



# WARFARE at SEA in the AGE of REASON

There have been numerous rules over the last thirty years that have tried to simulate warfare during the age of sail. From Heart of Oak to Wooden Ships and Iron Men, there have been different levels of complexity as well as theories on this period of combat.

From the authors who brought us Warfare in the Age of Reason and Warfare in the Age of Discovery, as well as several other rules sets, comes this new naval warfare set of rules. Actually, it is only in the playtest stages, but since we are one of the playtest groups and have tried them I thought it would be of interest to report on our playtesting.

First, the authors have always subscribed to the

playability aspect first, then hopefully it will result in historical accuracy. They have succeeded in previous periods and probably will in this one too.

Each ship has its own display with hull/gun boxes, fires, speeds, mast boxes, etc..., clearly laid out. Movement is of course wind based and kept fairly simple, proceeding in an order decided by a die roll initiative each turn. This keeps it interesting as players need to take chances and estimate their opponents intentions each turn. Of course, this results in fast and furious action which raised a few problems during our playtest.

We have already sent in sev-

eral ideas to the authors regarding the rules and I am sure they can be fixed easily.

The positive side to this is that soon we will have a great set of rules to add the naval side of the Seven Years War into the AOR rules. I can already see a supplement for campaigns, scenarios, and adding it into The Sport of Kings campaign game. All of us look forward to the official version being released.



HMS Unicorn from the archives at the HMS Unicorn website

## AGE of FIGHTING SAIL RESOURCES

For naval gamers there are many more resources than you would think. They vary from simple to outstanding and from paper to the web.

First, The Courier magazine several years ago ran a great series over six

issues about the Age of Fighting Sail. It included rules comparisons, engagements, and a campaign game for the war of 1812 on the Great Lakes.

Second, the H.M.S. Victory site has many different links to other ships, battles,

and subjects of naval interest.

The two best sites, however, are the sites run by Rod Langton of Langton Miniatures and the Naval Miniatures for Wargaming sites. (cont. on next page)

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### Special points of interest:

- Two historical site tours this issue.
- Scenario Replay featuring Age of Discovery rules.
- Section on scenario design and pitfalls.
- New software and DVD reviews.
- Review of a great new terrain product.
- Magazine and web service reviews.

## AGE of FIGHTING SAIL RESOURCES (cont.)

(continued from first page) These two sites have some of the most comprehensive information on this period. Both offer sections on ship classification, photo galleries, miniature availability, and most important of all, rigging instructions.

Langton Miniatures has ship models in several scales, including 1/300th as seen in the photo. He also offers brass etched rigging, flags, painting information, and a wide variety of ships. Not only does the site offer hulls, but various sets of sail states, wrecks, debris, and accessories. Highly recommended.

The Naval Miniatures site is similar except that they are not trying to sell you product. Once again, there is a wealth of information here on many fighting sail

topics. The photo gallery is extensive and features ships in several scales and settings. There are also links to other sites, including a link to the rules Clear



1/300 HMS WASP

For Action, which seems to be gaining in popularity. I especially liked the fact that it is for hobbyists, gamers, and scale modelers in that it tries to get you information to help you.

Rules sets themselves are a great source of information, especially sets such as Wooden Ships and Iron Men and Close Action. Both have numerous scenarios, small and large, and would take a lifetime to research on your own. Close Action, in particular, has an extensive reference listing which could enable one to find out almost anything on this period.

Overall, there is a lot more out there than one would suspect and with a little digging you can enhance your knowledge of this exciting era in warfare.

## AGE of SAIL Miniatures

### LANGTON MINIATURES

Wide variety of ships in different scales with many accessories. Very well detailed and hard to beat.

### GHQ MINIATURES

Extensive line of well sculpted vessels. A little generic, but very well done.

### HALLMARK MINIATURES

Large range of 1/2400 scale ships and



accessories.

### SKYTREX

Sells ships in two different sizes, 1/1200 and 1/700. The 1/1200 are not the best ships on the market, but the 1/700 are nicely done if you can afford them with some ships over \$40 each.

Several firms also make 15mm and 25mm ships.

## CLOSE ACTION

Clash of Arms is known for their graphics, outstanding counters, and rules that cover every conceivable possibility with this game being no exception. Since our cover story is on fighting sail, I thought it would be interesting to review a game at the extreme end of the scale.

First, the components are very well done. Even the maps, which are just blue sea have depth lines marked out. The

scenario booklet is incredible, listing small as well as major naval engagements during the Napoleonic wars and contains a wealth of information. The rule book is complete, even having rules for multiple boarding actions and firing while anchored.

As far as playability goes,



*Another outstanding Clash of Arms game with great components and very well researched.*

it is on the complex side and not for new gamers. If you are looking for a quick game with minimal rules you will be sadly disappointed. However, if you are interested in tactical fleet actions with rules that cover every possibility this is the game for you. While expensive, it still represents good value and I feel worth the price.

# CIVIL WAR TOUR with Gary Sapp

## My Trip to Savannah, Georgia

In August, I was called on to make a trip to Savannah, Georgia for my work. I was scheduled to arrive Saturday night and would not be called on to work until Monday morning, so I took the opportunity to tour one of the grand old cities of the South, with special emphasis on the sites from the Civil War and other military related spots.

My first stop was to drive out to Cockspur Island east of town and visit Fort Pulaski National Monument. Constructed starting 1829, the fort is a large masonry pentagon, surrounded by a wet moat, fronted by a large ravelin (earthwork structure) called the demilune. It was constructed by the Army Corps of Engineers and was placed to give maximum coverage to the river channels on either side of Cockspur Island and thus bombard any force attempting to approach Savannah from the Atlantic. Its moat and dike system was the first assignment after West Point for a young lieutenant, Robert E. Lee, and remains in working order today. It remains an impressive structure with 25' thick walls and a three story high frontage. The Park Service has added visitors' center where projectiles from the various guns in the fort are preserved and a short film on the history of the fort can be viewed.



It was taken by Confederate troops in January 1861 from the single ordinance sergeant who was acting as caretaker of the fort. The South added guns and troops to the fort, so when the Union started their famous assault in February 1862, there were 45 guns and rifles of 30lb or greater. When you approach the fort from the landside it appears in the same condition, as when first constructed. Only when you walk around to the seaward side is the effect of the Union bombardment evident. The major breaches of the wall have been repaired, but over 100 dents and small breaches remain to show how rifled artillery brought an end to the days of masonry fortifications.

My second stop was Fort Jackson, a small fortification guarding the final approach on the Savannah River into the city. Built during the War of 1812 to protect the city, it was named after Col. James Jackson, who led the troops from Georgia during the Battle of Cowpens in 1781. It was a smaller version of Ft. Pulaski, without any battle damage, since the Confederates abandoned it when Sherman approached on his march to the sea. However, it did feature firings of actual Civil War artillery pieces, which I witnessed twice. During the day, a twelve-pound mountain howitzer is fired at three different times. A re-enactor, dressed as a Confederate artillerist explains the procedure for loading and firing the gun and goes through the various steps to place a charge in the gun. No actual ball is fired, but when the primer is pulled the roar from even the small howitzer is quite impressive. Several days later I was fortunate to return to the fort for a catered dinner and on that occasion, a 32-lb. Seacoast gun was fired. The concussion could be felt very powerfully even though I was 20 yards behind the gun and below the gun on the parade ground rather than on the parapet. The howitzer was also refired to give the guests the full effect of cannon fire at night. Near the fort, the C.S.S. Georgia was scuttled in the river. The Savannah Historical Society is in the process of raising funds for her restoration.

Scattered through out Savannah are various monuments to heroes of her history as well as sites of historical importance. I was able to examine a monument to Lord Oglethourpe, founder of the colony of Georgia. Another square contained a monument to heroes of the fight against Cornwallis when he attempted to take the city in 1780 and was turned back into the Carolinas. Also fine examples of Civil War artillery were prominently displayed. A pair of 12 lb. Napoleon guns bore directly on my hotel from the city square that fronted it.

Other sites around Savannah, that I did not get to visit, but would return to if I could were the Mighty 8<sup>th</sup> Air Force museum at Pooler field. This contains many souvenirs and artifacts from the 8<sup>th</sup>'s famous three-year bombing campaign against Hitler's Germany. Also I would like to have visited Ft. McAllister which protected the landside of Savannah and is considered the end of Sherman's March. I also walk by the Green-Meldrim Mansion, which served as Sherman's Headquarters after his march to the sea, while he regrouped and prepared to march north to Virginia.

All in all, an incredible city with much culture, history and charm. I hope to be able to return and spend more time exploring its splendors.

# Miniature World Maker Terrain by Gary Sapp

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## Product Review Miniature World Maker Terrain

In one of the recent issues of the Zouave (#51, p. 28), I read an article on a new product for the wargamer. This was a series of rubber latex terrain pieces, sculpted to look like fields, roads, strong points, etc. that were ready-to-go for the gaming table. It sounded like an interesting possibility and I resolved to look into in the future.

Shortly, there after I stumbled on several auctions for some of the items on ebay (the auction service) and was able to obtain five of the different pieces to examine. I purchased the 'Small pasture w/ rocks', 'Sunken road & field', 'Large field half plowed & half w/ crops', 'Large plowed field', and 'Small plowed field'. All were reasonably priced and were obtain from Frontlines Hobby in Tacoma, Wa. They have a web site with other items from the line displayed.

All of the pieces were flocked, painted, walls highlighted and stained, and already to drop on the gaming table and use. The latex is a good quality, formed with no thin spots or bubbles to be found. The crops on my pieces appeared to be an astro-turf like material, but looked good and had a realistic look and feel on the pieces. The various walls and fences were thickly cast and seriously resisted compressing or deforming. The only negative was that the large cast rocks were hollow and could be depressed to some degree. I suspect inserting some crumpled paper or packing material would do to help them keep their shape and give them a more solid feel.

The gaming group examined them and we all were impressed with their quality of manufacture and realistic look. **Miniature World Maker** has taken great care to make these items visually appealing and they are a relatively inexpensive way to add some great touches of detail to your gaming table.

Looking at the company's web site ([www.miniatureworldmaker.com](http://www.miniatureworldmaker.com)) shows that they make the various pieces in size for 6/10mm and 25mm figures as well as the 15mm I purchased. They also have a very wide range of other field pieces, fieldworks, earthworks and a series of road and river pieces that I will be spending some of my gaming coin on.

I would rate this an excellent product and worth a look by every gamer.



# SCENARIO DESIGN by Mark Daymont

I'm sure that we cannot recall or count all of the games we have been in that were not only enjoyable, but also BAD, because the scenario had been planned poorly, or worse, not at all. Thankfully, we have experienced enough really enjoyable games that we find ourselves till in the hobby.

What sets the stage for gamus horribilus?

1. Armies composed of mostly elite units.
2. Teams are organized with all of the experience on one side.
3. Trying to prove a point by giving one side virtually no chance.
4. Packing the board with every available figure so that there is no room to move except forward.
5. Caving in to whining by one side to give them more units, better troops, better positions, or all three.

Examples come easily to mind. A Napoleonic game where armies line up exactly across from each other, stretching from one table edge to the other where artillery is the only thing that fights because there is no room to move anything else. Too many figures. I've seen it with Johnny Reb, Command Decision, Empire, etc... Games where each side chooses every elite unit possible such as the Old Guard or SS grenadiers, then has average artillery, but makes up for it by getting a battery per unit deployed! Then there's some games that feel like a reenactment of the Alamo and you're Travis!

Point battles are especially susceptible to this dilemma. Of course the fantasy and sci-fi gamers are only matched by historical gamers in their desire to command vast armies. Unfortunately, bigger is not always better and doesn't always make a good game.

How to remedy the situation?

The scenarios should be designed to tell a story. A story has engaging characters and a plot. The characters have individualized objectives and a relationship, good or bad, with the other characters.

Obstacles and crises enable sub plots to

develop and distractions begin to disguise intent and sneakiness. So, how do you include this in a game?

When playing DeBellis Antiquitatus, which has a chess like quality with fixed numbers of elements, anonymous units, and



*Airpower can quickly unbalance any scenario. It should be difficult to come by and play a role in the scenario storyline.*

nameless commanders, you could change this by putting in a little preparation. Suddenly the general's element is Marcus Generalus, commanding the 5th Cohort of the 12th Legion. His troops have finally cornered the enemy and this is the final battle.

Next, instead of merely having opposing armies set up first or second, I would invent a reason for the armies to be fighting in the first place. I suggest that the reason many gamers do not rush to game the western trenches of WW1 or the U.S. involvement in Bosnia is that we do not perceive a value to the contest.

When Sand, Oil, and Blood came out, we doubted it could be a fun game because no one would want to play the Iraqis. I decided I would give it a try with the idea that I would approach it differently. I had the Iraqi commander as a member of the Republican Guard, eager to show that the Americans could be defeated and I had got to my position by being ruthless. If this meant getting the command destroyed to prove a point, so be it. The U.S. players brutalized my entrenched infantry with artillery, then rolled forward with their armor. I sent out a unit on a flanking maneuver and it

players. However, this exposed their flank and I destroyed several Bradleys and a couple of Abrams, before leaving the scene in a command vehicle! The umpire declared me the winner as I had done better than the actual Iraqis and it was fun because I had created a character which influenced my play.

I have always thought the true measure of a rules set is whether or not I actually enjoyed losing while playing them. You can have fun scenarios, even if you are overrun by the enemy. The assignment of units should also be given as much care and attention in scenario development as to objectives. When we first started playing Command Decision, I was the only one who built a Luftwaffe Fortress battalion amongst all the elite formations. It got killed most of the time, but it got used a lot in scenarios and added something when it did very well.

Unit assignments, missions, and the roles the commanders will play are all a very important part of scenario design. Describing how and why a battalion is there can be critical in the scenario, especially if facing overwhelming force. The idea is to create a fun scenario where players must think like their historical counterparts and feel like they are actually in the scenario. I hope I've made a case for more careful scenario planning.

*"Invent a reason for the armies to be fighting in the first place."*



*Too much firepower can make a scenario way too easy for one side and create an impassable obstacle for the other side. This is especially important in any modern era scenarios.*

# SCENARIO REPLAY using Warfare in the Age of Discovery

The summer campaigns are drawing to a close in 1522 and both armies have been weakened by months of campaigning, battles, and desertion. The French army has paused to lick its wounds and prepare winter quarters. After taking the local town they discover the Italian commander's mistress lives here and they take her hostage for ransom.

The Italian army was also moving into winter quarters when a message was received that the commander's mistress was being held for ransom. Not wanting to let this slight go unpunished the Italians and their Spanish allies move towards a rescue and one last battle before winter sets in.

The commander's mistress is being held in either the town or a large estate on the other side of the river. If a unit from the Italian army enters either place and stays there for one turn the mistress is considered rescued and the game ends.

## ORDER OF BATTLE

### French

- A Two units of Gensdarmes
- B Four units of crossbowmen
- C One Swiss and one German pike unit
- D Two medium guns
- E One German pike unit
- F One mounted crossbow unit

### Italian

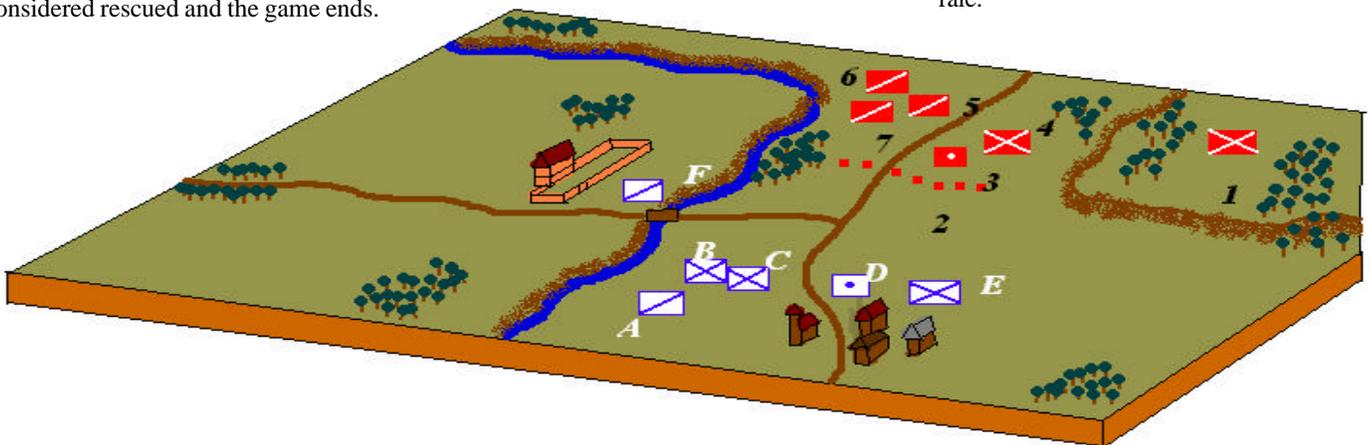
- 1. Two Spanish pike units
- 2. Two units of crossbow armed skirmishers and one unit of arquebus armed skirmishers.
- 3. Two medium guns

- 4. Two Italian pike units
- 5. One unit of stradiots
- 6. One unit of gensdarmes
- 7. Two units of heavy cavalry in full armor.

The Italians could enter the board anywhere along the edge while the French could set up anywhere up to half way across the board.

There is a bridge across the river and the river possibly has fords along its length. A unit had to spend an entire turn searching and then roll a 5 or 6 on 1D6 to find a ford.

The numerical value of a leader's ability was randomly determined by the roll of 1D6 the first time the officer needed his ability to be added into melee or morale.



## Opening Moves

Although I had playtested this set of rules with another member of the group, it was the first time we had played this as a group. Everyone confessed to having limited knowledge of the period, which made tactics innovative and unpredictable, which nicely simulated actual renaissance warfare! Although we have a veteran group and have played many periods, this one was quite a shock after we had finished.

The French deployed to cover the town and the estate, figuring that the main Italian force would try to move towards the town first while pinning the rest of the French against the river. The French cavalry was placed as to offer morale support for the infantry and to reinforce the units near the estate if the Italians crossed elsewhere. The French plan was to go on defense and reinforce critical sectors when necessary.

The Italian plan was not to waste time searching for a second crossing, but to deliver a crushing blow against the town. Covered by swarms of skirmishers, they hoped to get their infantry into striking distance of the town quickly. The Italian horse deployed to intercept the French heavies and prevent them from destroying the infantry. Hopefully, the French forces closer to the river could be delayed long enough to seize the town.

# The Battle Develops

On the first turn the Italian skirmishers moved forward, screening the deployment of the artillery as it tried to set up in the middle. The cavalry began to move up in anticipation of a clash with the French heavies. The French hung back, still unsure which direction the main attack would be taking.

The French mounted crossbowmen came across the river and along with a foot crossbow unit began to exchange fire with the Italian skirmishers. The French artillery was particularly effective, driving back some of the skirmishers to their front.

After several turns near the river the Italian skirmishers emerged triumphant, driving back both French crossbow units. They in turn were hit by the French heavy cavalry, driving them back to the Italian center. The center of the battlefield became a swirling melee as the French cavalry defeated two Italian horse units, then crashed into more skirmishers, forcing

them back also. Their glory ride came to an end when they contacted the Italian pike units and on the second turn of melee they fell back. After ruining the Italian center they fell back through artillery and skirmish fire with only 4 of 12 figures remaining.

The Swiss and German pike units then both advanced, running into heavy and effective fire to clash with the Italian pikes. After what seemed an eternity to the French players they got into melee, but

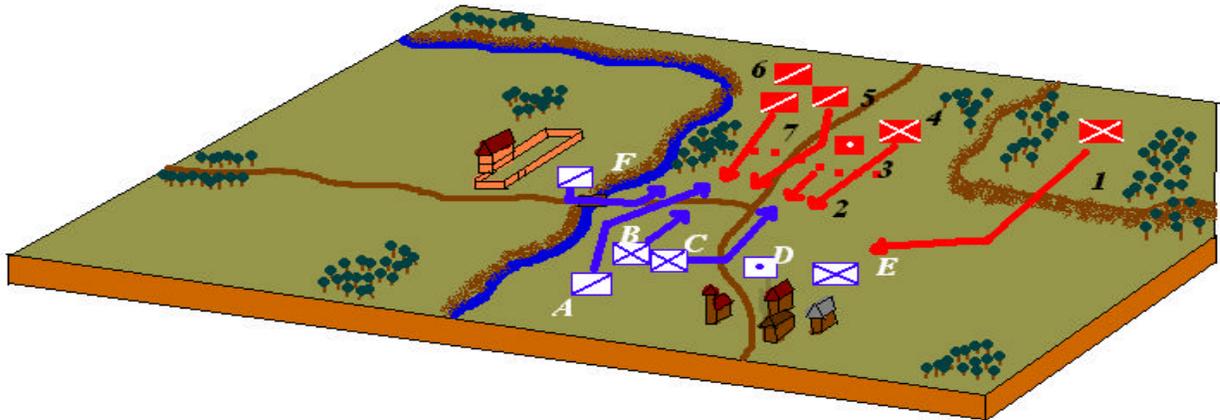


were so depleted that they had to withdraw.

This left the final action on the far flank where the Spanish clashed with a German pike unit. After several turns of the push of pike, the second Spanish unit flanked the German unit, causing it to rout away.

The French right flank was now completely gone, even as cavalry rushed to plug the hole. In the center the Italians were regrouping under artillery fire in preparation for another try. The French were busy rallying any troops they could to maintain a defense.

Both sides were now dangerously close to their withdrawal numbers as the casualties began to mount. Each side was trying to force the issue, but was running out of troops. After a few more turns and our allotted time being up, we called it a draw as both sides would probably fail their withdrawal checks next turn.



# Endgame

Definitely a well fought game which saw a great deal of imagination on both sides. Even though both sides had no idea how units would perform and what their true capabilities were, it was a unusual and interesting scenario.

The deployments created a lot of “what if” variations and it was interesting that neither side tried crossing the river other than on the bridge. The Italians

could certainly have spread the French even more thinly, while the French could have launched a counterattack from a different direction.

We learned a lot of lessons for future scenarios, mainly what each troop type could or could not do. It is advisable to keep reserves and flank supports close at hand, especially when advancing into contact. The strict rules on supports al-

most forces you into sticking close together. Crossbow armed skirmishers are something to be feared, as they can defeat almost any force in a firefight. Cavalry is fragile and must be saved for the final blow as with their small units they will not last long in the open.

Everyone had a great time and we look forward to many other scenarios in this era and with many more units.

## Jane's FLEET COMMAND

There are not too many computer simulations that can accurately portray modern naval combat. The speed and lethality of modern weapons systems coupled with the amount of data available to a commander add a vast amount of complexity to any simulation. The first PC games such as Harpoon tried to instill the vast amount of data into a workable format and were only marginally successful. Later games such as Tom Clancy's SSN and 688 Fast Attack have done alright in the area of submarine warfare, but surface and air were tacked on as sideshows.

Jane's Fleet Command is the newest in a series of games on modern warfare, usually flight simulators is where they have done well. The game has good



graphics, especially the chase views of ships and missiles as they close near the targets and their subsequent impacts. There are numerous scenarios from full carrier battlegroups to Brazilian frigates on patrol in a South American war.

The problem is not with the overall idea of the game or the graphics, it is with the gameplay itself. Your ships can start in awkward positions and the enemy seems to come out of nowhere too many times. You need to tell all of your assets that they need to be searching every second. Fighter aircraft get sent up singly and shot down by near invisible enemies and the list goes on.

If you want a hardcore simulation that rivals playing a Harpoon 4 boardgame scenario you will be sadly disappointed. If you like good graphics, bizarre situations, and don't mind strange and unusual things happening with no way to control it, this is for you. As for myself, I think I will wait for the Harpoon 4 PC version next year.

## Sid Meier's GETTYSBURG

If you are familiar with the Battle-georund series, then this is a step up. From famed computer wargame designer Sid Meier comes this real time Civil War strategy PC game. The game has better than average graphics and appears to be pretty historically accurate. There are multiple scenarios, including several "what if" battles that could have happened with a few changed decisions his-

torically. There is also a campaign game of the entire three days.

Gameplay is pretty straightforward, although your first few tries at commanding multiple units in real time can be frustrating. One of the only complaints I had was that when scrolling around a lot the graphics fall behind and you lose track of the overall big picture. Even with that small problem I thought the game system



was very challenging and is definitely recommended. It has just been reissued in the same box with the Antietam game which uses the same system.

## M1 TANK PLATOON II

You guessed it, this is a game about commanding a force of M1A2 Abrams in battle. The game is set up pretty good, with an information sections on the vehicle itself, plus several training scenarios at both Fort Knox and at Fort Irwin. The Fort Irwin scenarios are especially good as you are up against the National Training Center's "Soviet" style troops and they are good.

The graphics are pretty good and the amount of different views you can have from a tank turret can be confusing at first. Learning gunnery can also be an experience, but once you start commanding several vehicles the gunnery is automatic.

I like the wide variety of



*M1A2 advancing at the National Training Center in California.*

scenarios and campaigns, plus it has a very good instruction manual listing all of the available vehicles and weapon types in the game. For full price (earlier this year it was about \$42) it is questionable, but now that it is showing up on clearance racks and in multiple game packages it is worth it.

# HISTORICAL TOUR of ENGLAND by Justen Huff

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Last May I took a trip to England. One of the purposes of this trip was to find out more about the United States by understanding one of the major contributors to US history and its people, England. During my short time there I visited many wonderful places, Portsmouth, H.M.S. Victory, Exbury Gardens, five different military museums (including the Royal Green Jackets Museum), Corfe Castle, Winchester Cathedral, Imperial War Museum, and the Boving-

ton Tank Museum. The place that had the most impact on me was Portchester Castle. Its construction began around the year 200 by the Roman



*HMS Victory seen from the dock. There are several outstanding webistes devoted to this ship including one with a virtual tour.*

Empire. The castle was added onto for hundreds of years afterwards. It embodies the history of the British Empire within its walls. I lived with an English family and that helped me learn about the people. After staying in England for a time, I feel I have a better understanding of our own country. If you truly want to understand the United States, I would encourage you to visit its roots and go from there.

## GRANDIOSITY.COM

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Grandiosity.com is a must for any gamer and you should be registered on their email service. Having used them several times I have found their service to be very good. Unlike many Internet companies, particularly in the hobby industry, they have a secure online ordering system. You select your items and they email you a confirmation and you can print up the invoice for your records.

They have a pretty good selection of rules, mainly the most popular sets, but a few odds and ends also. They carry pretty much the entire Old Glory line as well as several other manufacturers. A wide selection of buildings, terrain, accessories, magazines, and the en-

*A secure online ordering system makes shopping easy and very professionally done.*

tire Osprey line are also available. You can also sign up for email updates which I have found to be quite useful and informative. Shipping is usually about 7 days and all items have arrived in a timely manner. I highly recommend their service to any gamer.

## MWAN #108

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Once again, a stellar issue from this bi-monthly journal and labor of love by its editor. Issue #108 contains so many useful items to the gamer it is hard to list them all. MWAN is not a full color magazine with glossy photos and hi-priced ads geared towards 25mm gamers. Rather, it is a functional magazine dedicated to getting as much info as possible to its gaming audience.

First, there is a full set of rules on sailing ship combat, complete with cards, ship charts, and tables to photocopy. What makes this interesting is that it is designed for ships of 6-20 guns, not major ships of the line and is very well done.

Second, there is a complete Fire and Fury variant for the Napoleonic Wars. This is just not a one or two page article, but a massive supplement in the maga-

zine itself. It is a complete set of rules, orders of battle, standard units, etc...., which is well researched.

Add those in with so many ads and product reviews that you get right up to date quickly. \$35 for six issues or available by subscription through Magweb makes it more than worthwhile. There is usually something of value for everyone in every issue. Great job Hal!

## The Patriot DVD

One of the most eagerly awaited movies after *Gladiator* this summer was *The Patriot*. With a massive budget and a major star like Mel Gibson, it was supposed to do for the Revolution what *Saving Private Ryan* did for WWII movies.

Mel Gibson plays Benjamin Martin, a retired British officer who served under the King during the French and Indian War. When war comes to Charleston, he elects to stay out of it, although his oldest son volunteers to join the Continental Army.

What follows can only aptly be described as Rambo meets *Last of the Mohicans*. After seeing his second oldest son killed by an evil British officer and his farm burned to the ground, Martin takes up a guerrilla war against British

forces in the area. There is enough bloodletting and implausible situations which begins to raise questions about what direction this film is trying to take. Also, get ready for enough personal tragedy to fill three movies. Not only did his second oldest son get killed, his oldest



son gets killed, his son's wife gets killed, and an entire town is locked up and burned in a church. At this point you're getting ready to shut the movie off and hope for something better next time.

The only redeeming features are the battles which are done pretty well and the sweeping scope of the picture. If you're looking for historical accuracy I would suggest you look elsewhere. If you want to visualize a Revolutionary War battle, uniforms, the terrain, etc. . . . it is good for that. This review may make the movie sound horrible and that is not the case, it's just that it could have been so much better. Comparisons to *Saving Private Ryan* are inevitable and this film does not get anywhere close to greatness.

## Gladiator DVD

From the same people who brought us *Saving Private Ryan*, Dreamworks SKG, comes this incredible film of the ancient world. Russell Crowe plays Maximus, a successful Roman general who is framed for the murder of Caesar. Sentenced to die, he escapes only to find his family and estate have been destroyed. He seeks his revenge against the new Caesar through his success as a gladiator.

The DVD version captures all of the glory of the theater with brilliant color and cd quality sound. The battle scenes are spectacular and the cgi effects of the city are awe inspiring. A second disc provides a behind the scenes look and several other features.

Definitely one of the best films of 2000, this is a must for anyone who has an interest in the history of Rome.



## Paths of Glory DVD

One of Stanley Kubrick's first films, *Paths of Glory* is a must for military enthusiasts. Set in France during World War One, it is based off an actual incident involving a large mutiny by French forces during the war.

Kirk Douglas plays Colonel Dax, a lawyer who now serves as an infantry commander in the trenches. When a large scale assault on a seemingly im-

pregnable German position fails, the French high command selects three soldiers from his unit to a court martial and executed. Dax assumes the defense of the three men and what follows is a fine acting job by Douglas through the trial.

Although in black and white and little to no extra features, the trench scenes



*Re-released as part of the Stanley Kubrick collection on DVD.*

are well worth the movie alone. Douglas does a great job as the infantry commander who must revert back to his civilian law days to try to save the three men. The movie can and does slow down in a few places, but the overall film is more than worth it. The DVD feature has been extensively cleaned up from previous VHS versions and a new sound track was added.

## Eagles of the Empire: Borodino

Started by US Games Systems and now owned by Avalanche Press is the Eagles of The Empire series. There are currently three games in the system, Friedland, Borodino, and Eylau. All three use basically the same system with standard rules along with exclusive rules for each particular game. The physical components are very well done, comparable to Clash of Arms games.

The first thing you notice is the map-board, which is divided into geomorphic areas of varying size. The next thing you notice are the counters which consist of large infantry pieces and regular size pieces for the artillery and cavalry. Both go hand in hand as the developers have made the areas from terrain surveys which limit the number of troops that can

fit into each area. Infantry counters sometimes have to fit sideways into areas which means their firepower must be directed through the flank end of the piece. Some other areas can hold more units than others. Planning and coordinating large bodies of troops throughout the



*Beautiful counters and one of the most unusual maps ever seen in a board game make this a great simulation of the epic battle of Borodino.*

game becomes very challenging.

The command and combat systems are pretty straightforward, but the number of modifiers can take getting use to. The game play is very challenging and coordinating attacks can be very frustrating as can be the command limits on the non-French player.

The Borodino scenarios all play very well and we found they produce a very historical result. The burden of attack is definitely on the French, but the Russian player has different challenges in trying to defend a large area. We found a few problems(the combat system takes getting used to), but the overall game system is very good. The games are expensive, about \$45 each, but worth it.

## COLOURS 2000

Colours 2000 was held this year in Reading during October. As in previous years, there are more and more players and trade stands not from England present. The trade was well represented with The Foundry, Hallmark, Redoubt, Village Green, and others representing the British industry. The foreign trade was led by Old Glory, with their offering of bulk figures at low prices, which lures more and more British players to their stand every year.

Much of the convention was up to the standards of the previous year, including(for better or for worse) and Asterix and Obelisk game featuring 6" tall figures being physically hurled across ascaled pair of cartoon ships to the roll of the dice. I observed this from a safe distance to avoid the possibility of being sucked into the inescapable gravity well of the black hole of intellect.

Also featured were a number of games on scratch built terrain such as a 12' x 12' Dark Ages town under siege. There were also several troupes of re-

## Convention Report by Mike Marchant

enactors which ranged in quality. Most of the major firms produced additions to their already impressive lines, with more promised in the near future. To help with our group's upcoming Age of Reason campaign I made several purchases. Included among these were pre-fabricated siege works and ordinance, including 24 pounders, siege mortars, etc....

One of the unusual items at the show was a set of female space marines known as the Spice Marines. They were in full battle armor, advanced weapons, ponytails, and each one was painted in a separate color.

Apart from the Foundry, who was represented by a Frenchman with limited stocks(unusual since they are from England!), the fair on the whole was an enjoyable experience. Highly recommended with its 70 or so trade stands and many games being run throughout the day. If it was not for the fact that I now reside in the U.S. I would be planning to attend Colours 2001.



Pirates have been a focus for the Foundry for over two years now and the range continues to grow. Also featured at the show were the new line of Greeks.

*Mike and others who have attended shows over the last year commented heavily on the quality of games at shows. There seems to be only a few which really stand out, while many are out of the 70's with masking tape roads, etc... All have also commented on the use of the simplest rules at the shows which are not generally used at various clubs.*



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*The Best in Historical Simulations*



*This is the second issue of Warning Order and the response locally has been very positive. We are trying to think of ways to expand our readership, but the high cost of color printing may preclude that. We are still dedicated towards bringing together every quarter a publication that would be of interest to gamers and anyone interested in history. Each issue we will focus on a particular set of rules, like AOD last issue, and attempt to add figure, board game, book, and movie reviews. It is difficult to be all things to all people, but we are trying to focus on what our club is interested in as we feel that we have (hopefully) a good feeling of what most gamers are into. As always we welcome any reviews, comments, pictures, etc... , from outside our group to be included.*

*Matt Irsik*

*Editor*

## WARMASTER



For everyone who has thought about simulating the battles featured in The Lord of the Rings or any other fantasy series, this is the set of rules for you. Up until now there have been several rules systems that have tried to succeed, but have fallen short in one or more areas. From Warhammer Fantasy Battles to Hordes of the Things (a DBA fantasy variant) gamers have always thought it could have been done better.

Unlike most Games Workshop products, Warmaster is not sold as a boxed set. Rather, the rule book is sold separately as are the armies them-

selves. Each boxed army set contains several units and is more than enough to get started. You can add additional units by buying individual packs as each pack contains one unit, either 24 infantry, 12 cavalry, 2 artillery pieces, or packs with creatures and heroes.

The figure scale is 10mm(1/200) and the figures are better sculpted than some 15mm. They are not cheap, but a unit of infantry deployed in three bases looks like a miniature regiment on the table. All units are three bases, except for artillery which are in batteries of two stands, and heroes, generals, and creatures which are individually based.

The rules have something that most Games Workshop systems do not; command control. Generals, heroes, and wizards play an important part in coordinating the armies in combat. The magic section is not all powerful, but adds a nice touch to the game. Units move by officer's die roll initiative and

can move several times in a turn if your rolls hold up. With large armies it becomes difficult to control forces that become spread out. The combat system plays like DBA, except that units get varying numbers of D6 to hit the enemy and there are saving throws. Pretty simple, but it works because you are dealing with a large number of units on both sides, so you need a system that moves fast.

As with most Games Workshop products you get high quality, especially the figures, but be prepared to pay for it. The game system is supported by a magazine, several websites, and at least two companies who sell castles, fortifications, siege towers, etc... . All in all it is pretty fun and most important of all, it looks like a massive fantasy battle.