



WARFARE in the AGE of DISCOVERY

Created by the authors of one of the most popular rules sets in miniature wargaming, Warfare in the Age of Reason, comes this new set of Renaissance rules. As you will see in this review, some concepts will be familiar, while others represent the chaotic nature of battles in this period.

There are actually four periods the rules cover: First, the early renaissance period with Charles the Bold fighting the Swiss and the early Italian Wars. Second, the mid to late Italian Wars involving the Spanish. Third, the English Civil War, known in the rules as Warfare in the Age of Treason. Finally, the Thirty Years War which closes out the period

and leads to the rules Warfare in the Age of Reason. Generally, the rules apply to all four periods, with a special section for the later two periods which simulate the evolution of renaissance warfare.

The figure scale is 25:1 and is meant to be played with either 15mm or 25mm figures. There are too many base sizes to deal with in this review, but basically mounted troops are in two stands of three figures each or four stands of two figures each. Infantry vary from skirmishers based on four two figure stands up to Swiss with 21 figures on six bases to form a single unit. For those of you

wondering, yes, there are Spanish tercios in three sizes, going all the way up to over 100 figures per unit!

There are five basic scenarios based off of historical actions and they have a fairly innovative set up. All armies are divided into three forces, each under a general with a modifier of 1-6 for melee, morale, etc... The movement chart is then used to control the set up. (cont. on P2)



Early art depicting a renaissance battle.

SEVEN YEARS WAR CAMPAIGN ENDS

The Beyond the Salle campaign pitting the combined forces of Austria and France against the Prussians has ended in a Prussian victory.

The Allies, despite some initial successes in forcing back the Prussians, were

unable to prevent Frederick from consolidating his forces. There were several large battles in which the Prussians were barely able to hold off the Allies from seizing Leipzig. The Prussians then began a counter-offensive which forced the

Allies to withdraw from the region into winter quarters.

Anyone interested in the rules for the campaign or the monthly campaign newsletters can e-mail the editor at the address on the back page.

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Command Decision 3 Scenario Replay	4,5,6
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Special points of interest:

- Focus on Renaissance this issue.
- Several new DVD's out for historians.
- E-Groups is the site you need to get on.
- Command Decision 3 scenario & replay.
- Book and rule reviews
- Figure reviews
- Reviews of Gladiator and U-571

WARFARE in the AGE of DISCOVERY(cont.)

Once the armies are set up movement is determined by a chart and a die roll, leading to any of six possible movement sequences. Side A could move twice in a row, followed by Side B moving once, then A again, followed by B's last two forces. Charges are handled during the movement phase itself. Simple, but yet it creates uncertainty and requires careful planning.



Late Renaissance era battle with massive pike blocks in the center.

leads to some spectacular results that can crush an enemy or hardly affect them at all. While some

The two games we have tried the rules have worked out pretty well and quite enjoyable. We have seen Italian knights charge a Swiss pike block and survive, buying time for other units to reform(not recommended!). There have been pike duels which have lasted several turns and actions by light cavalry on the flanks. All in all, you can't beat the effect of seeing pikes on the tabletop and the colorfulness of the period cannot be denied.

Combat and morale are where the randomness of renaissance warfare really shows. All units have their weapons factors multiplied by the number of figures and then modified by a series of factors. A d6 is then rolled and a second d6 which designates up or down, leading to results ranging from -6 to +6. This

may not like the random nature of the results, it does tie into many of the battles I have read where strange things seemed to be consistent on Renaissance battlefields. Also, don't count on artillery to win battles for you. It is there for nuisance purposes and can force morale checks.

For those who love the medieval period with firearms thrown in, this is for you. It is hard finding resource material and figure availability varies, but the effort is well worth it. The authors are to be commended for their efforts and I look forward to a campaign supplement.

RENAISSANCE RESOURCES

You really have to look hard for useful material on this period. Here are several items I have found to help build armies for this period.

OSPREY

- Fornovo 1495 Campaign Series
- Pavia 1525 Campaign Series
- Granada 1492 Campaign Series

Swiss at War

Italian Medieval Armies

The Landsknechts

Various issues of Miniature Wargames have had many renaissance scenarios.

Wargames Illustrated occa-

sionally has scenarios and recently had two issues with full color 25mm flags for the period.

The Wargames Foundry website has excellent full color painted figures for reference.

Battlefields magazine has also had a scenario or two for the period. These are very well laid out and quite useful.

RENAISSANCE FIGURE AVAILABILITY

15mm

Museum Miniatures: Excellent sculpting and they have available Landsknechts along with baggage and artillery. Great Service.

Essex Miniatures: The most comprehensive range in this scale with well over 50 available packs. Great service through Wargames.

Tin Soldier: Cheap figures and good service, but they need serious work to even make them presentable.

Mirliton: Fantastic figures, but only the Italians are available.

Other Lines:

- Peter Pig
- Jacobite
- FreiKorps

25mm:

Wargames Foundry

Old Glory

Dixon



DAY of BATTLE

Medieval Rules by Chris Parker

After reading several favorable reviews of this set of rules I was fortunate to get a copy from the author via Ebay. DOB is certainly one of the more interesting sets of rules I have come across. The scale given is 25:1 with infantry mounted four figures to a stand and cavalry two to a stand. The rules are designed for 25mm, but there are conversions to 15mm and that scale would work well with the rules.

The rules are laid out in a unique style, with a medieval brother leading you through the various sections of the rules and an ongoing battle narrated throughout. The rules are fairly easy to follow, but finding the necessary sections in the middle of a battle could be a challenge. There is a game sheet at the end of the

rules to be photocopied which is a big help.

The most fascinating feature of the rules is that each player rolls up their commander before the battle. Individual leaders all have their own characteristics which influence how they will act on the battlefield. As the battle rages on, these



Early knights from one of the many religious orders.

individuals earn honor points by doing various deeds on the tabletop. Thus, your side may lose the battle, but your character may emerge as a hero. It certainly influences how you act on the battlefield and provides an interesting twist. These skills also define your command capability and how many units you can mover per turn.

The combat system is pretty good and morale is pretty straightforward. Overall, an interesting set of rules which we are going to definitely have to try a few times. The author has his own website and will gladly answer any questions that may arise.

STEEL INFERNO by Michael Reynolds

If you read most of the histories regarding the invasion of France in WWII, you will notice that close attention is paid to the invasion and the breakout. The period in between is shrouded in vagueness and you are led to believe that not much happened.

Michael Reynolds, a former NATO commander and historian dispels that myth in this excellent book. Focus-

ing on 1st SS Panzer Corps, he traces the history and battles leading up to the breakout. He goes day by day, giving the account of both sides and pieces together the operations after the invasion.

Most readers will be surprised

Most readers will be surprised at the sheer size of the battles.

at the sheer size of the battles and amount of combat that happened, from battalion sized probing actions to attacks by entire corps.

I found the book fascinating and it gave me an entirely different insight into the battles in and around the Normandy area.

NAGASHINO 1575: Slaughter at the Barricades Campaign 69

Another in the ever growing campaigns series from Osprey, this one focuses on the decisive battle of Nagashino. The famous samurai Oda Nobunaga was leading a relieving force to lift the siege of Nagashino castle by The Takeda clan. In a climactic battle outside of the castle, his system of field barricades successfully held off the suicidal cavalry charges of the enemy. The battle in many ways was an exact duplicate of Agincourt, just

replace the French knights with Takeda cavalry.

The book is up to Osprey's usual high standards, with great 3d terrain maps and a full synopsis of the campaign. The art is by newcomer Howard Gerrard, and while not the same style as previous Ospreys, it depicts an accurate view of samurai warfare. The 3d picture of the night assault on the castle is particularly

interesting and this book while. Anyone in samurai will definitely add this book library.



Samurai armor from the early sixteenth century.

makes worth-interested warfare have to their

CRUCIBLE of WAR: The Seven Years War and the Fate of Empire in British North America by Fred Anderson

Review by Jeff Miner

John Keegan has said that he hopes his books make meaningful academic contributions to the study of their subject matter while being enjoyed and understood by educated readers. Fred Anderson's *Crucible of War* falls squarely within this definition of a successful historical work. Mr. Anderson, who is a professor of history at the University of Colorado, boldly asserts the Seven Years War as a catalyst to insurrection in Britain's new world colonies. At the same time, he tells the incredible and varied stories and backgrounds of the individuals, places, and events involved in the war.

Mr. Anderson demonstrates the significance of the Seven Years War in the history of North America. He explains how the war planted the seeds of independence in the minds of the colonists, something that was not considered or even desirable prior to that time. Most importantly, the war went a long way toward ridding the colonies of the constant threat from the French and their native allies. At the end of the war, with the threat from their western and northern borders largely removed, the colonists were able to consider the possibility of severing ties with its mother land.

While addressing the world wide expanse of the war, Mr. Anderson's book is enjoyable because he focuses on the issues facing individuals and the distinct colonies. He paints a picture of the



Good depiction of what British soldiers would have looked like while serving in the Seven Years War in North America. As the book clearly states, it came as quite a shock not only to the generals, but the individual soldiers, when they first encountered this new type of warfare. Natives, both allied and hostile, coupled with the varying quality of the militia, made operations on the North American continent a difficult challenge to say the least for those trained for wars in Europe.

various factors bearing on the decisions to be made. In light of the political, diplomatic, and economic pressures being asserted by Britain, France, the Colonies, and the native tribes, it is easy to understand how North America could contribute to the rise of a world war. Amidst this rich background, men such as George III, Montcalm, and Wolfe, make decisions and take actions that had international and long lasting impact.

The book contains many excellent, contemporary illustrations, maps, portraits, and landscapes, most of which are part of the Clements Collection at the University of Michigan. Not only did the pictures make the book more understandable, but they were so inspiring that it would be well worth a trip to Ann Arbor

to see the university's outstanding collection of early American political and military works.

The book would be extremely helpful to wargamers seeking to gain a basic understanding of the Seven Years War in North America. It provides accounts of all of the major battles and many skirmishes. It discusses the nature of siege

warfare often employed and the difficulties faced by the European generals fighting for the first time with and against loosely trained militia and native allies. Orders of battle, however, are not provided in any detail. The book confirms what many wargamers like about the war, which is that most of the battles were fought between armies of sizes that are easily reduced to an average gaming table. Other gaming elements described by the book are the multitude of unit types and the diverse terrain upon which the battles were fought.

This book is available from finer bookstores or on the net at Amazon.com.

GLADIATOR

Certainly an early favorite for the Oscars this year and another hit for Dreamworks SKG. This 2 1/2 hour epic follows the path of Maximus, a Roman general who gets too popular through his victories and is sentenced to death by the new Caesar. After escaping that end, he is sold into slavery where he becomes a champion gladiator. Returning to Rome to fight in the arena, he plots his revenge upon the new Caesar.

The battle scenes are incredible and the gladiatorial combat is probably some of the best cinematography ever done. The sets are impressive and the storyline builds to a final conclusion that is worthy of being one of the best films ever.

I was very im-



Maximus fights against the undefeated gladiator champion in one of the film's most dramatic scenes.

pressed by the acting of Russell Crowe and the directing of Ridley Scott. This is a definite must when it comes out on DVD, which probably won't be until after the Oscars next spring. Highly recommended.

Certainly one of the most prolific wargame companies in the business, Wargames Foundry has expanded their American Civil War range. As we have come to expect, the range is quite extensive, with multiple heads, backpacks, weapons, and poses. The figures are sculpted in the traditional Foundry style, that is with excellent facial expressions and folds that make drybrushing easy.

The range is pretty complete and you should be able to create virtually any unit that fought on either side. The only drawback is price and Foundry has recently changed U.S. distributors. At \$1.40 per foot figure and up to \$4.20 per mounted figure, these figures will not work into every gamer's budget.

The new catalog, VICTORI-

ANA, is certainly one of the best I've ever seen. It covers all of their colonials, ACW, Franco-Prussian, World War One, and many other conflicts. The catalog not only shows photos of the figures, but also has uniform info, tactics, and army organization, along with scenario ideas and brief histories. This should set the standard for all future catalogs from any company.

Look for their army deals and new blister packaging that should be available soon if not already.



New Wargames Foundry American Civil War figures

MILITARY MINIATURES of TEXAS

This company is the U.S. importer of Museum Miniatures and I recently ordered in some of their 15mm Renaissance figures. The figures are slightly larger than 15mm, but will fit in well with other ranges. The figures are very well sculpted and sold in bags of 8 foot figures. The only drawback is that they are all of the same pose, but with several bags you can mix and match so

the unit won't have a uniform appearance.

They also carry all of the Essex line and have an extensive line of wagons, tents, rules, etc... I found their service was outstanding and I received my order quickly with no problems. Although they mainly focus on Ancients

Military Miniatures offers excellent service and quick turnaround time on orders.

and Medievals they do have ACW figures also.

Military Miniatures of Texas

925S. Mason Rd. Suite

142 Katy, Texas 77450

(281)-395-8902

MIRLITON 15mm Italian Wars

I had read a favorable review of Mirliton's 25mm figures, so I thought I would try a few packs of 15's for my renaissance army. Ordering is a little lengthy, due to the fact they don't have a secure website and can't take credit card orders over the net. The catalog is very good online, however, and you can clearly see the quality of the work.

The 15mm packs are 8 infantry

or 6 cavalry figures to a pack and the exchange rate is pretty good. The figures are well sculpted and are true 15's, but will mix in with other manufacturer's figures.

The artillery, command, pikes, and cavalry I received had very little flash on them with great faces for 15's. Overall I was very im-

pressed with the figures and even though ordering was a three week process the units look great in my army.



COMMAND DECISION 3 REPLAY: Berlin-Seelow Highway

SITUATION: The final assault across the River Oder is now in full swing. Despite severe losses on the first two days the Soviets are now poised to break through the Seelow Heights defenses and move towards Berlin. Two entire Soviet tank armies have finally succeeded in smashing through the plateau and now are moving quickly to exploit their success.



Panther preparing for a counterattack.

Despite a brilliant defense by General Heinrici and the 56th Panzer Corps, the weight of numbers is now being felt. All units are falling back while still trying to stay in contact with the Ninth Army, the final shield before Berlin. The 20th Panzergrenadier Division has been severely mauled, but is with-

drawing towards the city along with the remains of the 9th Parachute Division.

However, fast moving Soviet forces have cut off one of the escape routes and these units may be trapped. Various German units have been formed into a hastily assembled battlegroup and are moving to

secure a vital crossroads. The units include a local Walkure battalion, an armor school battalion, SS armored units, and regular army formations.

The Soviets are arriving piecemeal, but have heavy armored forces and more units are moving up. If they can seize the crossroads several German units will be trapped and the way to Berlin will be less well defended.

The Germans must counterattack and seize the crossroads quickly to gain the best defensive positions. If they are unable to hold the crossroads the weight of numbers will soon grind down the Germans and the escape route will be closed. This would have a catastrophic impact on the defenses of Berlin.

GERMAN Order of Battle

Kampfgrupp HQ Veteran 10
SDKFZ 251 Comnd. SDKFZ 251 staff
Armor School Veteran 9
(1)PZ IVH command, (1)PZIVH
Panther Company Elite 11
(1)PZV command, (1)PZV

Tiger Company Veteran 10
(1) Tiger command
Infantry Battalion Experienced 8
(use the TOE for a 1944-45 regular inf. Bn.)
Panzergrenadier Bn. Veteran 9
(2) full strength companies



German Players: Gary Sapp
Justen Huff

SOVIET Order of Battle

Anti-Tank Regiment Veteran 9
(1) Su-100 command (3) SU-100
Heavy Tank Regiment Veteran 10
(1) IS-2 command (2) Is-2
Tank Battalion Veteran 9
(1) M4/76 command (3)M4/76
Tank Battalion Veteran 10

(1) T-34/85 command (3)T-34/85
Infantry Battalion Experienced 9
Organized as a 1944-45 inf. Battalion
Infantry battalion "Young Communists"
Elite 10
Organized as a 1944-45 inf. Battalion
Players: Matt Irsik Roger Mark



ISU-122 moving forward in East Germany 1945.

SCENARIO OBJECTIVES

GERMAN ORDERS:

The battlegroup contains some of our best reserves scraped from the remnants of units moving up to the front. Within three hours the 20th Panzergrenadier Division will be withdrawing through this area towards the outskirts of Berlin. Your forces are to attack and secure the crossroads, then defend them against any Soviet counterattack.

SOVIET ORDERS:

We have finally smashed through the Seelowe Heights area and our forces are moving quickly towards new objectives. We must seal off and destroy any German forces in the immediate area.

VICTORY CONDITIONS:

The side which is in control of the crossroads after 12 turns is considered the victor.

SCENARIO NOTES :

Before the game, all players roll for when and where their forces will arrive. Roll a D6 to determine where the unit will arrive and use the numbers printed on the scenario map. German units enter in company strength while the Russians enter in battalion strength. A D4 is then rolled for each unit to determine what turn the unit will actually enter the board.

We use 6"x4" village blocks with

about four of them to represent the village in the center of the board. This battle was fought on a 6'x4' table, but could certainly be expanded to a larger table with little difficulty. The scenario is a wild melee with both sides having limited resources. The randomness of the entry points and timing of reinforcements means you could play it several times with different set-ups each time.



PHASE ONE: GERMAN COUNTERATTACK

With great die rolling the Germans deployed a large percentage of their forces on the first turn. The Panthers[10], led by Gary, pushed through quickly and set up outside of the farm. The panzergrenadiers[8,9] and the Mk. IV's[7] raced up the highway to the outskirts of the village. Justen's forces, mainly the infantry companies and heavy weapons deployed to hold the forests and cut off any Soviet

units from entering the village.

The Young Communists split into two groups[E,F] and tried to hold the farm and move towards the village. The T-34's[D] and the SU-100's[C] moved to engage the Panthers. The Shermans[A] and the first infantry battalion positioned

"The battle opened up with the Panthers destroying the Shermans"

themselves to assault the village from the south.

The battle opened up with the Panthers destroying the Shermans and providing covering fire while the grenadiers and Mk

IV's took up positions in the town. The Soviets had lost the race and would now have to take the village by force.

PHASE TWO: THE VILLAGE ABLAZE

The Young Communists [E] throw themselves against the village outskirts and despite gaining a toehold are thrown back by the panzergrenadiers. The SU-100's and T-34/85's, desperate to provide supporting fire for the assault on the village move to clear the Panthers out of the farm fields. The Panthers are dominating the battlefield by now and after a brief firefight make short work of the Soviet armor.

The two German companies [5,6] get mauled reaching the village, but succeed in securing the northern outskirts. The IS-2's arrive and begin slugging out with the Tiger and German heavy weapons holding the northern forests. But it is too little and too late. The last Soviet infantry force [B] tries to assault the village but is thrown back by a three sided cross-fire. The Soviets fall back, leaving the Germans in possession of the village.



One of the few known color photos of T-34's attacking German positions with infantry support.

A BRIDGE TOO FAR DVD

Certainly one of the most popular subjects for gamers and historians is the failure of Operation Market Garden in 1944. One of the most ambitious plans of the war, it could have ended the European Theater of operations much quicker had it succeeded. As immortalized in the book of the same name by Cornelius Ryan, the film tries to capture the history of the operation as best it can. To do full justice to the book it would have to be an 18 hour miniseries.

What is interesting is in the notes included in the DVD version it says that they did not use thousands of feet of film which could probably have added several more hours.

The DVD version is basically unchanged from its VHS version except that

as with all DVD's there is simply no comparison. The colors are much sharper and the widescreen image is far clearer than any VHS could possibly imagine. The sound has also been redone, which results in a better feel. Although not in the category of Saving Private Ryan, it definitely ranks up there with the most favorite war films of all time.

This version on DVD comes highly recommended and should be in every

historians library. The ability to switch scenes instantly lets you watch the attack by XXX Corps, one of my favorite scenes over and over again. Perhaps someday

someone will be able to find some of the unused film and put out the definitive version. It would make a good film even better.



Picture of the bridge shortly after the first attempt by SS recon forces to take it. The large number of burnt out vehicles and wreckage can clearly be seen.

PATTON DVD

Definitely a favorite of wargamers and historians for years, this movie has recently gone to DVD. If you have been watching reruns on cable you will truly see what you have been missing.

The widescreen version captures the battles much better and with DVD the color is far superior to any version shown on regular tv. The sound has been cleaned up and the soundtrack is more

clearly audible, letting you experience the battle scenes more fully.

The only thing I was disappointed in is with other DVD's having special features, interviews, commentary, etc..., this one has no features at all. Perhaps in the future they will be able to do a special edition version. Highly recommended.



LAST of the MOHICANS Special Edition DVD

Last of the Mohicans has always been a favorite of gamers and historians of the French and Indian War. It has pretty good historical accuracy along with a haunting soundtrack which gives you the experience of what it was like in North America during that period of history.

Now comes the DVD version of the movie with an extra 15 minutes of footage added in. Presented in widescreen, it

is the definitive version of the film and far superior to the VHS version. The colors are brighter, the sound is clearer, and the extra scenes combine to make what was already a great film even better.

When you hear a musket fired and the yell of the Indians, it truly captures the essence of the period. Although a few dollars more for this version it is well worth it.



The attack begins on the retreating British column after the surrender of the fort. The sound quality of the muskets and close quarter fighting is spectacular.

CLOSE COMBAT 3 with REAL RED and WEST FRONT 1940

For anyone who loved Avalon Hill's Squad Leader, this is the game for you. When the licensing venture fell through, Microsoft picked it up and while the first two Close Combat games broke new ground in tactical combat, Close Combat 3 is the definitive version.

There are over twenty scenarios along with operations (multi-day scenarios) and campaigns. Units are in squads for infantry, with individual vehicles and weapon teams. Every type of unit that served on the Eastern Front is available and in most scenarios you can choose your order of battle.

By visiting the CLUB SSI: REAL RED site you get extra scenarios and extra units, enabling players to use any order of battle there was. The scenarios



Microsoft's Close Combat 3, easily the best of the Close Combat series. It will give you a great feel for combat on the Eastern Front and challenge your small scale tactical skills. You will gain a valuable understanding of the difficulties encountered by both sides in the war.

cles, officers, and infantry units moving towards objectives, fighting hand to hand inside of buildings, and seizing entrenchments.

range from fighting in the tractor works at Stalingrad to the final assault on the Reich Chancellery itself. The maps are great and it is fantastic to see individual vehi-

Game play is very good once you figure out how to issue orders and command multiple units in a real time environment. There is command control and if you do not place your command elements wisely units can break, attack on their own, or abandon defensive positions.

The other sites at CLUB SSI are now offering patches which turn the game into a West Front 1940 version. They will be adding scenarios and new maps every few weeks. A Pacific variant is also in the works, all free of charge! I highly recommend this game for its realism, attention to detail, and incredible gameplay, especially online.

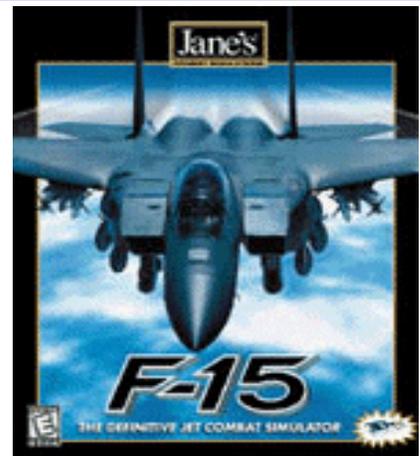
JANE'S F-15

Another in the Jane's series of flight sims, this one focuses on the F-15 Strike Eagle. Players familiar with other Jane's products will be able to hop right in and start flying. If you're not you can play on two levels: basic which is hard enough as it is, or advanced, with a 100 page instruction manual and four page foldout for keyboard commands!

Gameplay is pretty good and some of

the dogfights can be pretty exciting, but I found the ground attack scenarios a little boring. Still, you do learn what it is like to fly a Strike Eagle. The training missions are essential and the campaign scenarios are well thought out, but ingress and egress to the targets can be sleep enhancing.

Overall, a pretty good flight sim that captures modern combat well.



SEMPER FI

Having heard much about this game in the various computer gaming reviews I was happy to find it in the bargain bin at Office Max. The game covers brigade operations of the U.S. Marine Corps in the early 21st century. Units are usually in platoon strength as well as vehicles, plus heavy weapons such as Dragons and helicopter gunships are also represented.

The graphics are adequate and the

game play is turn based with some command & control added in. The game does teach you the Marines concept of combined arms and if you don't then you will lose most of the scenarios.

The best part of the game are the scenarios and four campaigns, ranging from



LAV-25 of the U.S. Marine Corps. These vehicles are vital to your success in the game.

Korea, Serbia, a second war in the Gulf, and fighting Libya. A lot of effort went into the scenario and campaign design, making it very believable.

After the four campaigns you have pretty much had it with the game system, but for a few bucks it is more than worth it.

MAGAZINE REVIEW

WARGAMES ILLUSTRATED

JUNE 2000

Good scenarios for 1945 Battle of Berlin and great pictures as always. If you haven't figured it out already, the magazine has sold its soul to Wargames Foundry, but it pays the bills. Someone also has to explain to me why there are so many sci-fi/fantasy ads in the mag now and who plays the Prehistoric period?

COURIER #78

A little behind as always, but worth the wait. This issue has features on operational Napoleonic wargaming, large battle DBA, and on campaigns. Not as good as the previous issue with its rules com-

parisons for medievals, but still has some good information in it. The best part is still the reviewing stand and the whats new sections which are usually pretty reliable, if not a few months behind. Good value for the money.



A6-E TRAM heads out for some "terrain alteration".

MWAN #105

Still the best wargaming magazine out there for sheer volume of information and what's going on in the hobby. This issue has a full set of Bronze Age rules and two 30YW scenarios. There are also updates from clubs all over the U.S., plus ads from most of the major wargaming companies. The info is pretty up to date and the amount of reviews, analysis, and features is triple any other magazine in the hobby. At 193 pages it is well worth the \$7, even if there are no color photos. The only thing that was weird this issue was the monsters in the old west rules supplement which isn't my cup of tea, but I'm not going to knock the magazine just for that.

EGROUPS.COM

This is one of the most useful sites on the internet for gamers and historians. The site is a clearinghouse for clubs and societies for sharing ideas through e-mails and postings. Getting signed on is easy as it requires you to fill out a questionnaire, then a profile for yourself which may be viewed by others in a group.

Most groups are open to subscription,

but there are some like the Age of Reason group, where your membership must be approved by the moderator. The positive side to all of this is that most of the serious rules questions are usually answered by the rules authors themselves. True, you sometimes have to wade

The positive side is that most of the rules questions are answered by the authors.

through a lot of useless info, but there are some ideas that make it worthwhile. There are groups for Empire, Picquet, Johnny Reb 3, Age of Reason, Age of Discovery, and many more. Very useful and highly recommended.

WEBSITES FOR GAMERS

ACHTUNG PANZER.COM

This site is totally dedicated to German armor and vehicles. It is very well done, with technical drawings, photos, and histories of every variant. The site also contains a great series of links to all kinds of armor web pages.



Achtung Panzer! - Military Links !.url

WARGAME RULES

This is a clearing house for rules and figures from England. There are rules for every period possible, especially all of those you see in ads, but are unable to get in the States. There are also links to figure and terrain manufacturers.



http--www.spiritgames.co.uk-wgrules.html.url

NAPOLEONIC UNIFORM SOURCE

Truly a labor of love, this site is still under construction, but when completed will have uniform plates for every nation's armies who fought in the Napoleonic wars. Check out the finished Austrian section, it's very good.



Napoleonic Uniform Source.url



WASATCH FRONT GAMING SOCIETY

Email: mirsik1@juno.com
Meets every other Friday night 7-12

Command Decision 3, Johnny Reb 3, Age of Reason, Harpoon 4, Empire, Katana, Sword & the Flame, Hostile Aircraft, and Historical Boardgames

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Welcome to the first issue of Warning Order, the official journal of the Wasatch Front Gaming Society. This will be a quarterly publication featuring articles about historical gaming currently played by the group. We will also strive to include movie, book, figure, rules, web sites, and research reviews that pertain to the hobby. We intend for this to be as much a tool for other historical gamers as a chronicle of the doings of the society.

Our group has been together for a number of years, but only about two in its present form after a split from a larger group. We prefer to play in 15mm, but are always open to all options and scales. We welcome opposing viewpoints, review rebuttals, and articles from gamers outside of our own group. With the hobby continually growing and reaching new people, we are always available to assist in any way possible. Other gamers should feel free to contact the editor or any other member of the society on any gaming topic.

Matt Irsik

U-571

by Gary Sapp

Joining the recent release of films recalling World War II, like Saving Private Ryan and The Thin Red Line, we now have a naval story to add to the collection.

U-571 is the story of a group of sailors from an aging U.S. Navy sub, who are drawn into a hastily thrown together mission to capture a crippled German sub and steal its secret encrypting device, the fabled Enigma. The Americans must race across the Atlantic, masquerade as German sailors to gain a foothold on the U-boat and then overwhelm the German crew. Then they must steal the sub and its contents. Their mission becomes more complicated when a real German sub appears to assist the first and sinks the American sub. The wild ride continues as the Americans fight off first, the German sub and then other German ships while avoiding any Allied vessels. All of this while trying to keep

the fact that they have captured Enigma covered up so the Germans don't change the codes.

While its historical accuracy is somewhat suspect, there is no denying that the movie produces excitement and drama galore. It is fast paced and action filled,

barely leaving viewers time to catch their breath before another life threatening crisis looms into view. It would have been easy to have had the action overdone, but the movie keeps you spellbound and tense without crossing the line in excess violence or mindless action.



U-571

courtesy of the RealPlyer website

The sets have a very historical feel and comparisons to Das Boot are inevitable. This is a much lighter film than Das Boot in both tone and lighting, while not having that film's continuing feeling of impending death. I saw this film with my wife and she was as captivated as I was with it, and both of us enjoyed it immensely. A must see for any WWII or naval gamer, I recommend it highly and want to go back and see it again for myself.