suggested at the end of the rules or by simple joint decision by the players.
2. Having decided upon the armies the players then have the option as to where to set their troops up. The players have three choices:
 - a. Both players enter through roads on opposite sides of the the board.
 - b. One player sets his troops up on the board while the other player enters from one of the sides.
 - c. Both players start the game on the mapboard behind predetermine lines.
3. Having decided upon on the initial set up both players sit on opposite sides of the map and play starts.

HOW TO MOVE UNITS

1. In any movement portion of a players turn he may move all his units or none of them.
2. You may not move over enemy units.
3. You control only the square (s) that your unit rests on.
4. The movement factor of each unit is given in terms of his movement across clear terrain.
5. The effect of terrain on movement is as follows.
 - a. Slopes: costs 3 movement factors (MF)
 - b. Hilltops: no effect treat as open terrain
 - c. Open terrain: no effect
 - d. Roads and Towns: may double MF when moving onto these squares.
 - e. Rivers and streams: Costs three MF to move into
 - f. Artillery may not enter the forests. For other units the cost is three movement factors.
6. When infantry is in line the unit may not move into forests. Otherwise the unit may always move at least one square.
7. You may move past enemy units without any special penalty.

HOW TO HAVE COMBAT

1. After the movement portion of a players turn he may engage in combat.
2. The moving player may fight as many battles as he can.
3. No unit may attack more than once.
4. A unit may be attacked more than once in the combat portion of a turn.
5. Odds are determined by placing the attacker's combat factor first and the defenders combat factor second and then reducing downward till one of the odds shown on the combat results table is produced. All fractions are reduced in favor of the defender. For example 29 to 10 reduced is 2 to 1.
6. When artillery units fire on units in column (infantry) the attack ability of the artillery is doubled.

7. Cavalry may attack only by charging. To charge the Cavalry unit must move at least 3 squares in a straight line.
8. Cavalry may not attack units in the fort except when storming the gate.
9. All units defending inside the fort are tripled when attacked from outside the fort. (See Fortress rules).
10. Artillery units on a hilltop have their range increased by 50% when firing with the combat factor of their longest range. Thus, an artillery unit with a range of 12 squares as its longest range may fire 18 squares when firing from a hilltop.
11. Artillery unit may only fire in the direction of their counter. See diagram to determine angle of fire.

Diagram is on the back of the combat results table.

12. Artillery units with a range of 11 or less may not fire over their own or other troops except when on a hilltop. Artillery units with a range of 12 or greater are howitzers and do not have to fire in line of sight. Naturally all artillery with a range of 11 or less can not fire over woods, villages, hills etc.
13. When infantry units defend in line they use the highest combat factor that they have.
14. Infantry that are in column have a defense factor of 1.
15. Cavalry have a defense factor of 1.
16. Artillery have a defense factor of 1 when attacked from behind or from a side in which they can not fire. When attacked from the front (a side into which they can fire) they use the combat factor of their shortest range for defense.

If
attacked from both front and rear treat as a rear attack (defense factor of 1).

AFFECT OF TERRAIN ON COMBAT AND MOVEMENT

Terrain may increase the defense factor of a defending unit under certain conditions, Terrain may also limit movement and restrict entrance to special types of units. The affects are as follows:

ROADS: All units are allowed to move twice as far on the roads then their movement factor allows. For example: if a unit has a movement factor of 11 it may move 22 squares on the road. Of course if the unit decides to move part on the road and part off the road then it may double the movement factor of that portion of his movement factor spent on the road only.

VILLAGE: All defenders are doubled; infantry may not enter when in line.

SLOPES: All movement into a slope square costs 3 movement factors unless done on a road.

4
WOODS: Only infantry and cavalry are allowed in woods. All movement costs 3 movement factors.

STREAMS: All units that are attacked by infantry or cavalry on streams are doubled for defense. To be doubled all attackers must be on squares with streams running through two sides of the square. All units moving across a stream lose 3 movement factors.

HILLTOPS: All units on a hilltop are tripled when attacked from slope squares. See Combat #10.

ROUTINE OF PLAY

1. Player 'A' moves all units he wishes.
2. Player 'A' resolves all combat that he wishes.
3. Player 'B' moves all the units he wishes.
4. Player 'B' resolves all combats that he wishes.
5. Either player marks off the completion of one complete turn.

STACKING

1. You may not have more than one infantry unit in line on a square.
2. You may have up to three units high per square unless they are infantry in line, in which case you may not have more than one unit per square.
3. When units are stacked only one unit may attack. The exception being artillery which are allowed to attack regardless of stacking. When attacked, the defense factor of all defenders combined is one with the exception of artillery and line infantry attacked head on.

THE FORT

1. All units defending inside the fort are tripled.
2. Only infantry may attempt to storm the fort. To do this the opposite side must attack or move across the walls of the fort.
3. Cavalry may attempt to storm the gate of the fort only.
4. The fort may be attacked by infantry in line only.
5. Artillery may fire on the fort's defender who is always tripled.
6. Units defending the fort must be in column.

FORMATION CHANGES

It takes one turn to convert from line to column or column to line. In the turn that the conversion is made no other function may be employed (no movement, no attacking).

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HOW TO WIN (VICTORY?)

The battles recreated in DEPLOYMENT are actually only small portions of much larger engagements. Thus we can not apply the same criteria for victory to these smaller conflicts as we would to the larger ones of which they would be a part.

But "victory" must be reflected in some way. It is an obvious part of the game that each side is striving to destroy the other's units. It is the ability to do this, in a game such as DEPLOYMENT, which is an accurate reflection of the player's skill. And this is the basis for our "victory conditions".

Victory is based on a point system. Each unit had a value. These values are shown below:

EACH INFANTRY UNIT	1 point
EACH ARTILLERY UNIT	4 points
EACH CAVALRY UNIT	4 points

For each enemy unit you eliminate in the course of the game you gain the number of points indicated above.

To gain a victory you must obtain at least twice as many points as your opponent.

At any point in the game you may take your forces off the board. In this case you may ONLY use the road exit circled and with your color written next to it (shown on the Game Situation maps). If an enemy unit blocks the way you must either destroy it before proceeding or remain on the board.

If neither side gets twice as many points as its opponent the game is a draw.

Normally, a game should last no more than ten turns, although you may make this longer if you wish.

	TIME RECORD					
Turn	G	A	M	E		
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

DEPLOYMENT

ORDERS OF BATTLE

The following orders of battle are based upon the "mix" of opposing forces that were present at the actual battles indicated. These OB's by no means recreate the historical battle, what they DO attempt to do is recreate the tactical atmosphere of the battle and the period in which it was fought. This is the purpose of DEPLOYMENT. To recreate the actual battles on the same scale that DEPLOYMENT is played would require enormously enlarged playing boards. All we are concerned with is tactics.

ORDERS OF BATTLE

	Leuthen (1757)	Valmy (1792)	Jena (1806)	Wagram (1809)	Waterloo (1815)	(Red/Blue forces)
Guards	4/0	4 /0	0 /4	4 /4	4 /4	INFANTRY
Prussian	12/0	4 /0	16/0	0 /0	8 /0	
Conscript	0/0	0 /16	0 /8	0 /8	0 /8	
Regular	0 /16	8 /4	0 /8	12/8	8 /8	
12 pounder	0 /1	1 /2	2 /4	2 /4	2 /4	
8 pounder	2 /1	2 /2	4 /2	4 /2	4 /2	ARTILLERY
4 pounder	2 /3	1 /2	2 /4	2 /4	2 /4	
Howitzer	0 /0	0 /0	0 /0	0 /0	2 /0	CAVALRY
Heavy Cavalry	2 /2	2 /1	2 /2	2 /2	4 /2	
Light Cavalry	2 /2	2 /1	2 /2	2 /2	2 /2	

HOW TO SET UP UNITS

There are, in addition to the various orders of battle, four GAME SITUATIONS . These four maps show you various ways of setting up your units on the playing board. Each of them can be used with any of the OB's above and provide interesting tactical situations.

SUGGESTED GAME SET UPS

JENA OB/Game Situation 4
WAGRAM OB/Game Situation 3
LEUTHEN OB/Game Situation 1
VALMY OB/Game Situation 2

With the given OB's and Game Situations there are 20 different games you can play. One of them you will probably find more appealing than the others. But it's up to you to play them until you find "yours".

Use your imagination. Invent new OB's and Game Situations. If you come up with something you consider particularly outstanding send it into us and perhaps we can include it in subsequent editions of DEPLOYMENT.

DEPLOYMENT COMBAT RESULTS TABLE

	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1
1	0	0	0	0	x	x	x	x	x	x	x	A
2		0	0	0	0	0	x	x	x	x	x	U
3			0	0	0	0	0	0	x	x	x	T
4				0	0	0	0	0	0	x	x	O
5						0	0	0	0	0	x	E
6								0	0	0	0	L

0=the defending unit is dispersed (turned upside down) and may not be turned right side up until the end of the defending player's next movement turn. If an 0 is rolled when a unit is already upside down that unit is destroyed.

x=the unit is destroyed

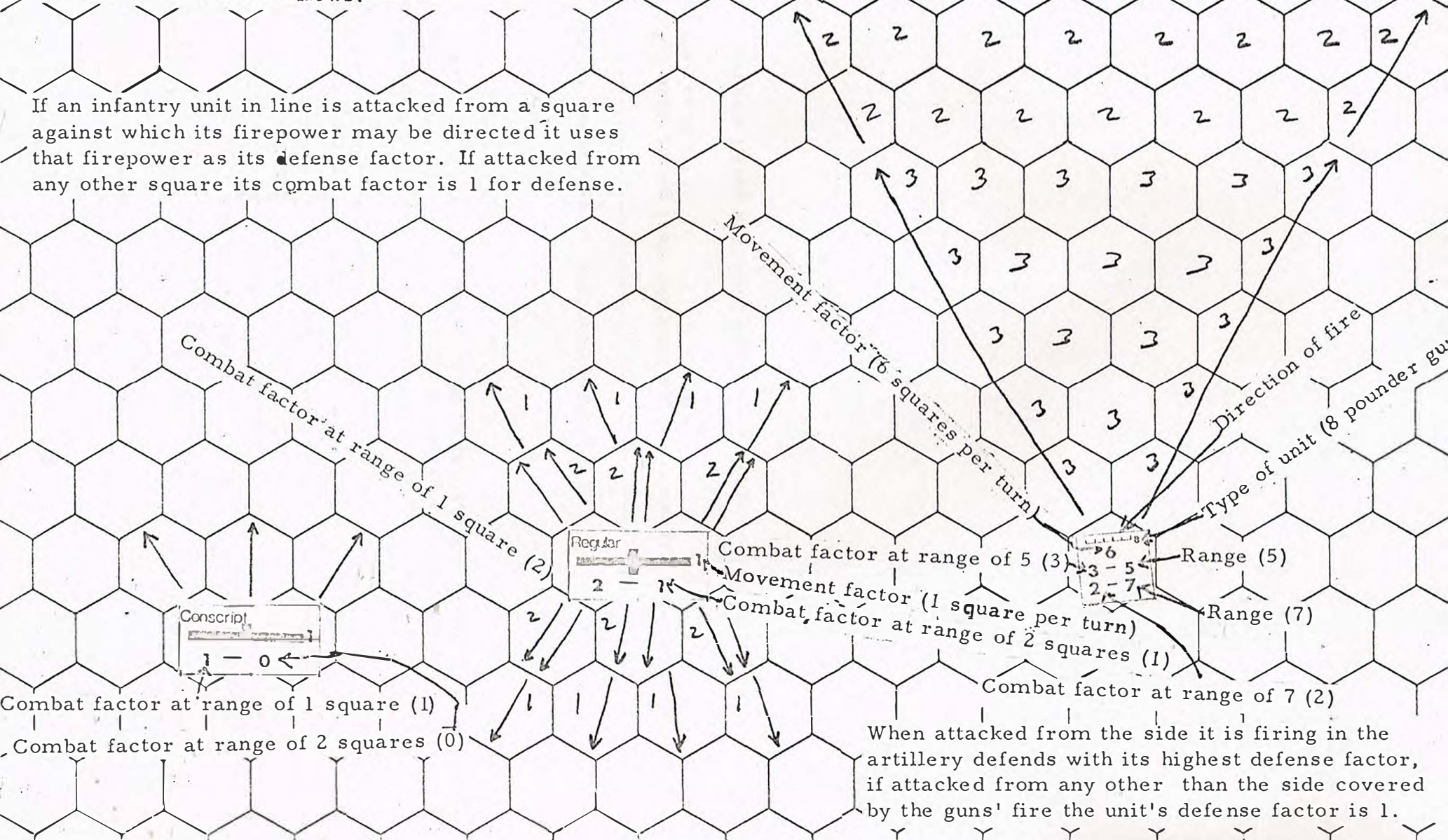
AUTOEL=the unit is destroyed without rolling the die

ARTILLERY units firing from hill tops half their ranges increased by one half (you lose the fraction)

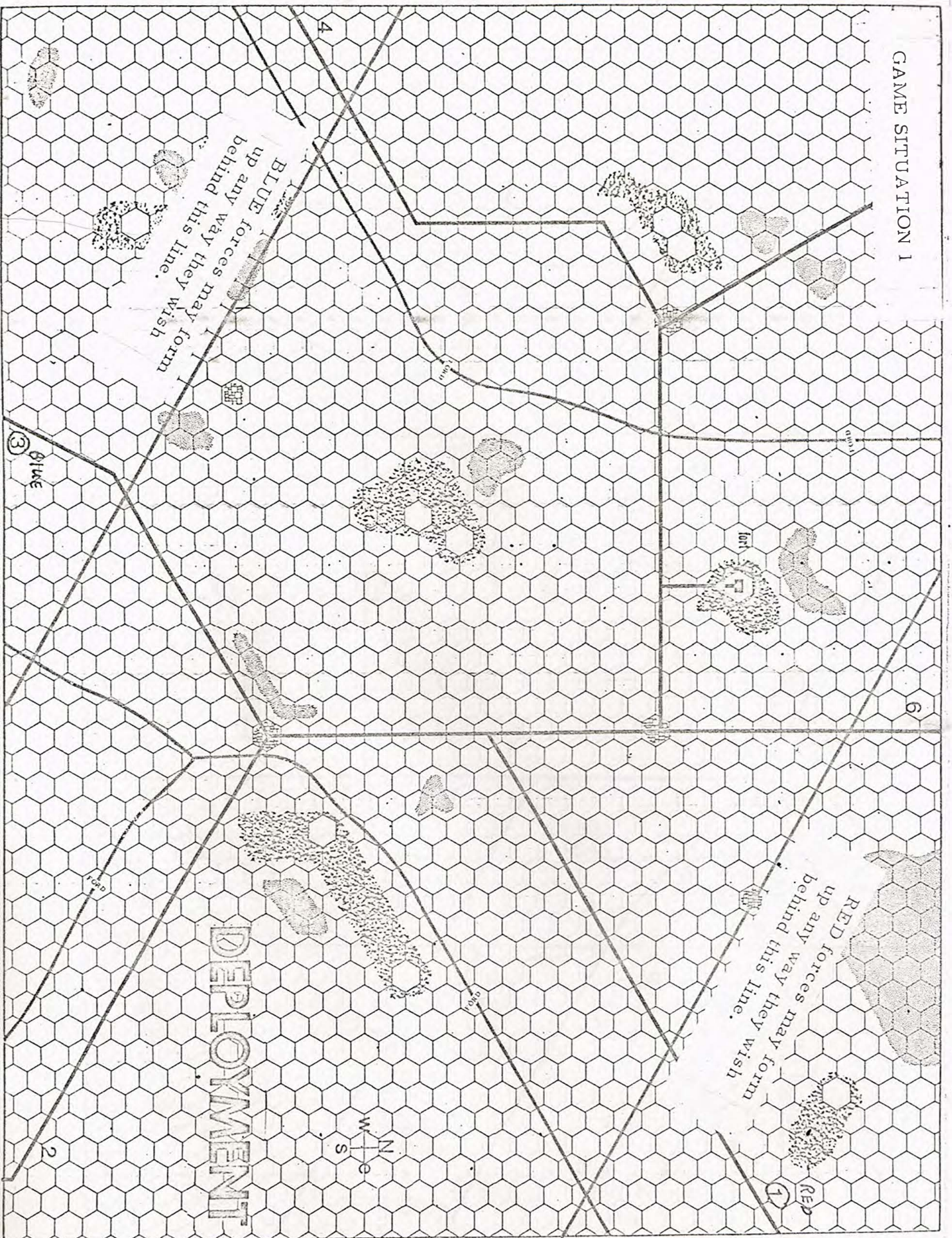
ARTILLERY units firing at infantry units in column double their combat factor.

When units in line are moving, no portion of the unit may move more squares in a turn than the movement factor allows.

If an infantry unit in line is attacked from a square against which its firepower may be directed it uses that firepower as its defense factor. If attacked from any other square its combat factor is 1 for defense.



GAME SITUATION 1



GAME SITUATION 2

RED forces may form up any way they wish behind this line.

BLUE forces may form up any way they wish behind this line.

DEPLOYMENT

RED forces may form
up any way they wish
behind this line.

BLUE forces may form
up any way they wish
behind this line.

DEPLOYMENT

BLU
①

RE
④

GAME SITUATION 3

BLUE forces may form
up any way they wish
OUTSIDE of the box.

RED forces may form
up any way they wish
INSIDE the box.

BLUE

④

RED ①

N
w e
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DEPLOYMENT

3

6

2

GAME SITUATION 4

6

fort

BLUE

1

RED forces may form up
any way they wish behind
this line.

ALL BLUE forces may
come in on either road
exits 1, 2 or 6 (only one
may be used).

RED

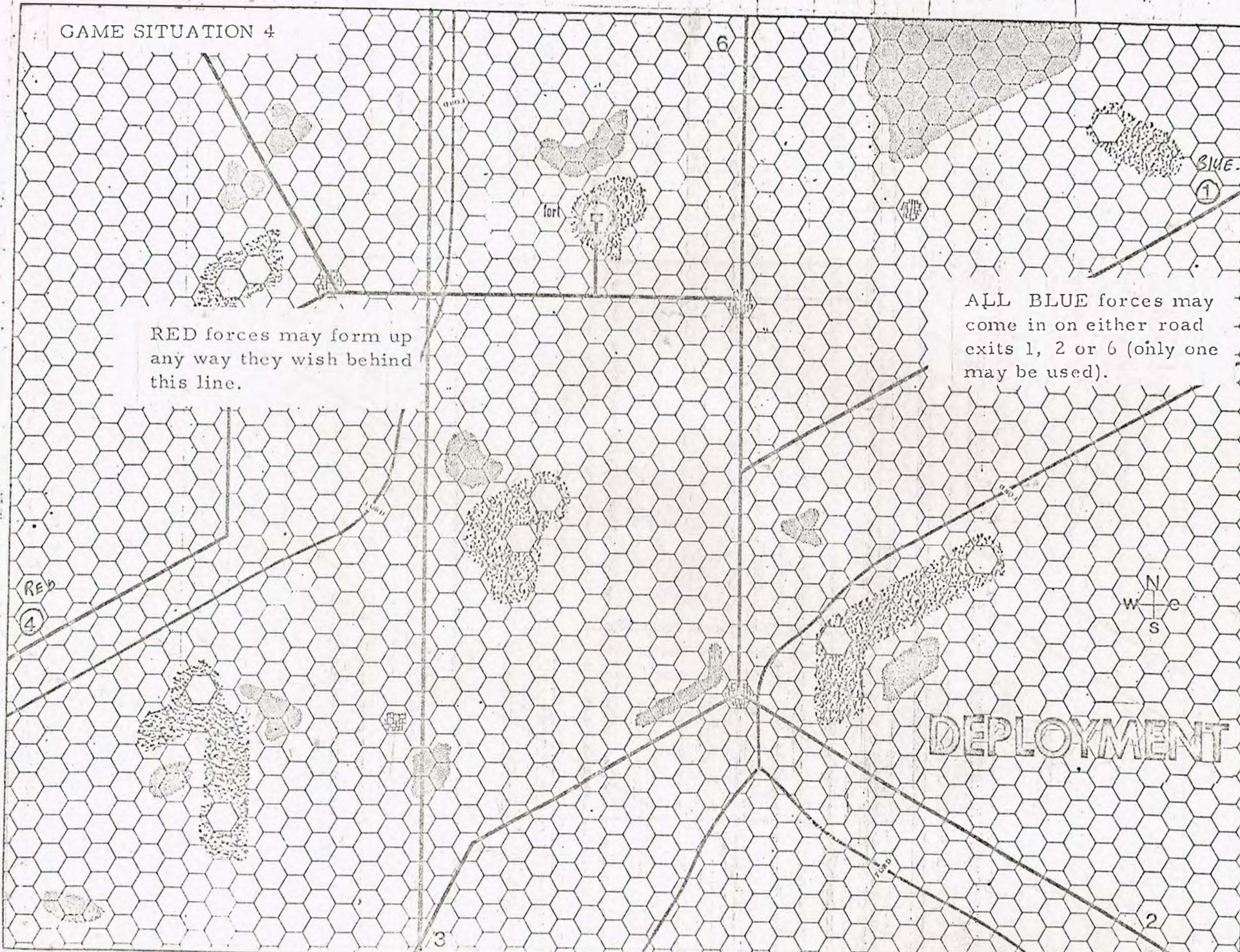
4

N
W E
S

DEPLOYMENT

3

2



RED

<div data-bbox="86 99 284 203"> </div> <div data-bbox="316 140 737 211"> Guard Infantry Battalion deployed in line formation </div>	<div data-bbox="810 99 912 203"> </div> <div data-bbox="960 140 1455 211"> Guard Infantry Battalion deployed in column formation </div>
<div data-bbox="86 306 284 410"> </div> <div data-bbox="316 327 721 397"> Prussian Infantry Battalion Deployed in line formation </div>	<div data-bbox="810 306 912 410"> </div> <div data-bbox="954 327 1455 397"> Prussian Infantry Battalion deployed in column formation </div>
<div data-bbox="86 886 284 990"> </div> <div data-bbox="316 928 721 998"> Regular Infantry Battalion deployed in line formation </div>	<div data-bbox="810 886 912 990"> </div> <div data-bbox="970 928 1455 998"> Regular Infantry Battalion deployed in column formation </div>
<div data-bbox="86 1466 178 1570"> </div> <div data-bbox="76 1591 226 1661"> Howitzer Battalion </div>	<div data-bbox="322 1466 414 1570"> </div> <div data-bbox="370 1591 753 1620"> 8 pounder gun battalion </div>
<div data-bbox="86 1715 162 1819"> </div> <div data-bbox="76 1819 450 1848"> 4 pounder gun battalion </div>	<div data-bbox="466 1715 558 1819"> </div> <div data-bbox="466 1819 699 1868"> 12 pounder gun battalion </div>
<div data-bbox="810 1466 903 1570"> </div> <div data-bbox="922 1487 1161 1558"> Heavy Cavalry regiment </div>	<div data-bbox="1193 1466 1286 1570"> </div> <div data-bbox="1311 1487 1519 1558"> Light Caval- ry regiment </div>

BLUE

	<p>Guard Infantry battalion deployed in line formation.</p>		<p>Guard Infantry battalion deployed in column formation.</p>
	<p>Conscript Infantry battalion deployed in line formation.</p>		<p>Conscript Infantry battalion deployed in column formation.</p>
	<p>Regular Infantry battalion deployed in line formation.</p>		<p>Regular infantry battalion deployed in column formation.</p>
	<p>12 lb gun battal- ion</p>		<p>4 lb gun battalion</p>
	<p>8 lb gun battalion</p>		<p>Heavy Cavalry Regiment</p>
			<p>Light Cavalry Regiment</p>

DEPLOYMENT was originally called TACTICAL GAME 16. Its purpose is to show the use and development of small unit tactics during the "flintlock musket" period of warfare (roughly from 1670 to 1840). The centerpiece of this period was, of course, the flintlock musket, its capabilities and how it was used or misused as it had its effect on tactics and warfare in general.

The flintlock was the first "modern" firearm. Men armed with it could defeat those armed with any previously developed weapon. It revolutionized warfare and caused an entirely new tactical doctrine to be developed. This new doctrine rested on two somewhat contradictory performance aspects of the musket. First, there was the fact that the lead ball fired from the flintlock could kill a man at ranges of up to a hundred or two hundred yards. The second was the fact that, although the weapon was light enough to be handled by one man and could produce two or more shots a minute these individual shots were not very accurate. Thus, basically, you had an easily handled and lethal long range weapon which was not accurate. Unless, unless you had masses of men firing the weapon all at once at other masses of men. Following through on this there was the need to get as many of these weapons into action at one time as possible. Previously tactics had rested on thick columns of men wielding long spears and swords as well as armored horsemen also armed with spears and swords. You gained little advantage by arming thick columns of men with firearms if only those in the front could use them. In other words, a thin line of men with muskets could destroy a thick column of men with spears (or muskets) before the thin line could even be reached. Another problem, of course, was that it was far easier to maneuver columns of men than when they were formed into thin line (two to four men deep). Quite obviously, it was a whole new ballgame. As we shall see, some leaders went overboard in accommodating the characteristics of the new weapon.

The Prussians carried the use of the "line of musketeers" to its logical conclusion. The "goose step" was invented to keep the new infantryman's mind on the complicated maneuvers he must carry out while bringing to bear the greatest concentration of firepower. To do this, however, the maneuvers were, of necessity, slow. But the period of the early and middle 18th century was one of "slow" warfare. The troops were all long-term professionals and their employers were reluctant to see such expensively trained individuals killed in large numbers. No one stopped to think of what would happen if the charging column were combined with the firing line. During the later half of the 18th century many Frenchmen did muse on this possibility. Finally, such a body of tactics were developed and adopted by the Royal French Army in 1791 (the Ordinance of 1791) just as the French monarchy fell to forces of the French republican revolution. This "Ordinance" (or tactical manual) was used throughout the

period of the Napoleonic wars and are usually called "Napoleonic" tactics although Napoleon had nothing to do with developing them. Napoleon's chief asset was his ability to bring together (in the strategic sense) enough troops in the right place at the right time to make victory almost a forgone conclusion. He was also a brilliant tactical commander, but he could not be everywhere at once. The tactics all of his troops used had to be good in themselves. And they were. They placed less emphasis on the use of firing line tactics and more on the rapid movement of columns. The firing line was still important, particularly against cavalry charges. But against enemy firing lines the column (or masses of columns) was more

effective. The firing line was basically a defensive formation. It had very poor mobility. In the game you can easily see this. Prussian infantry in line is quite effective, but it can be outmaneuvered and smashed by the more mobile French (BLUE) columns.

The game contains the "building blocks" of the armies of the musket period. These were the INFANTRY BATTALION of between 400 and 800 men, the CAVALRY REGIMENT of about 1,000 men and the ARTILLERY BATTALION of, in this game, about sixteen guns. Each had certain characteristics and their effectiveness varied in relation to how they themselves were used as well as how they were used with other elements of the army.

The game does not allow you to refight any of the great battles of the period. The scale of the game is too small. Most of the OB's given in the game give each side no more than fifteen to twenty thousand men each. Each hexagon on the board equals only one hundred meters. But there is still plenty of room in the game to experiment with historical situations. After all, the largest of battles is composed of numerous smaller ones.

OTHER GAMES IN THE TACTICAL GAME SERIES

TACTICAL GAME	1	FRANCE, 1944
	2	NORTH AFRICA, 1941
	3	RUSSIA, 1944
	4	FRANCE, 1940
	5	RUSSIA, 1941
	6	NORTH AFRICA, 1943
	7	KOREA, 1950
	8	EUROPE, 1967
	9	EUROPE, 1917
	10	EUROPE, 1800 (DEPLOYMENT)
	11	VIETNAM, 1968
	12	USA, 1863
	13	ROME, 80BC
	14	EUROPE, 1200
	15	EUROPE, 1600
	17	USA, 1778
	18	GREECE, 300BC
	19	EUROPE, 1914
	20	ITALY, 1944
	21	SINAI, 1967

As of November, 1969 only games 2 and 10 have been published. The publication of the others depends on which are the more popular. Let us know what your choice is.

TEST SERIES GAMES

You have just bought a game. We think it's a good one. By filling out the enclosed questionnaire you can let us know how you feel about it.

When you purchased a Test Series Game you became a part of a very select group, which is why you don't get a full color board, die cut rules and professionally "finished" components (not to mention a full color box). In order to produce a game such as you would purchase in stores would require ten to fifteen thousand dollars in initial (pre-publication) costs as well as first year sales of at least 10,000 copies just to break even. Games are sold to retail stores at about half the price you pay for them. A regular game company also has to pay regular salaries, rent and so forth. In addition you must build up a distribution system in order to achieve adequate first year sales (or else go out of business). But the Test Series games are intended to be games, first, and secondly to get into the hands of those who play the games but are not content to await the one historical game a year currently available from such companies as Avalon Hill.

To start the Test Series Games we didn't expect to sell more than a few hundred copies of each, and we priced the games accordingly. As more people purchase the games we can afford to increase the physical quality accordingly. For the present we spend most of our efforts (physical and financial) on the most important element: good, playable games.

The people who design the Test Series Games are the same people who design the games you purchase in stores. We do, of course, check out any interesting game that comes along no matter what the "track record" of the designer might have been. At present no more than one, or two, historical games are published each year. The designers of these games turn out many more than that. It is the purpose of Test Series Games to select the most promising ones and get as many of them as possible into the hands of the gamers. This does not mean that the Test Series Game you purchase will not eventually see publication by one of the regular publishers. By publishing a limited number of copies of a particular game the market for that game is not "spoiled" yet many more people get to play it than would be the case with a conventional playtest. You may eventually see some of the Test Series Games published by one of the regular publishers, such as Avalon Hill. You can speed up the process by writing the publishers such as Avalon Hill and letting them know how you feel. Meanwhile, we will endeavor to turn out as many additional titles as possible.

We would appreciate hearing from you concerning your reaction to the Test Series Game: Write to POULTRON PRESS, BOX 4267, LONG ISLAND CITY, NY 11104.

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Read this questionnaire over a few times so that you have a pretty good idea of what sort of information it is trying to obtain. Then play the game a few times until you have formed some sort of opinion about it. At that point you should fill out the questionnaire and send it in. We are extremely anxious to get these questionnaires filled out and returned to us. All those who return the questionnaire to us will be placed on the mailing list of those who will receive, free of charge, the future revisions to this game. This will, in most cases, consist of a new set of re-vised rules. In some cases you will receive revisions that will be available to no one else as we will often request you to playtest proposed revisions before they are published. Obviously, your cooperation will be most appreciated. We will send more questionnaires upon request. _____ A
NUMBER FROM 1-5 WILL ANSWER EACH QUESTION. PLACE NUMBER HERE _____

GENERAL OPINIONS:

How long do you feel a "good" game should last? 1=1 hour or less, 2=1-2 hrs, 3=3-4 hrs, 4=5-6 hrs, 5=7+ hrs _____

How long have you played AH type games? 1=1 yr or less, 2=1-2 yrs, 3=3-4 yrs, 4=5-6 yrs, 5=7+ yrs _____

How many AH type games do you own? 1=none, 2=1, 3=2-3, 4=4-5, 5=6+ _____

How often do you play AH games each month? 1=1 or less, 2=2-3, 3=4-5, 4=6-7, 5=8+ _____

Which of the following AH games comes closest to what you would consider the "ideal" AH game? 1=Afrika Korps, 2=Blitzkrieg, 3=1914, 4=Bulge, 5=Anzio _____

OPINIONS ON THIS GAME

How long did your first game take to play (total hours, from start to finish) _____

After the first game, how long did subsequent games take to play, on the average (in hours)? _____

Which side usually won in the games you played? _____

Rate the rules for clarity and comprehension on a scale of 1 (very clear) to 5 (couldn't understand). _____

Rate the game for "ease of Play" (how well the game "plays" mechanically) on a scale of 1 (moves very well) to 5 (just drags along). _____

(OVER)

Below is a list of previously published AH type games. We would like you to rate this game in comparison with each of the games listed below. Placing a 1 next to a game listed below means that you feel the game listed below was much superior, over-all, to the one you are evaluating for us. A 2 indicates that you feel the game listed below was just somewhat better than the one you are evaluating. A 3 indicates that you feel both games were about equal. A 4 means you feel that the game you are evaluating was a bit better than the one listed below while a 5 means that you feel the game you're evaluating was much superior to the game listed below. Place an X next to the game if you are not familiar enough with it to compare.

COMPARISON	GAME	RATING	Comments	on	Rating
	AFRIKA KORPS				
	BLITZKRIEG				
	BATTLE OF THE BULGE				
	D DAY				
	1914				
	JUTLAND				
	ANZIO				
	STALINGRAD				
	MIDWAY				
	BATTLE OF BRITAIN				
	CRETE				
	BARBAROSSA				
	LEIPZIG				
	WATERLOO				
	DEPLOYMENT				
	TACTICAL GAME 3				
	TANNENBERG				
	ITALY				
	NORMANDY				
	HANNIBAL				
	TRAFALGAR				
LIST BELOW ANY OTHER GAMES YOU FEEL SHOULD BE COMPARED					

YOUR AGE (IN YEARS) _____

YOUR EDUCATION (IN YEARS) _____

RETURN ALL QUESTIONNAIRES TO:

STRATEGY & TACTICS MAGAZINE

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