Footnotes

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* Footnotes

AMPHERIBIOUS ASSAULTS: METHODS AND ALLOCATIOK OF FORCES IN OPERATION OLYMPIC

HISTORICAL PLAN

Miyazaki 9 x 4 - 12
Ariake 9 x 4 - 12
Sendai 9 x 5 - 12

Reinforcements not committed.

Comments: As this is the planned invasion set-up, it should provide the U.S. Player with good chances of an early victory. The problem here is, as with all methods, what to do with the nine 4-12’s which arrive on Game-Turn Two? With Osumi being so lightly held, it would seem natural for the U.S. Player to pile in here with everything — however, I would only do this if no Tokko losses were inflicted. If Tokko losses have been inflicted, I would reinforce this beach-head with six units and use the remaining three units to press home any advantages obtained elsewhere.

CONVERGING PLAN

Fukuoka 6 x 4 - 12
3 x 5 - 12
Ariake 6 x 5 - 12
Sendai 12 x 4 - 12

Reinforcements not committed.

Comments: Assaults in the north of Kyushu have the benefit of only allowing Japanese reinforcements every other Game-Turn. However, the US loses reinforcements due on Game-Turn Six and all Japanese reserve units are released in the north because of the three assaults. This is probably not a very good method.

POWER PLAY

Sendai 9 x 5 - 12
Ariake 9 x 4 - 12
Tsuno 9 x 4 - 12

Reinforcements are committed.

Comments: In this method Marine units are given the task of securing Kagoshima with help from the Ariake forces. Tsuno forces are given the task of working westward to secure Hitoyoshi and Sashiki. Six of the 4-12’s on Game-Turn Two are committed to Tsuno, regardless of the general situation; the remaining three units go to Sendai. This is a cakewalk for the US — but if Tokko losses are suffered at Tsuno, their task will be extremely difficult.

Japanese Forces and Chances of Winning

If the US attacks via Tsuno, they will find the Japanese right flank extremely vulnerable. There are three coastal units north of Tsuno town; if these are strong (3-4’s or 4-4’s) then the US Player must clear them out before advancing. Also, fast moving units (1-8’s, 2-8’s, etc.) are available at Maniwara, Noboeka, Beppu, Hitoyoshi, etc., to push the US into the sea.

Do not forget time is not on the side of the US; if they cannot clear the Japanese units below hex line 2400 by Game-Turn Ten, the whole operation is a failure.

In an initial set-up, the town of Hida should be held by at least one line since it is the converging point for five roads. This would be vital for the Japanese to bring up reinforcements.

An occasional key hex held by a dummy Japanese unit can sometimes hurt them — so be careful on their placement.

— R.N. Webb

* FRIGATE: SEQUENTIAL MOVEMENT SYSTEM

The following are some minor rule modifications that are needed to change Frigate from a SiMove System to a Sequential Movement System.

[1.0] SEQUENCE OF PLAY OUTLINE

1. Wind Direction and Velocity Determination Phase (Standard)
2. Command Control Phase (Standard)
3. Player “A” Movement Phase
4. Player “A” Combat Phase
5. Player “B” Defensive Fire Phase
6. Combat Results Application Phase (Standard)
7. Player “A” Damage Control Phase (Standard)
8. Player “B” Movement Phase
9. Player “B” Combat Phase
10. Player “A” Defensive Fire Phase
11. Combat Results Application Phase (Standard)
12. Player “B” Damage Control Phase (Standard)
13. Preservation Level Determination Phase (Standard)

[2.0] MOVEMENT

Players may move as many or as few units as desired up to the limits of their Movement Allowance. The rest of the Movement Rules in the Standard Game apply.

[3.0] COMBAT

Both Players may fire their guns twice per turn as long as they meet the rest of the requirements given in the rules of the Gunnery Combat Section in the Standard Game.

As far as determining which Player is Player “A” or “B” according to the Scenarios, each Player can roll a die and high roll can pick the side that he wishes and the other Player is the one that moves first.

— Richard L. Mataka

GERMAN STRATEGY IN WORLD WAR II

One of the more effective methods the German Player has for use against the USSR in World War II is to attack the Soviet Union in the summer of 1940. To do this, it is desirable to neutralize the Western Allies, and that can be accomplished relatively easily. The German Player can effectively seal off the Western Front until 1943 if he stays out of Holland and Belgium, stacks eight Strength Points on the rough hex at 1213, and puts one Strength Point on hex 1211. By leaving three Italian Strength Points in 1016 he can prevent overruns into Italy.

With the French and British armies rendered impotent in Europe, it is then possible for the German Player to send every available Strength Point (including eleven Italian Strength Points, which means evacuating North Africa) to the east. Some of the advantages of this strategy include the fact that the Soviet Union is relatively weak (only 26 Strength Points), the German Player has two and a half years (10 Turns) before Soviet units can build to four Strength Points, and the summer Movement Allowance of five allows for deep penetration into the USSR.

The main disadvantage, of course, is the nine Strength Points left in the west. However, even with an attack on France, a few German Strength Points would have been lost in battle anyway, and the eleven Italian Strength Points will partially compensate for the West Front garrison. Another obvious disadvantage is that if the USSR is not subdued by 1943, then the German Player can find himself in big trouble. But then, what’s different about that?

To add an element of surprise, the German Player can make it appear he is going to attack France in the spring of 1940 by massing his army along the German frontier with France-Benelux. It is almost worth it to see the Allied Player’s face when, instead of rolling into France and Belgium, the whole German and Italian Armies move east. This forces the Allied Player to organize his Soviet defenses in a spring Turn, when his movement is limited.

In every game played against an unsuspecting Soviet Union, this strategy has resulted in the annihilation of the USSR by fall, 1942. The most common Allied response, once it becomes apparent that no headway can be made in the west, seems to be to send
British and French Strength Points to the USSR. As many as 24 British and French Strength Points in the USSR have been insufficient to prevent a German victory. Once the Soviet Union is secured, Germany can run over everything else in sight. Even if France is full of British and French units, the German Player can easily win a war of attrition because of his superior reinforcement and replacement rate.

There is at least one Soviet strategy which will successfully counter a summer 1940 offensive. probably many Players already use it as a general Soviet strategy. It would be interesting to see what techniques MOVES readers can uncover to save the Soviet Union.

—John and David Tate

TWO ADDITIONAL SCENARIOS FOR STARFORCE

A. Interstellar Readiness Maneuvers

[1.0] There can be two to five Players. Each deploys twelve StarForces on eight Gates placed on tertiary systems.

[2.0] Each of the Gates of a Player may shift as many of his units per Turn as there are Players in the Game. (Or twice that many if all are coming and going from/to the same place.)

[3.0] A “unit” means one StarForce or four FakerForces.

[4.0] Each uncontrolled system is able to enhance the shift of one unit of each Player’s per Turn.

[4.1] In all other respects, uncontrolled systems are neutral, are non-active, non-capturable Gates.

[4.2] The enhancement factor of neutral systems is transferable on a Turn-to-Turn basis between allies, providing consent is obtained.

[4.3] Forces in the LZ of a neutral system must reveal their exact composition and must be represented on the Display.

[4.4] A neutral system can never be used as an active Gate, but it may be broken-off to.

[5.0] Permanent neutralization of an opponent’s Gate changes it into a neutral system.

[6.0] When fighting tactically in a neutral system, a Gate is put on the Tacboard. Anyone who moves into the Gate’s MLZ is immediately subject to a full strength attack by the Gate until he vacates. In addition: Anyone who a) attacks into the MLZ (and thus the Gate), b) attacks out of the MLZ is banned from using the enhancement of that system for any of his ships for the rest of the game.

Anyone who, in addition, disrupts the Gate or neutralizes the Gate is also subject to attack by that Gate if any of his ships come into that LZ for the rest of the game.

[6.1] In the Basic Game, at the start of any TacTurn, a Player can declare that some or all of his ships have gone into the Gate at which point similar rules apply. The other Players have the option of aborting any attacks against those ships.

[6.2] While a Gate is engaged in attacking ships in its MLZ, it cannot enhance. Attacks against barbarian neutral attackers only take place if the Gate is doing nothing else. If a Gate is neutralized, it remains neutralized until it shifts.

[6.3] The Basic Game simulates a voluntary shutting down of the Gate in disgust at barbarians and not an actual stunning of its Telesethics.

[7.0] If, because of randomization, a ‘DESTR’ chit comes up, remove the unit from play. This simulates a simulation of the unit’s destruction which would never take place in maneuvers.

[8.0] The winner is determined on the basis of a) who is left, and b) whoever has more of his eight original Gates.

[9.0] If a Player capitulates/surrenders/drops-out, try to divide his holdings equitably, discounting fractions. No one can hold more than eight Gates and twelve StarForces. Incidentally, capitulated Gates do not count towards determining how many of your eight original Gates you have left.

[10.0] Use any or all optional rules; you might have some trouble finding enough counters to use Fakers, but perhaps that simulates an operational limitation.


Rationale: After the conclusion of the Xenophobe campaigns in 2787, the PSL instituted a program of sensors and military call-ups to avoid ever again being taken by surprise. In 2836, the Orions were introduced. By force of the Orions, the PSL was threatened with invasion by the Orions and the PSL must prepare for war. The objective of the scenario is to prevent the Orions from gaining control of the PSL space. The players are given the option of using the Orions’ forces or the PSL forces. The winner is determined by the number of StarForces created, to a maximum of five Lites total.

[4.0] If the Orions should enter a LZ containing PSL forces, their status is immediately revealed, as is the composition of that force, and the Movement Allowance for all Orions forces in the next Turn and for the rest of the game is five Lites. Of course, the Player may wish to send PSL forces into an Orion occupied LZ to investigate, or he may wish to pre-empt the fuse and attack theOrions (in which case the Orions are automatically considered hostile for the rest of the game). If the Orions should enter a home system before any of these and before the clock runs out, the same thing applies.

[5.0] The Orions, being in unfriendly if not unknown space, may never overshift, and may only enhance to satisfy (6.0).

[6.0] If any combat occurs, use the strategic-tactical system. Draw a decimal chit for the Orions forces to indicate what percentage (rounding up) of the available Strength Points will be allocated to the attack, after you have decided how many you are going to allocate. Each Orion StarForce always has a combat strength of three. The PSL Player may use reserves, the Orions never does; but use situational continuity rules. If any Orion forces are randomized, split them up. If any are randomized outside known space (according to the chits) let them be, and let them stay there. After suffering an in-space neutralization, they head towards the nearest PSL home system to their new location. Single or separated Orion forces must be...
plotted to take advantage of every opportunity to regroup that would not delay their progress (that of the unit being joined or the group enhancing) more than one Turn. Units may never sit still in space for two Turns in a row in an un-neutralized state, unless they're fighting. Also, regrouping may not take place if it increases the distance between any Orion unit and the system he's heading for.

[7.0] The eventual objective of the Orions is the destruction of the PSL home systems along Xenophobe lines. Actually, if war does break out, it represents a strategic defeat for both sides. The PSL has to try and prevent it from becoming an overwhelming one.

[8.0] Sequence of Play
1. Pick from status-chit set.
2. PSL move; pick again if any StarForces are formed.
3. Orion move.
4. Combat actions, if any.

—Richard Outerbridge

* SEQUENCE OF PLAY FLOWCHART FOR GLOBAL WAR

With the advent of SPI's "monster" games, i.e., Global War and World War III, many Players find it difficult to get into the flow of the game because of the many rules and the fact that the game environment includes sea, air, and land movement and combat. In order to make these games easier to play, I normally will make a flow chart, using boxes that contain what is to be done at particular times during the Game-Turn, with arrows pointing to the next box which contains the next action that is to be taken that Turn. However, some games require a somewhat different approach. Some are better suited for an outline approach. USN and Third Reich were games in which I used the former technique, while World War III and Global War used the latter. Below is the outline that I am using for Global War. In addition to what is shown I have included next to each step of the outline the rule reference for that particular action, so that if further clarification of a particular rule is desired, the Player can quickly turn to the appropriate rules section.

A. NAVAL STAGE
1. 1st Axis Naval Movement & Combat Phase
   - Determine German SS Status (1st 1944 turn onward) (12.21)
   - Move MS (12.4) (25 MP)
   - Move Amphibious Units (12.51) (25 MP)
   - Move ASW Units (3xZOC) (12.3)
   - Movement & Combat of Surface A & B (30 MP)
   - Opponents Transit Attack (13.0)
     vs. SS in coastal hex by Surf A, SS, ASW
     vs. Surf A & B by Surf A, SS, ASW (13.11)
   - Combat Declared
     Retreat before Combat (except MS & ASW)
     Transit Attacks by Surf A & ASW (15.8)
   - Combat Resolution
     Counterattacks (15.7)
     American & Japanese advance after combat (12.14)
   - Non-escorting Surface Units (except Jap. & Amer.)
     rtn. to port (12.0)
   - Determination of Supply Status (16.1)
   - Remove Unsupplied Naval Units
2. 1st Allied Naval Movement & Combat Phase
3. 2nd Axis Naval Movement & Combat Phase
   (No German SS mode determination or supply determination)
4. 2nd Allied Naval Movement & Combat Phase
   (No supply determination)
5. 3rd Axis Naval Movement & Combat Phase
   (all Naval Units, except Amph, MS & Escorts must return to port)
6. 3rd Allied Naval Movement & Combat Phase
   (all Naval Units, except Amph, MS & Escorts must return to port)
B. AIR STAGE
1. Axis Air Movement Phase
   - Determination of Supply Status (17.4)
   - Remove Unsupplied Air Units
   - AD Unit Movement (17.12)
   - LRB Base Change (3xMovement Allowance)
   - LRB Movement to target Industrial Hex (17.15, 17.16)
2. Axis Air Combat Phase
   - Target Hex AD Units Fire (17.31)
   - Surviving LRB's attack target hex (17.31)
   - Surviving LRB's return to original bases (17.17)
3. Allied Air Movement Phase
4. Allied Air Combat Phase
C. LAND STAGE
1. Axis Land Movement Phase
   - Perform Overruns (5.6)
   - Amphibious Assaults (13 hexes) (5.5)
   - Opponent's Transit Attacks (13.0)
2. Axis Land Combat Phase
   - Combat Resolution (8.6)
   - Advance after Combat by Mech. Units (8.5)
3. Axis Strategic Movement Phase
   - Land Movement in Commn. Area (2 pts. to 16 hexes) (5.4)
   - Sea Movement over MS Pipeline (25 hexes) (5.4)
   - Opponent's Transit Attacks (12.42, 13.0)
4. Allied Land Movement Phase
5. Allied Land Combat Phase
6. Allied Strategic Movement Phase
D. PRODUCTION STAGE
1. Reinforcement Phase
   - Land & Air Units on Indus. Hexes (18.12)
   - Naval Units on Indus./Port Hexes (18.14)
   - Fortifications on Friendly Hexes (18.16)
   - Placement of destroyed Chinese unit (if applicable) (19.51)
   - Removal of Depleted Surf. A & ASW Units for Undepletion (18.3)
2. Production Preparation Phase
   - Land Lease of Production Points (18.8)
   - Determination of Prod. Points (18.0, 18.7)
   - Production of Units (18.1)
3. Axis Declaration of Vichy France (when applicable) (20.12)
   - French Navy Control Determination (20.13)
   - A Player can modify the outline to suit his own preferences and tastes. Using an outline such as this makes the game flow more smoothly and helps prevent a Player from forgetting what action he must take next. It will also enable a Player that is unfamiliar with the game to "get into" the game a lot faster.

—John R. Heydt

* OLYMPIC VICTORY

Reading through the rules and setting up Operation Olympic the first time, I began to become aware of the potentially devastating effect of an all-out American attack using the two northern invasion beaches. If the American Player raises, to the maximum allowed, the forces deployed on Imari and Fukuoka invasion zones and uses two northern invasion hexes of the Tsunoo zone, he has an almost automatic solitaire version victory or a better than 50-50 chance of a two-Player victory. The three Marine counter stacks of 5-12's should be deployed in the lower identity number hexes of the Imari and Fukuoka zones to prevent their becoming Tokko losses. The two stacks in the Tsunoo zone should move into hexes 2425 and 2526 and should convert their supply counters to fortified supply counters as quickly as possible as their purpose is to draw Japanese units and to take as few casualties as possible.

Solitaire Version: The American units on the northern beaches should press inland destroying strong Japanese units and shoving back weak units that will eventually form a protective barrier between the stronger Japanese units and the American units. The aim is to take the city of Fukuoka as well as isolate the peninsula Nagasaki lies on. With the invasions in the center and north, the Japanese forces in the south will be automatically drawn north, giving you either 440 or 460 of the possible 500 points associated with the American objective line. The US Player's advantage is so great in this solitaire deployment that even after a 300 point Tokko loss, he still has a better than even chance of winning.

Two Player Version: With a thinking Japanese Player, the American Victory Point advantage in a northern invasion is cut significantly due to the fact that the Japanese will obviously leave a few units at the south end of the map to prevent the 500 points associated with the American objective line. However, the American Player will replace 175 of the missing 460 points by taking the Japanese twin cities of Kokuro and Yawata. American units in the north should stack in order to eliminate Japanese units in the area as fast as possible. Until all Japanese units in the beachhead area are eliminated, American movement is severely restricted. Two air interdiction counters should be used on the roads around Hida and the remainder of the plain between Kumamoto and Omuta. If the air interdiction units are correctly used after
the first Game-Turn, no Japanese units originally deployed south of the North-South Boundary will be able to engage American units in the north prior to the Ninth Game-Turn. The two counter stacks on the Tsuno beach will effectively block off the east coast road. With this deployment, the results are fairly predictable. With a zero Tokko loss, American victory is almost automatic; with a 100 point Tokko loss, the American chances are slightly better than 50-50; with a 200 point Tokko loss, the American chances are slim indeed as the maximum the American Player can practically obtain is 250 to 290 points, and with a 300 Tokko loss, American victory is mathematically impossible.

Optional Rule, Free Deployment: If you are not a Japanese Player free deployment, the strong northern invasion usually becomes little more than a threat to prevent overconcentration in the south. However, if you can get the Japanese Player to concede that since the entire city of Kagoshima is worth 200 points, then the city of Nagasaki should be worth at least 150 points, then you will create an exceedingly variable and fairly balanced overall game, even with free deployment.

Although the northern deployment of American units is an example of gamesmanship, the historical parallel is logical. A massive northern invasion has advantages for the US from the standpoint of both time and casualties. Securing the northern portion of Kyushu at an earlier date would be a significant advantage to a time conscious US Army trying to obtain forward bases for the invasion of Honshu. The early fall of Nagasaki, Fukuoka, Kokura and Yawata would have had an effect on Japanese morale as well as giving American forces multiple port facilities of excellent quality at the earliest possible point in time. Kyushu would, in all likelihood, be significantly reduced, due to the fact that a major portion of the American objectives, securing bases for the invasion of Honshu, would have been taken before the bulk of the Japanese force could have been brought to bear on the American forces. The American forces could then have gone to a more defensive posture until most of the Japanese force had worn itself out against a strong defensive line.

The game Operation Olympic may be just as historically accurate in the theoretical northern invasion of Kyushu as it is in the theoretical southern invasion.

—Charles R. Bowles

A WOMAN IN WARGAMING

You said in your recent issue that you would like to hear from women wargamers. Okay, you are now hearing from one of them. Only 1%, huh? Well, I'm not surprised, actually. All of my opponents are male (or wargamers). I play many non-wargames as well as simulations and for these I have no difficulty getting women to play with me. Why? Well, I have my own theory about that.

1. Most historical simulation games spend a lot of time discussing and manipulating weapons. Equipment isn't all that interesting to most of us. We are interested in people. If there was more emphasis on how certain battle outcomes affected the people, I would be interested.

2. The same preoccupation with numbers and weapons makes even many of the S&T Magazine uninteresting to me and most of my female friends. I am most interested in the reviews and feedback analysis. I seldom even read the articles all the way through.

3. It's hard for me to personalize many of your games. Sniper! was one of the best in this respect. I play best when I can put myself in the place of one of the units and imagine what the battle is doing to my mind.

4. History wasn't ever one of my favorite subjects. I seldom got into what really happened. Your statistics and technical articles don't help me to overcome this aversion. The games that I consistently like are set in the few time slots in which I became interested (Roman and earlier, and the far future).

I wish you luck. In my experience, women are not as aggressive as men. They get their enjoyment from historical simulations from the chance to relive and examine the results of battles on the life style of the people in the country involved and on the thinking of one of the combatants. They are much more likely to ask "why" concerning a rule and to eliminate complexity where they can. Who needs demoralization rules — they know a demoralizing situation when they see it. Which reminds me of one of my pet peeves.

Why can't there be more mention of militia and use of called-up, untrained troops on home ground. And why no mention of civilian casualties?

—Sandra McCoy

WOLFPACK TWO-PLAYER GAME

Below are some rules changes needed to make Wolpack a two-player Game:

[1.0] SEQUENCE OF PLAY
A. CONVOY INITIAL PLACEMENT PHASE (standard)
B. WEATHER PHASE (standard)
1. Storm Movement Segment
2. Fog & Storm Formation Segment
3. Straggle Determination Segment
C. AIR PHASE
1. Air Escort Allocation Segment (standard)
2. Air Search Segment
D. NAVAL PHASE
1. Convoy Movement Segment
2. Removal of U-Boat Sighting Markers (standard)
E. U-BOAT OPERATIONS PHASE
1. Pack Formation and Reorganization Segment (standard)
2. U-Boat Movement Segment
3. U-Boat DePinning Segment (standard)
F. COMBAT PHASE
1. U-Boat Attack Segment
2. Counterattack Segment
3. Straggle Reduction Segment (standard)

[2.0] MOVEMENT
All Convoys have a maximum Movement Allowance of BwE. You may move these units as many or as few hexes up to the limit of their Movement Allowance.

All Convoy Escort units are deployed face-down as in the Standard Game. Once these units are uncovered, they may freely roam within three hexes of their Convoy units. You can consider these units as sub-hunters, but they still have a maximum Movement Allowance of five. All other Standard Sighting, Anti-Submarine and Search Rules apply as in the Standard Game.

[3.0] U-BOAT MOVEMENT
All U-Boat units are deployed face-down at all times. All U-Boat units have a maximum Movement Allowance of seven. With every Scenario you add six spotted markers face-down as dummy units. You may have your units in any size packs that you wish. All Picket Search and Combat Rules are the same as in the Standard Game.

[4.0] AIR SEARCHES
During the Air Search Segment you take the number of Air Units searching a hex and then look at the range and you have to pick the hit within the spread of numbers as in the Standard Game.

[5.0] SUBMARINE SEARCH
During the Submarine Search Segment, you take the number of Escort Combat Strength Units and try to determine if the unit becomes spotted. If your Escort unit has an Air Escort attached double your Combat Strength for this Phase only.

[6.0] COMBAT PHASE
After the U-Boat has sighted a Convoy with Escort, the Escort is flipped right side up and the U-Boat is flipped right side up. Combat takes place as in the Standard Game. But after all the results are noted, if the U-Boats do not become Pinned, they are again flipped upside down, so that the Allied Player cannot see the value of the unit.

—R. Mataka