Footnotes

RUSSIAN CIVIL WAR FOR THE MASSES
There are about 200 conflict simulations on the market, but only a handful are primarily multi-player games. Games like Diplomacy, Origins of World War II, Kingmaker, Stock Market, Conquistador!, After the Holocaust, and Russian Civil War rely strongly for their appeal on diplomatic interactions between the players; few of these games have feasible two-player scenarios. And the rules in these games are usually correspondingly simple, keeping the stage clear for the unfolding of complex and intertwined events. Conquistador!, After the Holocaust and Russian Civil War are exceptional, having rules systems of about average or above average complexity in the spectrum of SPI games. I think Russian Civil War could gain the most in playability (and, thereby, in mass appeal) from deleting some rules, or relegating them to the “Optional” Section.

[8.3] SUBVERSIVE ATTACK. This section can be made optional or deleted.


[13.0] IMPERIAL UNITS This whole section can also be deleted or declared optional.

[11.0] PURGE All the Politburo and Purge rules should be deleted. They add a lot of flavor and “noise” to the game and increase the playing time. But in the many games I have played, Purges have rarely had a significant influence on the outcome of the game. Section [13.3] is modified as follows:

[13.5] EXECUTION OF TSAR

[13.51] The Tsar may never be eliminated by combat, epidemic or assassination.

[13.52] The Tsar may be executed at any time he is controlled by a Red Leader, by the agreement of any coalition of players including the player who controls the Tsar, if the coalition controls together at least two thirds of all the Red leadership points on the board.

[13.53] When the Tsar is executed, the Victory Points (in the event of a Red Victory) are awarded to the executing player.

[13.54] To execute the Tsar, the controlling player simply moves the Tsar marker from the map to his Victory Point Chart. Once executed, the Tsar is permanently out of the game.

Rule [15.32] is deleted.

By deleting the above rules, you can remove a lot of “dirt” from Russian Civil War without disturbing the basic character of the game. The game moves faster and is more fun, and you may find that many of your friends will enjoy it, even though (for some inexplicable reason) they always turn down your offers to play Sniper!, Fast Carriers, or War in Europe.

—Richard Ware

ADDITIONAL SCENARIO FOR INVASION AMERICA
One of the most appealing things about good war games is their drama. Simulations, no matter how accurate, are a special form of fiction, where, on the analogy of a novel or play, the gamer is at once the reader and an actor of the drama. Invasion America allows the player to go a step further: given the ground rules, one can also write the script. The following scenario can be seen as a prelude to the drama of the published game.

Around 1995, the United States, engaged in a losing naval war, “annexes” Mexico and Central America in the attempt to establish a better defensive perimeter against a threatened invasion of the homeland by the Aggressor forces, the European Socialist Coalition (ESC), the Pan Asiatic League (PAL), and the South American Union (SAU). The United States, while outnumbered and outgunned by the global coalition, is still a formidable adversary by reason of its vast land mass, its wide and efficient rail network, and its large army and air force. Sometime between 1995 and 2000, the Aggressor powers agree upon plans for an operation which is more cautious than a full scale invasion of the United States and possibly a preliminary to it. The SAU will attempt to liberate the Central American Annexation. If successful, the operation will serve several functions: 1) try the efficiency of the American forces when engaged close to home, 2) provide a foothold on the North American continent for a possible invasion of the United States, and, 3) complete the unification of the Latin American peoples. The ESC and the PAL will not become directly involved but will remain on full alert. The threat of their intervention will prevent the United States from committing a large proportion of its forces to the defense of the Annexation. At the same time, diplomatic overtures will encourage the North American leaders in their hope that an invasion of the United States may yet be avoided. The Aggressors think that the plan is worth the attempt, and the SAU invades the Central American Annexation.

Implausible? Probably. Utter fantasy? Definitely. But that is what Invasion America is all about, and this scenario provides a reasonably balanced, shorter game for players who occasionally may not have the time or inclination to play the larger scale scenarios supplied with the game. Balance can of course vary considerably from game to game due to the unknown qualities of the players.
units, but it is this which makes Invasion America a unique experience in drama and suspense.

[20.11] Initial Order of Battle

U.S.A.:
Land Units: 3(a), 3(mi), 4(i), 8(m), 2(tr)
Air Units: 2(cas), 3(lrb)
S.A.U.:
Land Units: 6(a), 8(mi), 12(i)
Air Units: 4(cas), 2(lrb)
Naval Units: 3(am), 4(i)
Supply Units: 2

[20.12] Initial Deployment

U.S.A.: All U.S. units must deploy within the boundaries of the Central American Annexation, except for the two lrb units which must be deployed on hexes 2331 and 2617.
S.A.U.: All SAU units must deploy within the boundaries of the South American Union. Land and Air units may be deployed loaded on Naval units in SAU port hexes, or in Coastal hexes (including hex 0148) occupied by Friendly Supply units.

[20.13] Constant Replacements

U.S.A.: 1(a), 1(mi), 1(i), 1(m). U.S. replacements are received every other turn beginning on Turn 2 and appear anywhere on the U.S. side of the U.S./Annexation border.
S.A.U.: 1(a), 1(i). SAU replacements are received every turn.

[20.14] Variable Replacements

None.

[20.15] Special Rules

1. The U.S. Constant replacements are received every turn, beginning on the turn following the turn on which the SAU makes an amphibious assault on any amphibious hex west of and including hexes 0832 and 1032.

2. The U.S. Air units on hexes 2331 and 2617 may not move. Combat results requiring a retreat are treated as No Effect.

3. Naval units may pass through hex 0145. (Remember that Naval units may not be transferred between the Caribbean and the Pacific.)

[20.16] Victory Conditions

To win, the SAU player must control Mexico City, 1 Port hex, and 2 Resource hexes at the end of the game; otherwise the U.S. player wins.

—Michael McNierney

* LIBYA 1940: O'Connor's Offensive

PanzerArmee Afrika realistically shows the impact of Rommel's first offensive in Africa and the battles afterward. Yet the most decisive offensive of the war came earlier, when Major General Sir Richard O'Connor led 30,000 men of Western Desert Force against Marshal Rodolfo Graziani's 150,000 men in Cyrenaica and western Egypt. Attacking on the night of 9 December 1940, by 7 February 1941 the Commonwealth troops had advanced 300 miles, smashed ten Italian divisions, taken 130,000 prisoners—and suffered barely 2000 casualties. If not for the political necessity of transferring British troops to Greece, the North African War could have been finished by March. As it was, it dragged on into '43.

The PanzerArmee Variant is two Game-Turns in length, with the Allies first player. The British are immune from Command Control (this being factored into the troop strength available). Italian units do roll for Command Control; affected units may move but not attack. British armor (only) may voluntarily move out of supply.

The Italian force consisted of five 'leg' infantry divisions (60, 61, 62, 63, 65), four Blackshirt Militia divisions (1, 2, 3, and 4 Camicia Nera), two Libyan police divisions (1, 2), three ad hoc armored brigades (1, 2, and Babini Raggruppamento) and one motorized Raggruppamento (Maletti). The 'leg' divisions are binary (two-regiment) in the variant. The other, inferior infantry are represented as single units, as are the brigades. The brigades should have been more powerful than the infantry, but they contained almost no support units and disintegrated in combat. Also, the tanks were mostly worthless machine gun carriers.

The British force was small but powerful. The understrength 7th Armored Division was the strike unit, with the weak 4th Indian Infantry Division accompanying it. Selby Force, an ad hoc brigade, advanced along the coast road. Midway in the campaign 4th Indian was transferred to Somaliland and replaced with 6th Australian, again understrength. It was a tiny army, but it had one enormous advantage—it was not an Italian Army unit.

Initial Set-up, Italian: Most Italian units have only 25 movement points. 1(Supply)-1906, 1(Sup), 2(1-25)-2319, 1(Sup), 2(1-25)-1925, 2(1-25)-1730, 2(1-25)-1530, 2(1-25)-1331, 2(1-25)-1133, 1(1-25)-1533, 3(1-25), 1(Sup)-1634. 2(2-40) may be stacked with any units in Egypt; each 2-40 represents two brigades. No reinforcements.

British: 2(3-50)-1135, 2(2-50)-1235, 1(2-50)-1537, 1(Trk), 3(Sup)-1440. 2(2-50) are withdrawn Game-Turn Two, replaced with 2(2-50) from Alexandria.

VICTORY: British get 40 points for capturing El Agheila. Italians get 10 points for each unit exiting hex 0701. British get 5 points for each destroyed Italian unit. Highest total wins.

—Phil Kosnett

* VARIABLE PANIC IN PRESTAGS

The panic rules in PRESTAGS are an excellent concept, yet they suffer in that both players know the exact point at which the enemy will rout. This allows some rather precise calculation to an attacking wargamer which is obviously not available to his battlefield counterpart.

The following procedure introduces the "fog of war" and hopefully some added excitement to the panic rules in PRESTAGS.

After selecting a scenario, each player draws a card, face down, from a standard deck of playing cards. If a face card is drawn, the panic level remains as given in the scenario. However, if a number card is drawn (use the ace for "one"), this number equals the percentage of the total force by which the panic level is changed. Red cards raise the panic level; black cards lower it.

For example: The players select Spartan scenario 6.0, the hypothetical Macedonian-Roman battle. The Macedonian forces are given as being worth 94 victory points and having a panic level of 38. Suppose the Macedonian player draws the 3 of hearts. This raises his panic level by 3% of his total force.

To calculate the new level, multiply 94 by .03. This equals 2.82, which rounds off to 3. Add this to the basic panic level (38 +3 =41) to find the Macedonian panic level for the current game.

The Roman player, with 132 victory points and a panic level of 79, draws a 7 of clubs. 132 times .07 yields 9.24, rounded off to 9. 79 minus 9 equals 70, the adjusted Roman panic level.

Each player makes these calculations secretly, and does not reveal his card or adjusted panic level until the instant his army panics, or the game ends.

A final note to purists: this variation does not compromise realism. Tactical doctrine, discipline, experience, etc., will determine the general quality of an army. However, its day-to-day performance can fluctuate considerably within the parameters established by this general level of competency. Long marches, shortages of food or water, even bad omens can undermine morale on a given day. Conversely, a stirring speech by a dynamic leader or the prospect of booty might lead an army to fight exceptionally well.

A maximum change of 10% does not allow a drastic change in the fighting quality of an army; it does allow them to occasionally have an off day or to "fight like men inspired."

—George A. Fagin 2nd