



Warning Order

W F H G S

Age of Eagles

In one of our past issues we reviewed this set of rules while it was in the playtest stage. Initially offered for free on a Yahoo group, it quickly gathered a large following. As more and more people joined an playtested the system, the rules evolved into it's current form.

The big breakthrough occurred, however, when the author of the Fire and Fury rules gave his permission to include the basic rules in with Age of Eagles. Up to that time, AOE was just a supplement, or an extension of the basic fire and Fury ACW system. This led to the commercial version, which has just recently come out.

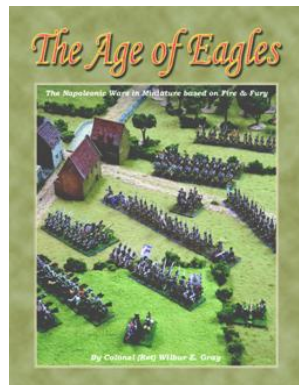
AOE is a set of brigade level Napoleonic miniatures rules with a scale of 1:320 for infantry, 1:160 for cavalry, and with each gun model representing a battery of artillery. Units, which are infantry or cavalry brigades, are composed of a number of stands, usually from 6 to 12. Although the rules are designed primarily for 15mm, with four infantry or two cavalry figures suggested per base, they can be used with any scale.

Each brigade is rated for quality and has three numbers, representing the unit's efficiency after being reduced by a number of stands. Again, the system is simple, but very effective, which is a theme that runs throughout the rules.

Command and control is pretty basic, with units being in either the Tactical or Reserve zones, depending upon their proximity to the enemy. A movement chart, similar to the one used in Fire and Fury is then checked to see how far units can move or if they rally. Again, this is simple, effective, and newcomers can grasp the system in one or two turns.

Combat is done by adding up the number of "fire points" of infantry and artillery units, then rolling on a table. Melee is similar, with a few modifiers and is quickly resolved with the roll of a single die.

I cannot stress enough how refreshing it is to resolve a multi-corps Napoleonic battle in 3-4 hours



while doing almost a dozen turns!

The rules booklet comes with three scenarios and an extensive listing of unit ratings. The

rulebook has a number of diagrams, is well laid out, and should be used as a template for future sets of historical rules.

The rules are well supported by a Yahoo group where the author answers all questions and there is some great discussion on tactics, uniforms, and miniatures. There are plans to do a series of scenario books for the entire period of the Napoleonic wars, plus this set of rules will form the basis for a set of rules covering the Seven Years War and another set covering the Franco-Prussian War.

If you've been stuck in a Napoleonic rut, with figs sitting on shelves because you can't find a good set of rules, give these a try. The game plays fast and looks great on the tabletop.

Inside this issue:

Fal-Con 05 Convention report	2
Boardgame/Computer Game Reviews	4
More Game & Product Reviews	6
Battles for Empire scenario replay	8
Flames of War scenario replay	10
And still more reviews!	12
IABSM Operation Sea Lion scenario replay	14

Special points of interest:

- *Fal-Con 05 convention report.*
- *Several board game and computer game reviews.*
- *Battle reports for the Sudan, FOW in North Africa, and an invasion of England in 1940.*
- *Several product reviews.*

Fal-Con 2005 was held in Colorado Springs, Colorado on April 15th, 16th, and 17th. Apparently, this was a second try to revive a convention in this area and with Denver so close by the thinking was that it would attract a lot of gamers. It's also pretty centrally located in the West, so gamers from New Mexico and Utah might be able to make it as well.

Two of us from the WFHGS group, Gary Sapp and I, were able to make it. We made the nine hour drive to Colorado Springs from Salt Lake City on Thursday, the day before the con began. Since registration didn't begin until 11am on Friday, we went out and explored the city and found a good gaming store downtown. After lunch we came back, got our packets, and went into the game and



25mm Boer War scenario using the Fields of Honor rules system.

dealer rooms.

There was a pretty nice western front Battlefront game set up which was the first game of the day, then we went to a lecture on the air war in Vietnam. Definitely one of the high points of the cons were the series of professional lectures given by instructors from the Air Force Academy. Our lecturers took questions, were informative, and it was well worth attending.

By Friday evening most of the gamers had arrived and the evening games were



15mm Sudan game using Battles For Empire rules..

getting started. If you were into historical miniatures, there was something of interest here for you. There were games ranging from a 1/35th WW2 amphibious assault, to Bronze Age gang warfare, to our own game of Migs and Phantoms dueling it out over Vietnam.

There was a large game of Napoleon's Battles II, an Armati tournament, a Flames of War tournament, a French and Indian War game, micro-armor, and more. All in all, a good start to the con!

On Saturday the gaming started early, with another big Napoleonic game, a Boer War game, ACW ironclads, WW2 air combat, and some more lectures. There was also sci-fi gaming upstairs, board games, WH40K, and more going on all over the hotel. Since I was primarily in the historical area, I can only relate to what was going on there.

My own Sudan game in 15mm went un-played! I had promised 1,000 figs for the game and had worked up until we left to finish everything. I think my time slot and the fact that no one knew what to expect were the primary causes for this, but it was the only low point for me at the whole con.

By the early afternoon there was a good looking age of sail game with 1/700th ships being played, a Clive in India game, more Flames of War and Armati, plus more board games in the atrium.

By Saturday evening the room was packed with another 1/35th Bulge scenario, Russian Civil War, more age of sail, a Vietnam ground game, Flames of War, a Seekrieg 5 scenario, Migs vs. Sabres in Korea, plus our own SAM hunt in Vietnam.

On Sunday we had to drive back early as I had to be in to work at 6:30am the next day! We saw a micro-armor game, another Napoleonic game, a Seekrieg 5 game, and a western game set up. One final stop at the dealer's room and we headed back to SLC.

The dealer's room featured Don Perrin of HMG and True North, Askari Miniatures, GFI/Minifigs, RLBPS, GAJO, Stonehouse Miniatures, Navigator USA, and more. There's nothing quite like seeing the goods in the flesh, so to speak, and you definitely get the urge to part with your cash! Hopefully, next year these same dealers will return and bring along some new ones. I think that the dealers need to know that the gamers really appreciate them coming in and showing us their wares.



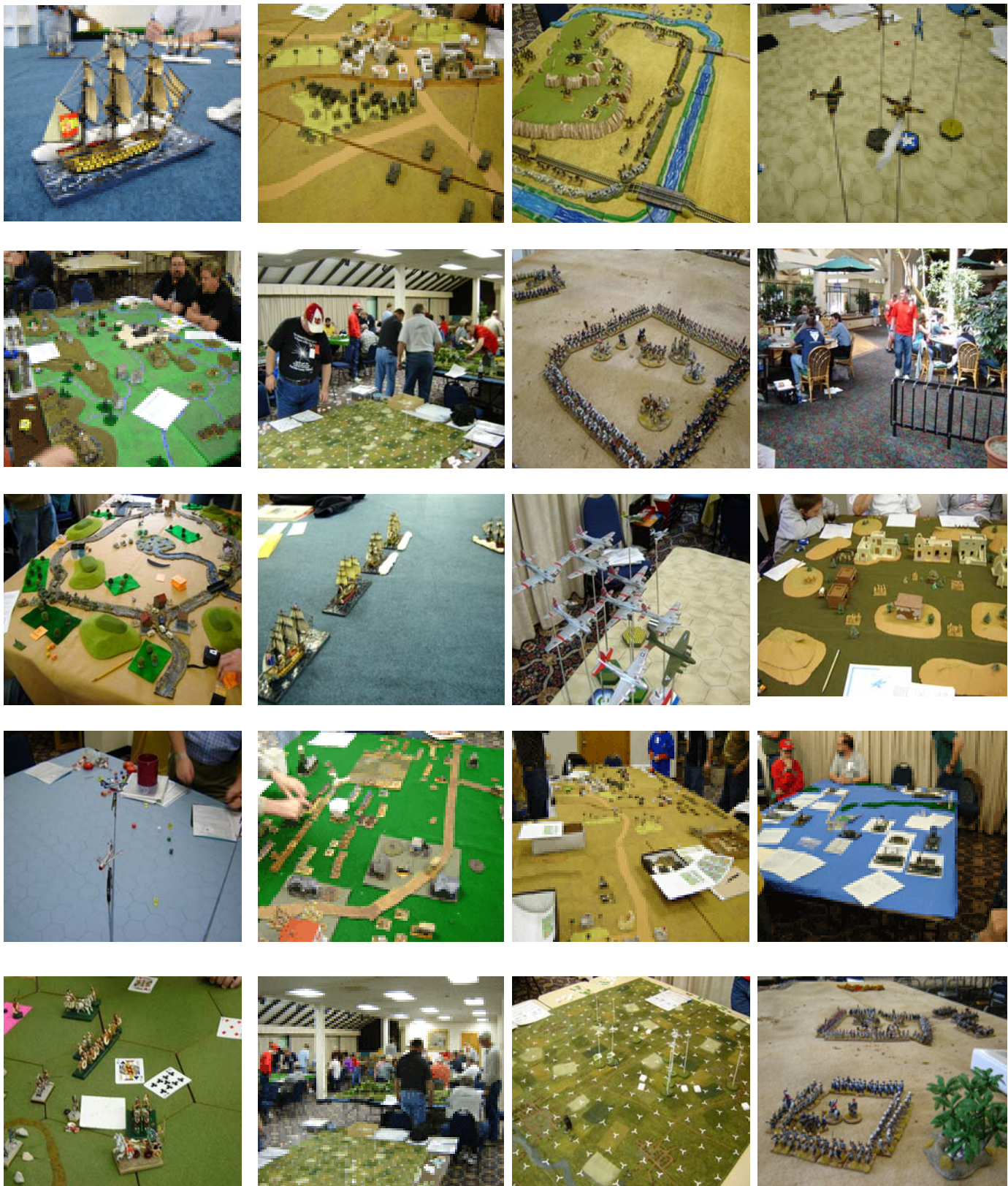
25mm French & Indian War game using Brother vs. Brother.

Now for some suggestions for next year's con. First, I think that uniform time blocks should be adopted, something like 9am-2pm, 2pm-6pm, 6pm-10pm, etc...

Also, there was a lot of confusion about game tickets, signing attendance forms, and what gamemasters needed to do. Fortunately, these are all small things and easily fixed.

The other positive is that the hotel is in a good location, with a convenience store within 50 feet for snacks, about 50 restaurants within a mile or two, and plenty of stores.

Overall, this was a good effort and it's inspired our club's members to do whatever it takes to make it next year. I think that there was a good mix of games, vendors, and lectures that will keep it interesting. Hopefully more vendors and gamers will come next year as this is a good regional convention that deserves support.

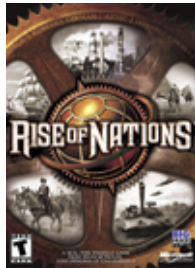


Rise of Nations

While I've been a big fan of games like *Starcraft* and *Stronghold*, where you have to build cities, keep track of food or crystal, create armies, etc..., I was never really excited about the *Age of Empires* system. True, it looks good, plays fast, and is good for online play. But, there was something about it that didn't make it a favorite of mine.

Now comes long *Rise of Nations*, or what could be called *Age of Empires III*. The first thing that you notice is that you can play a variety of solo, multi-player, or campaign games. Then, if you look at the mods on the side, you can set the maps for random, vary the number of layers, limit technology, etc... Essentially, you could play it a thousand times with different settings each time. This is very good.

Visually, the graphics are outstanding.



From the towns to the cities and factories, the detail is sharp and crisp. Even when you start getting aircraft, tanks, and hundreds of units running around the board, there is virtually no slow down and it looks good.

So, how does it play? In most games you start out in the ancient era with one village, a lumber camp, and a farm. You need to quickly create villagers, start more farms, more lumber camps, then research technologies. This is the key to the game as the new technologies allow you to build lumber mills, smelters, improve food processing, weapons, and so on.



By the time you've advanced to the Enlightenment Age, you will have several cities, mills, government buildings, and a large army. This is where most of the combat begins. The combat interaction is pretty impressive



and looks great.

Finally, you reach the Industrial, Modern, and Information Ages, where you get tanks, oil, factories, submarines, and yes, even nukes!

Everything sounds good so far and it's fun to build, explore, then go out and conquer. But, here's where the game fails in my opinion. Resources never run out, so when you have ten cities, 50 farms, several oil refineries, etc..., you're able to crank out infantry, aircraft, tanks, artillery, and ships like there's no tomorrow. The problem? So does your opponent. This results in a stalemate or long grinding campaigns where you build and send stuff to the front as fast as possible in unrelenting attacks. It gets old fast. After about six or seven solo games I was ready to move on to another game.

Overall, a good game with nice graphics and systems, but the result in the end leaves little satisfaction.

Advanced Squad Leader Starter Kit

Avalon Hill's *Squad Leader* and its three supplements were some of my favorite games. You could virtually game out any kind of company level battle from WW2 and have fun doing it. Along came ASL and it's several hundred pages of rules and many gamers dropped it.



Multi-Man Publishing, holder of the rights to the ASL franchise, has now come out with an ASL starter kit. For \$25 you get two thick map boards that are about 8" wide by 17" long, a counter sheet, rules, and three scenario cards with six scenarios depicting historical actions between the Russians, Americans, and

Germans. The counters, boards, and scenario cards were just like the old game and I started to get excited all over again!

But then I noticed some new informational counters and started checking through the rules. Here's where the problems begin. First off, these rules are not for beginning gamers. It looks like they have done a cut and paste job from the ASL rulebook, giving you just enough information to play the first six scenarios with the minimum of special weapons. No vehicles, mortars, artillery, snipers, etc...

It's when you start reading the rules that you begin to notice problems. You have to keep referring back to sections to figure out what all of the abbreviations are, you can't find relevant information easily, and some paragraphs are so long or confusing that you need your attorney

Game Review

present to interpret them for you.

So, how does it play? Actually, not too bad and it does produce realistic results. Keeping track of the defensive fire, subsequent defensive fire, and final fire can get confusing at times, plus it needs a multi-page reference sheet rather than the card that you get. Trying to find specific rules is difficult. I've played a few games solo and they were more work than fun. True, I learned a lot about WW2 fire and movement small unit tactics, but it can get tedious at times.

The game is well supported, with magazines, egroups, forums, and a bunch of boxed supplements. The problem is that you need to devote your gaming life to this game. By that, I mean that you have to sell off every gaming item that you own and play this exclusively, that's how involved it can get!

Naval Battles

After purchasing Phalanx Games' Napoleon game and having been impressed by the quality of it, I was looking forward to the Naval Battles game release. As soon as it came in to my local game store I bought one, took it home, and immediately opened it up.

So, for about \$25 what do you get? The answer? Not much. There are two decks of cards, several D6s, and an instruction booklet. The cards are nicely done, laminated, and have all the information needed to play the game without the rules. The basic set has French, Ital-



ian, U.S., British, German, and Japanese fleets.

Basically, each side starts out with so many points to spend on ships. You then arrange your fleet into a series of lines and play begins. Each card played lets you make an attack, improves your defense, or launches a land based air attack. After the first few hands you catch on, so it's pretty easy to learn. My son, who's 9, caught on in a few minutes. You will need to refer to the rules for the first game to find out what the various sym-

bols are on the cards, but then it gets easy to play. You can finish a game in 20-30 minutes and if you want to play Germans vs. Japanese or a 4 player game with everyone against everyone, the rules allow for it.

As a card driven family game I think it's alright. As a serious simulation of naval combat, this isn't it. Frankly, I expected a lot more than a Pokemon with ships type game. I think that more complexity, scenarios, campaigns, etc..., could have been added. So, unless you have an extra \$25 to blow for a game that you and your kids can play, don't get it.



Eastern Fleet

Eastern Fleet is part of the Second World War at Sea series from Avalanche Press. Although I had wanted to try this series for a long time, the price of the series made me put this on the back burner. I finally saw a good offer on this volume and decided to try it.

The physical components are up to Avalanche's usual high standards. There is a map of the Indian Ocean area, a tactical map, about 250 nicely done counters, and the rules, which are broken up into series rules and specific rules plus scenarios for this module.

The system uses an interesting non-hidden movement system on the strategic map. Task force counters are placed, but you must search for opposing forces, even if you end up in the same map square. You also must plot 1-2 turns ahead, so this makes the operational section of the game pretty challenging.



Surface actions and air attacks are handled simply as well. Each ship has so many primary, secondary, and tertiary weapons. You roll a number of D6s and on a 6 you score a hit, then damage tables are consulted. While this is not as detailed as some games, it does resolve large naval actions in a timely manner, plus it's fun.

Air attacks by dive bombers, torpedo planes, and CAP are also resolved with a few die rolls. No one in our game thought they were shortchanged or clamored for more detail. You were able to launch an airstrike from several carriers and resolve it in five minutes with pretty historical results.

Likewise, search aircraft, submarines, and transports are all handled in a simple, but effective manner. Overall, this is a great system and is highly recom-



mended. Too bad I had to use the scenarios for this volume to try the system out.

The scenarios provided, while historical, show just how bad the situation was for the British and Allied fleets in the Indian Ocean in 1942. You're usually heavily outnumbered in carrier aircraft, plus the Japanese ships are better. Not only that, in most of the scenarios the Japanese have better starting positions. If you love a challenge, then playing the British here is for you! There's also two

gigantic scenarios that involve U.S. forces, but you need the SOPAC volume to play them.

A great system, great components, great rules, but I'll have to try Midway or one of the other games when they're re-released again.

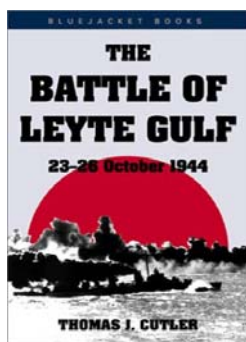


Leyte Gulf by Thomas Cutler

Book Review

To most people, the Battle of Leyte Gulf is one of those end of the war battles where an overwhelming amount of U.S. force crushed the remaining Japanese fleet. It is largely ignored in comparison to Guadalcanal, Coral Sea, or Midway.

Thomas Cutler, with the Bluejacket reprint of his book, *The Battle of Leyte Gulf*, attempts to bring to light just how close this battle came to turning the war around. Cutler details in his book the background of the battle and the plans made by each side. As was their want, the Japanese had an incredibly complex plan, that had it worked, may have pro-



longed the war by at least a year, if not caused some serious re-thinking of Allied strategy.

The book goes over all the options faced by each side and gives precise details of the movements leading up to the battle. In particular, you learn just how successful the Japanese northern decoy force was in luring away Halsey's Third Fleet.

Of course, the main action begins with MacArthur's landing in Leyte Gulf and then the Japanese response. The separate Japanese thrusts were hammered by U.S. naval aircraft as they attempted to come to blows with their enemy. The book also gives a good account of the famous

battle where the U.S. capital ships crossed the Japanese 'T' in a night surface action.

Then, you see how one of the main Japanese forces snuck into the gulf and almost knocked out an entire carrier group, which damaged reputations and led to acrimony between friends after the war.

Overall, I thought the book was well done and I learned more about this battle than I had previously thought. The heroism on both sides, the desperate gun battles, and the carrier airstrikes are all vividly portrayed. If I had one problem with the book, it is that the author, with hindsight, spends too much time criticizing the commanders at the battle. Other than that, it is highly recommended.

I-94 Enterprises

<http://i-94enterprises.com/>

As our group does a lot of air wargaming, you need to paint up and detail 1/300th scale aircraft. Now, just painting them correctly in that scale is challenging enough, but trying to add insignia, lettering, numbers, etc..., is asking a lot.

Stepping up to fill this void is I-94 Enterprises, who makes a wide range of

1/300th scale decals. They have every type of WW2 and modern USAF or USN insignia, plus insignia from Norway, Sweden, North Vietnam, and pretty much any country that flies military aircraft! They also have decals for the Marines, tanks, etc..., and the best part is



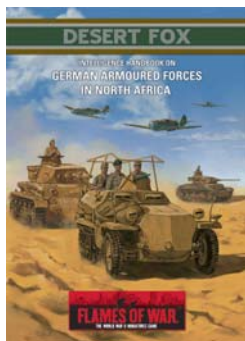
that you get two sheets in the package for \$3. They accept Paypal and the average shipping time is 3-4 days.

The only problem that I've had is that the lettering on some of the decals, not the insignia, breaks apart too easily. If they can solve this problem, it would help things greatly.

Flames of War: Desert Fox

Finally, after Desert Rats has been out for awhile, you get the briefing book for the Germans in Africa. As with all FOW products, the rules are professionally done, with extensive army lists and lots of color pictures.

Basically, you get lists to do almost any unit in the Afrika Korps and it's presented in an easy to understand format. Then



there's the color pictures which are meant to sell figs, much like White Dwarf. They are done well and can provide inspiration for anyone wanting to get into this period.

Unlike Desert Rats, which had a ton of problems in my mind, Desert Fox has only a few. Besides the obligatory special rules (they're going to need a special book soon to list all of them and

what they do!), you can use Rommel on the front lines!

For historical purists (there's also the self propelled guns that were hardly used as well) this may be too much. For people just getting into WW2 from WH40K, then this is a good thing. Of course this brings up a whole other debate about FOW and reality. Suffice to say, the supplement is well done and does precisely what it supposed to do, namely get people to buy Afrika Korps stuff!

Rules Review

Defiant Russia

If you remember the old "120" series of games from GDW, then Defiant Russia will bring back some memories. In fact, when I opened the rulebook I thought I was looking at the old 1941 game from that series.



Defiant Russia is Avalanche Press' first game in a new series of small, quick playing wargames. The game is only \$20, but I got mine from Bunker Hill games for only \$16. You get a 17"x22" map, 140 counters, and a short rulebook. The game covers the 1941 German invasion of Russia, up to the first snows in December. Although only seven turns long and the box says it plays in 90 minutes to two hours, that is not always the case.

First, the map. The first thing you notice is the oversized train tracks that snake across the board. The reason is that the rail lines are essential for figuring out the simple supply system. The rest of

the map is well done and most importantly, it is functional. The counters are 1/2" and are easily distinguished into Romanians, Germans, armor, Finns, etc... The rules are not bad, but you need to carefully read the stacking and ZOC sections a few times.

The unique part of the game is the combat system, where you roll 1D6 for each combat factor, either attacking or defending. So yes, get out the buckets of dice! Actually, this was pretty fun and makes for a pretty unpredictable game.

Naturally, the German player has the burden of attack, while the Russian player needs to plug holes, launch counterattacks, and basically just hang on for dear life. On the first turn the Germans punch holes across the front, then in following turns need to exploit them and seize as many cities as possible. Then, more and more Rus-

sian reinforcements arrive and the Germans can't kill them fast enough. Finally, the Russian Shock Armies arrive on the final turn and launch a fierce counterattack in the snow while the Germans try to hold onto their victory points.

This is a great little game! It's very unpredictable, fun to play, and both sides have an excellent chance at victory.

Every time that a new Eastern Front game comes out, there are the same cries about it doesn't realistically simulate the opening German drives in the summer.

While this is true, there's no way to add rules to make the Russian player as idiotic or surprised as the actual Russians were. Any kind of game that does that wouldn't be fun to play and then, how do you stop all the German advantages after the first few months?

Overall, Defiant Russia accomplishes what it sets out to do. I am looking

forward to the next two games in this series.



Homeworld 2

Homeworld and Homeworld: Cataclysm have been two of my all time favorite computer games. Ship to ship combat in the far future in a three dimensional environment, with resource management, technology research, tactics, and a great storyline. The games were tough and thinking in three dimensions was even tougher.

So, finally after several years the sequel is finally out. The opening storyline sums it all up. Your new homeworld is under attack by vastly superior forces and the only way to save it is to go out, create a new fleet, find the three sacred cores, and unite them. Sounds easy, but it's not!



From the first mission you can see that they are trying to make this as difficult as possible. The graphics are better, there's more options, and they got rid of the annoying having to wait around for several hours while resources were processed.

However, they have simplified the 3D movement and limited your range of formations and tactics, something that I didn't like. Also, there are times when you could seriously use a staff to direct operations, building, missions, etc..., as it can become overwhelming at times.

The story is well done, with your mothership progressing through the levels, building a large

fleet with fighters, bombers, and corvettes. By the final battle I had about 30 ships and around 100 smaller craft, which became almost too much to control. To say that some of the missions are tough would be an understatement. I had to continuously get online and find some hints as I had tried several missions a few times each and had failed.

Overall, this game is good, but not as good as the first two. I think that they

sometimes substitute difficulty for ideas and I would like to see alternate story lines with some options. Graphically, though, the game is tough to beat.



Expedition in the Sudan

This was the first time that we were able to use British troops under the Battles For Empire system, so we were interested to see how they would do. It would also be a big scenario, featuring around 1,000 15mm figures.

The scenario involved a joint Anglo-Egyptian force trying to retake a village deep in the Sudan. The Anglo-Egyptian force was already deployed on the board, with the Fuzzy Wuzzies occupying the hills in front of them and the rest of the Dervishes deployed as reserves to meet the axis of advance.

The forces were as follows:

Anglo-Egyptian forces

- (3) units of Sudanese-Class 2
- (3) units of gendarmes & slavers-Class 3



(2) units of cavalry-Class 2

(2) units of Egyptian regulars-Class 2

(2) sections of Krupp guns

The British had one unit

each of Royal Marines, Naval Brigade, and two units of Highlanders, plus a gat-

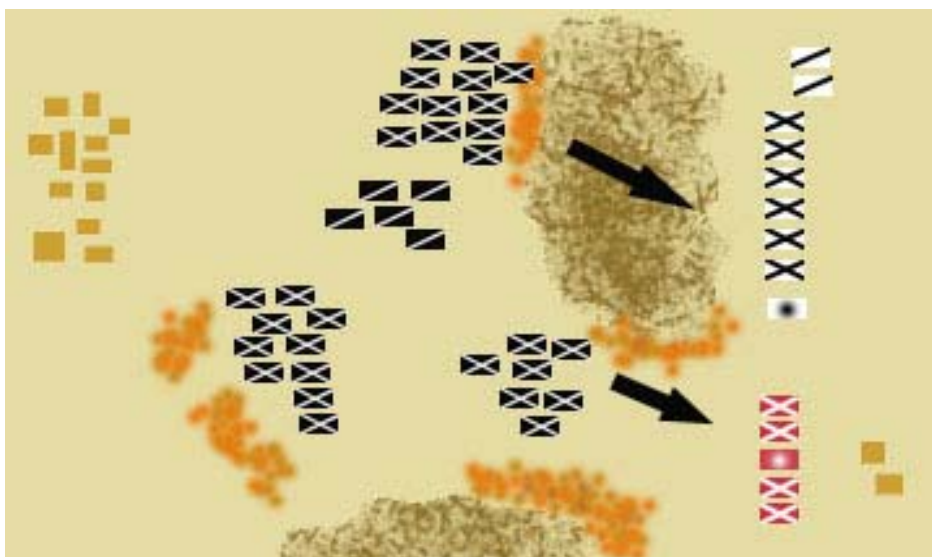
Scenario Replay

ling gun.

The **Mahdist** forces consisted of:

- (20) foot units
- (4) rifle armed units
- (5) Units of cavalry/camelry

The Mahdists set up first, then the Anglo-Egyptian forces were allowed to set up in a designated area. Surprisingly, the Anglo-Egyptian players decided to fight in line, ala the Italians at Agordat. The thinking was that their firepower would offset the disadvantage of being out of square. This theory would be severely tested over the course of the game.



The Anglo-Egyptian force advances

The Anglo-Egyptian force immediately began advancing across a broad front while the Mahdists forces adjusted to meet the attack. The Fuzzy Wuzzies began shooting at the Egyptian brigade, but did not do any serious damage.

The first real combat occurred when a dervish infantry force tried to break through the British force



at the extreme end of the line. A gatling gun had advanced too far and was quickly overrun. However, close range volleys destroyed two Dervish units and gave the British a chance

to reform.

Two turns of fierce, hand to hand fighting followed, with a unit of Highlanders forced to give ground. The Naval Brigade, however, held its ground and with the support of fresh units, the first Dervish attack was defeated. The British forces quickly redeployed to meet new threats on their left flank and for the growing force in front of them.

Expedition in the Sudan (cont.)

The main attack now developed on the large hill. The Fuzzies rose up and began to move towards the main Egyptian battle line. The Dervish cavalry and camelry, having rode all the way around the battle-field, launched a series of charges that defeated the Egyptian cavalry, but losing three units in the process.



pulsed by rifle fire, but two more attacks pushed the Egyptian defenders back.

Meanwhile, the Egyptian artillery continued to slam shell after shell into the mass of

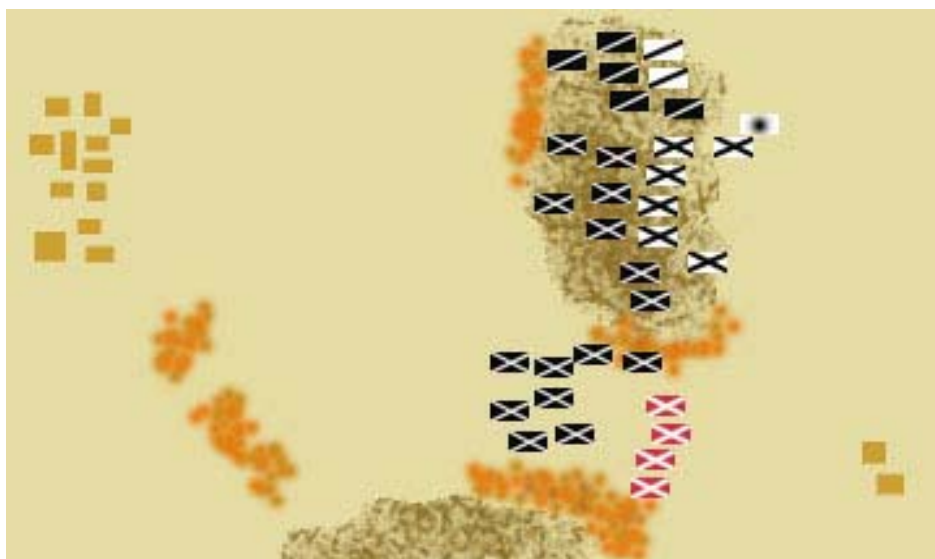
shaken troops on top of the hill, preventing them from being rallied and rejoining the fight just when their numbers could have proved decisive.

On the other flank the fourth Dervish force moved up in preparation for an attack on the British brigade. Despite

some pretty heavy and accurate rifle fire, some of the Dervish units were able to close into hand to hand. This time, however, the British forces easily dispatched their enemies.

Back on the hill, things were looking desperate for the Egyptians. A unit of Dervish cavalry was running around in the rear and there was heavy pressure along the entire line. The Fuzzies, however, worn down by the rifle and artillery fire, plus the casualties from melee, were not in great shape either.

Several attempts to rally failed and on at least two occasions, Fuzzy units could not roll enough movement to enter melee, just when it could have proved decisive. They still had a chance, however.



Conclusion

The Fuzzy Wuzzies had about two more chances to break through and envelop the Egyptian brigade. The first fell through when the advancing units had bad rolls on the movement chart, leaving them just a few inches short of entering hand to hand combat.

The second occurred on the final turn, where the initiative would either give the Dervish force a chance to overwhelm a

side of the line or the Anglo-Egyptian force a chance to fire close range volleys into the last attacking force. The British won the roll and that was the end of the game.

A close run and well fought contest. Both sides played well and took what



options opened up to them. There were several desperate moments for the British and Egyptian players where the game could have gone either way, which is the mark of a well balanced game.

FOW: German Counterattack

As our collections of Flames of War North Africa forces continue to grow, so does our desire to get as much on the tabletop as possible! Several guys had just completed fresh panzer units, so we needed a scenario to use them!

The premise is that a small German force is holding an important ridgeline and they find out that they will be attacked. Reinforcements have been asked for and are on the way, arriving randomly to reinforce the position.

One German armor platoon and one para platoon are already on board, plus some mortars. Two PZ III platoons, a grena-



dier platoon in halftracks, two para platoons, a Marder platoon, and one Tiger arrive randomly as reinforcements.

The British force consisted of one Sherman company with 16 tanks, three infantry platoons, two Matilda companies, one MG platoon, one mortar platoon, one 6lb. AT platoon, and one section of 25lb. Artillery.

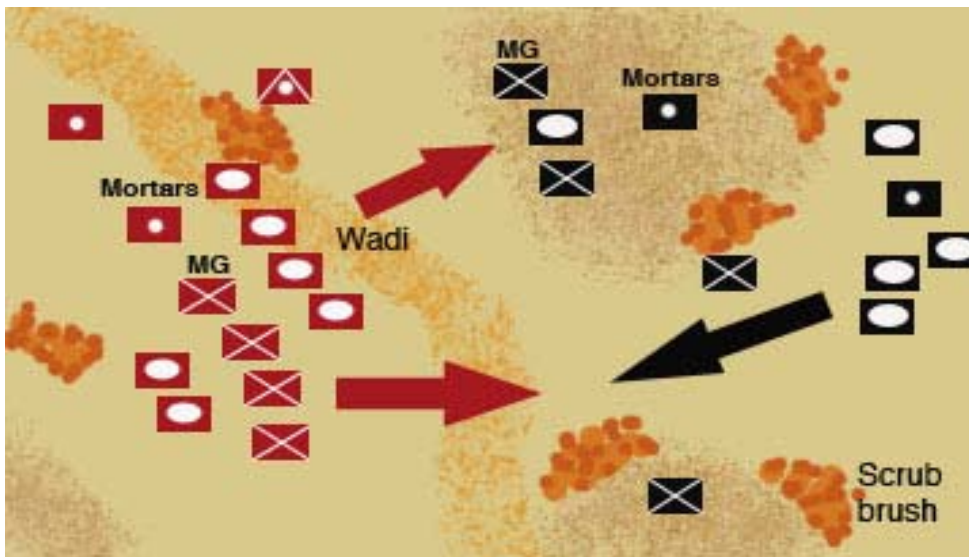
The British force was allowed to set up one foot from the edge of the board and could have units in the wadi that ran

Scenario Replay

across a corner of the board.

Each turn the Germans rolled a D6 for the remainder of their platoons, needing a 5 or 6 to arrive on turn 1, a 3,4,5, or 6 on turn 2, and the rest would automatically enter on Turn 3. This almost assured the British of at least making it halfway across the board before they would encounter serious opposition. The Germans would have to fight a delaying action until more troops could appear for a counterattack.

The British needed to seize two of three objectives. The first was the ridgeline itself, the second was the pass, and the third was the exit off the German end of the board. Both sides deployed their forces and we were ready for action.



The Battle Begins

The Shermans moved out in front immediately, heading for a direct confrontation with the German armor deployed on the ridge. The British infantry then moved out with two platoons leading and one in reserve, while the support units prepared to take up positions to bring the ridge under fire.

The battle began with the Shermans opening up at long range and knocking

out two of the PZ IVs on the ridge. The German return fire was ineffective and the Shermans continued to advance. The following turn saw the remaining PZ IVs get overwhelmed by 75mm anti-tank fire while the rest of the British force continued to advance at will.



The German reinforcements rushed to the center to take up blocking positions.

The speed of the British advance, however, created problems for the British side. All of the support units were now in position for what they thought would be a long and blood fight for the ridge. Now they had to redeploy and the center became a mass of vehicles and infantry

FOW: German Counterattack (cont.)

swirling around and creating huge traffic jams.

By now the German Marders and the lone Tiger had reached the base of the ridge, temporarily plugging the hole. The German para mortars rained death and destruction down on the advancing British infantry, but were silenced by fire from the British artillery. In the center the two German PZ III platoons went into counterattack mode and knocked out two Shermans.

For the next two turns the British tried to get themselves organized and to reorient themselves towards the objectives. The speed of the

advance had caused problems and it took time to sort things out.

Meanwhile, the Tiger had been holding off the Shermans on the ridge by itself, seemingly impervious to fire and knocking out two more Shermans. Although the Marders had been knocked



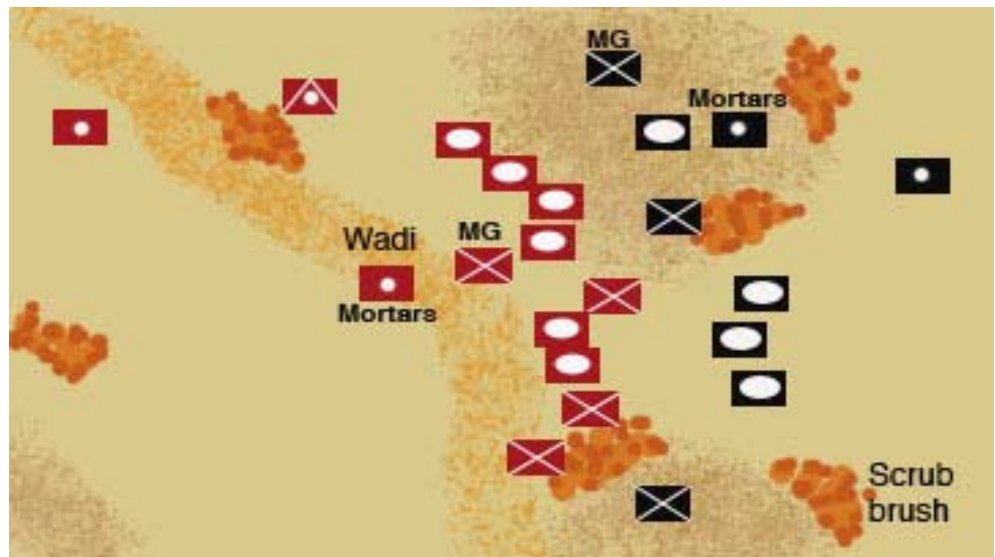
out, the Germans were holding the ridge and the exit from the pass. It looked like the situation had stabilized and the Germans might be able to go onto the counterattack and retake the ridge.

Scenario Replay

Then the British Matildas got into action and with a timely airstrike, got the offensive rolling again. The British support units were now in position and the mortars plus the artillery battery were bringing in heavy and accurate fire on the German positions.

The German PZ IIIs continued to slug it out with the Shermans, with neither side gaining an advantage. The entire British infantry company was now up front and the Germans were in danger of being swamped by numbers.

The range was rapidly closing now and the volume of British fire was growing rapidly. The German para positions on the second hill and the grenadiers came under heavy fire as we approached the deciding moments.



Endgame and Conclusions

The Matildas added their weight to the attack, knocking out a PZ III, while the Shermans knocked out two more. This was the signal for a general advance and the British numbers began to tell. More PZ IIIs fell and a number of platoons broke and fled.

This left the Tiger and two para platoons to fight off a fresh infantry company, two Matilda platoons, nine Sher-

mans, plus support weapons. The Germans figured that they couldn't hold and decided to withdraw, leaving the objectives to the victorious British.

Both sides played well and fought hard. The German PZ IVs had some horrible luck, not scoring a single hit out of 15 shots and only saving their armor roll once! Although it



looked like the game was over at that point, the German players responded well by launching some vicious counterattacks that almost turned the game

completely around.

U.S.S. Midway CV-41 Tour/San Diego Harbor

The aircraft carrier U.S.S. Midway was towed to North Harbor Drive and set up as a floating museum in the summer of 2004. CV-41 has undergone many transformations while on active duty and the ship now lies in her final configuration.

There is a great self guided audio tour which wraps from the hangar to engineering, the sick bay, machine shops, and up to the flight deck. If you are claustrophobic, then this tour is not for you! Naval vessels clearly aren't designed for anyone over 6' tall and you will see this as soon as the tour starts. The audio tour also includes comments from



sailors and officers that served on the Midway throughout her illustrious career.

Probably the most incredible section of the tour is the walk on the flight deck. Although the Midway is smaller than today's new carriers, the flight deck is huge. There are at least a dozen aircraft on deck, including an A-6, S-3, numerous choppers, F-4s, F-14, and more.



F-4 Phantom from one of the Midway's many Vietnam deployments.

There are also plans to bring in more Korean War aircraft in the near future.

You can also go to the bridge and navigation area in the ship's island. Although crowded and hard to get to (the ladders are

almost vertical!), it is definitely worth it. Finally, there is a great gift shop and café on the fantail.

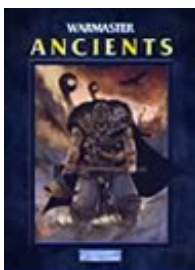
All in all, it is money well spent. It cost my family \$60 for the six of us, which is pretty good. The entire tour takes about an hour and a half, but if you are a naval enthusiast it is worth the time spent. There are also flight simulators and training for an additional cost. If you're in San Diego anytime, try to make this a stop.



View from the bridge looking out over the flight deck.

Warmaster Ancients

Warmaster was a very well received set of fantasy rules from Games Workshop. It has a devoted following and there was a regular magazine, annuals, and additional armies, up until this year when all support for it seems to have stopped.



Now, the same idea is being applied to the historical arena with the introduction of Warmaster Ancients. This rule book is well done. Filled with color photos, black and white artwork, and army lists, it is certainly value for the \$35-40 cost. There is also great support on the Yahoo group.

Basically, if you are familiar with Warmaster, you can jump right in and just worry about the rules changes. The major changes are that a unit can only be issued a maximum of three orders per

turn, only two rounds of combat allowed per unit per turn, and cavalry (with some exceptions) is based on the long edge.

For anyone who has not tried Warmaster, I strongly suggest that you do. Each unit is three stands and every turn is given orders from commanders.

This is just a 2D6 die roll to see if the unit accepts the order. You can then give the same unit a second or third order, but with decreasing modifiers as they get farther away from your commander. If you don't make a die roll, then that commander is done for the turn. Simple, easy to grasp, and very effective.

Each unit is rated for attack, number of hits, armor save, and special functions, such as shock cavalry, skirmishers, phalanx, etc...

The game plays very fast and is suit-

Rules Review

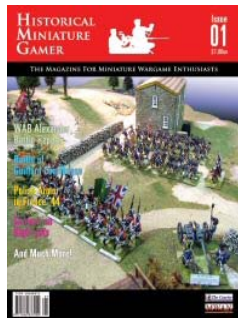
able for group play. There are 25 army lists included in this book, ranging from Egyptians, Assyrians, and Hittites, to Romans and Anglo-Saxons. There is talk of additional army lists coming out as well as a possible medieval supplement. Already, Blitzkrieg Commander has successfully used this system for WW2, so it should work for most eras.

Although designed for 10mm figures, the rules do give basing guidelines for other scales. With the explosion of 10mm on the gaming scene, I believe that this is the best scale for the game. It gives that mass look that you need for ancient battles and the cost can't be beat. Currently, there are Old Glory, Pendracken, Irregular, Chariot, and Kallistra who are producing figs in this scale and I expect the lines to grow quickly.

Overall, a well done set of rules which should help out the ancient period.

Historical Miniature Gamer #1 & #2

When news came out that MWAN and the Courier were going to be replaced by HMG magazine, it sent a shockwave through the historical gaming community. MWAN was beloved by all, especially for the “down to earth” mentality of the magazine. It was gamers talking to gamers, not trying to sell them something on every page. The Courier, even though it was always late, is still used as a reference for scenarios, reviews, and little known periods.



HMG magazine, which replaced both of them, is now out with its first two issues. It is in a larger format, looking more like Wargames Illustrated and it does have color pictures.

The first issue was not bad, but the pictures needed a little work. The second issue was much better and you could definitely see improvements. I do miss the letters sec-

Magazine Review

tion and the “home-grown” type feel of both magazines, but I think that HMG is off to a good start, certainly worth trying a subscription for a few years.

I do like the fact that the magazine does not feel like White Dwarf, with tons of ads and catalogs, and that the photographs are necessarily staged for every shot.

Overall, give this magazine a try and send your comments in to help them better address the needs of gamers.

Litko 28mm City Garage

Litko Aerosystems has a series of 28mm buildings that are designed for wargaming. For our Operation Sea Lion project I ordered in the City Garage to see how well they would fit in with our 28mm WW2 collections.

Although not cheap at around \$25-30, the kit looked pretty good when I opened it. All of the pieces are laser cut wood and there was a good set of instructions included.

Assembly was pretty straightforward

and I had no problems with fitting the pieces together. Add a few odds and ends and the kit turned out pretty well.

Overall, our group was impressed with the results on the tabletop and so now I will have to try some more of their kits. They also are making bases and a variety of hex templates in several sizes.

Highly recommended.



Product Review

IMAX Fighter Pilot



If you’ve been a fan of air wargames, airshows, or the movie Top Gun, you’re going to love this film! Presented in the IMAX format, this 50 minute film takes you on a tour of Red Flag, the largest and most realistic air exercise in the world.

You follow a F-15 Corsairs in WW2, through his first trip to Red Flag. The film shows the briefings, support crews, and mission planning that

goes into this huge exercise as they try to make it as realistic as possible.

Of course, we’re here for the flying scenes and in this you won’t be disappointed. Incredible footage of F-15s, F-16s, F-18’s, A-10s, German Tornados, and more, all in IMAX format. The air to air combat scenes give you a taste of modern dogfighting that’s better than Top Gun.

You fly along for multiple missions and



get to see some of the battles unfold from the AWACs aircraft that monitor the exercise.

There is also some spectacular scenes involving an A-10 airstrike that makes you appreciate the combat power of modern aircraft.

Even though it’s only fifty minutes long, this is a tremendous experience.



Operation Sea Lion: Royalty Rescue

IABSM Battle Report

The planned, but never carried out invasion of England has fascinated gamers and historians for decades. Our group is no exception and we decided to embark on a project to simulate this as a subject for a demo game for next year's Fal-Con.

This scenario was to be pretty simple, as we had only played IABSM a few times and this would be primarily an infantry contest. We had several platoons of British Home Guard, civilian vehicles, German paras, etc..., so we designed a quick and easy scenario for everyone to try.

It's the first day of the invasion and German paras are dropping all over the

southeast coast of England while the main invasion forces hit the beaches. British reserves and Home Guard units are moving to their positions.



The German paras, consisting of two platoons, a company HQ, recon elements, and a small engineer section, must drop, assemble, then move to

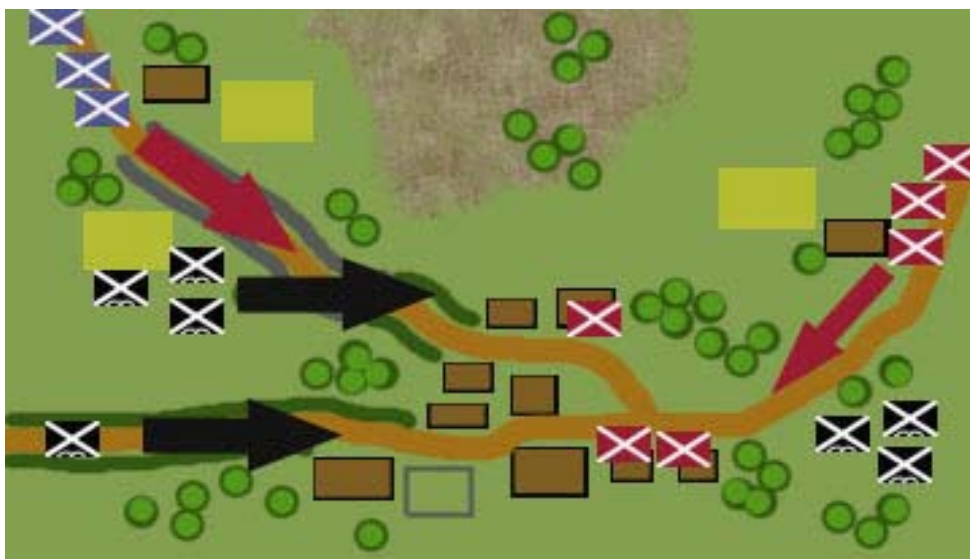
seize a vital crossroads at an English village.

The British forces consisted of one

Home Guard platoon in the village, guarding the two high profile personalities, a Home Guard platoon in army vehicles with regular army support weapons, and a RAF ground mechanics platoon in civilian vehicles. All British forces came in as reinforcements, except for the one platoon of Home Guard, which was deployed in the village.

While the Germans needed to assemble quickly, get their weapons canisters, then seize the town, the British were concerned about evacuating the important personalities and holding on to the center of the village. Points would be awarded for objectives taken, number of enemy killed, etc....

So, after setting up and a quick rules review, the JU-52s approached....



German Airdrop

The first German para platoon dropped in a good place and was able to make good time down the road towards the village. The company HQ also dropped unopposed and was able to get into position on the outskirts of the village. The second para platoon, however, dropped into a hornet's nest!

They unfortunately landed right between the Home Guard platoon coming

up the road in army vehicles, who then quickly dismounted and started shooting at them, and a squad of Home Guard in the town who had an attached MG. Needless to day, the second German para platoon was in serious trouble.

The RAF platoon entered in it's convoy of civilian vehicles



and made for the village. This was quickly turning into a race for the village center as the German paras tried to sort themselves out. Firefights broke out across the board as the game moved on.

IABSM Battle Report (cont.)

While the second German para platoon fought for it's life, the company HQ and the RAF platoon got into some sharp firefights. The RAF reached the village center, then quickly deployed to protect the village center. The second German para platoon tried to close assault the house, but were pushed back by the Home Guard squad on the second floor!

The company HQ, despite losses, was now getting the upper hand against the one RAF squad it was fighting. However, a second one flanked

the company HQ and before being beaten back with the aid of flamethrowers, the company HQ as out of the game as a viable force. The second German para

platoon was also in great difficulty, having been repulsed in two separate close combat actions on different sides of the village.

The Home Guard platoon in the village, despite being al-

most at the breaking point, quickly bundled up their honored guests into a civil-

ian vehicle and went up the road to safety, launching counterattacks in several places to pin the Germans down.

Finally, the first German para platoon made itself felt with several attacks that cleared the village center, but they were still meeting fierce resistance as the second Home Guard platoon began entering the village outskirts after having defeated the second German para platoon.

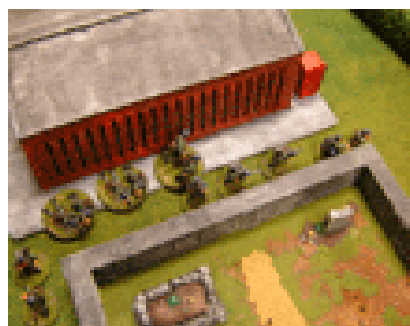
It was now approaching desperation time for the Germans. One para platoon was knocked out, the company HQ didn't have the strength to go on, and the first platoon was heavily outnumbered. Still, the first para platoon battled it's way towards the village center, trying to reach the objectives before time ran out.



Final Turns & Summary

In the end, the Germans didn't have the strength to seize their objectives and lost on points. This was our first fight using IABSM where there weren't any fighting vehicles, and just using infantry was quite unusual.

Both sides played well, but the German second para platoon had horrendous luck in their drop and



during the two close assaults. In one of the assaults they rolled something like 20 D6's and got one hit!

Overall,

this was a fun and unusual game. We certainly missed a few things in the rules and will need a few house rules to clear up things. We were able to do a large game with these rules and finish in under four hours.

For the future we will add Bren Carriers, Stukas, more regulars, and hopefully have some armor battles as Tamiya's 1/48th scale range continues to grow.



WFHGS

We game every other Friday night in SLC, Utah.
Periods played include WW2 (in three scales!), Age of Reason,
Age of Eagles, Renaissance, Ancients, Samurai, Colonial (two
different scales), boardgames, and more...

Comments, questions, or suggestions?
Contact mirsik1@juno.com

***Back issues of Warning Order can
be found on the web site.***

www.wfhgs.com

Again, I am continually amazed by how many gamers are turning towards simplistic rules. While I agree that they do have their merits, namely speed of play, fun, not taking things seriously, etc..., are you really learning anything about the period? If not, why not just play chess or use tanks to represent figures for the Crusades?

When I first got into gaming and I chose to do the Sudan, you had to do some serious research about uniforms, convert figs to make units that there weren't figures for, and then find rules that simulated the conditions of the period. Along the way, you learned quite a bit about the armies, uniforms, weapons, tactics, and battles of the period.

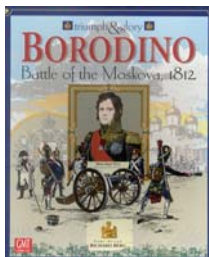
Today, gamers want to be spoon fed. They want a Flames of War style system for every period, such as the Seven Years War. They want WH40K style codexes that have all the uniforms, stats, and hopefully the figures will come pre-painted. All the faster to get figs on the tabletop and play, even though most of them know nothing about the period, nor do they care to learn anything. Frederick is just a cool guy on a white horse that gets you a +2 on die rolls and comes on the army list for free.

All of us as historical gamers need to do a better job of instructing the new gamers about how important research can be to their hobby.

Borodino 1812 by GMT Games

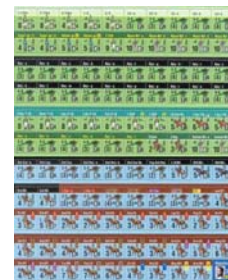
Borodino was one of the climactic battles during the Napoleonic Wars and in history. Napoleon, seeking to bring the Russian army to grips, finally got his wish when the Russians decided to make a stand outside the village of Borodino. What followed was a bloody slugging match, as the French decided to forego maneuver and rushed headlong into the Russian defenses. After over twelve hours of fighting and tens of thousands dead, the Russians withdrew with a lackluster French army in pursuit.

Borodino has also been popular with gamers, with several games done on the subject, the most recent by US Games (now owned by Avalanche Press). Richard Berg, one of the industry's leading designers, has now put forth his interpretation of the battle for GMT Games.



First, the map is well done. It is sort of in the old SPI style, but with better colors and graphics. My only problem is the layout of the player's boxes, since you actually play the game faced in the opposite direction (east to west). The counters are also well done and the rules are laid out in an easy to understand format.

So, how does it play? After the set up you can see that this is going to be a slugfest with little room to maneuver. Each command (corps for French, army for



Russian) gets a number of activation chits. When these are pulled the units in those groups can attempt to move and fight. Each commander can also put so many groups

"Under Orders", so they don't have to make command rolls. Combat is pretty basic, with artillery fire and then shock combat, which represents close range firefights and melees. After a few turns you get the hang of it and play proceeds rapidly.

Overall, this game was fun to play and because of the activation system it has some replay value. True, it's a straightforward slugging match, but is pretty historical. It's a good, solid game, but I wonder how much interest there is in another Borodino game?

Game Review