

Dispatches from the Front

Jan.-Feb. 2012

Issue #1



Issue Game:

Great War Salvo! Promo

World War I Tactical Naval Wargame

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Dispatches from the Front is published by Minden Games, in support of their games of strategy and skill. The magazine functions as a house organ for Minden, and includes various articles of interest, news from the company, and information about our games.

Dispatches is published irregularly. It is offered as a free pdf download (available through the Minden website) as well as on Consimworld (in the Minden / *Panzer Digest* folder). Gamers may run off a copy of the downloaded electronic magazine on their own printer. A printed version of the magazine is also available; it is identical to the electronic copy, except it is a black and white hardcopy format, contains a counter sheet for the main game, and must be purchased. The print version is available via the Minden website.

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Contributions to *Dispatches* are welcome. They should be sent to the Minden email address, and should be in Word, WordPerfect, or Rich Text Format. Unsolicited contributions may or may not be included in a future issue of the magazine, at the editor's sole discretion. ***Current Minden price list is provided on page 10.***

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LATEST DISPATCHES FROM HQ

We're ringing in the new year with the premier issue of this new e-publication. As the masthead says, *Dispatches from the Front* is Minden's new house organ. We intend to publish it irregularly, with a view to offering players news from the company, information about new and upcoming products, some gaming articles, and a small game. This edition's game is *GREAT WAR SALVO! PROMO*, which is the introductory version of our *GREAT WAR SALVO!* game, published in 2011, a solitaire design covering tactical naval combat in World War I.

Dispatches is *NOT* meant to take the place of *Panzer Digest*! That's the question I anticipate hearing when gamers take a look at this new release. We're definitely talking apples and oranges as far as these two publications go. The purpose of *Dispatches* is to unabashedly promote the Minden line of wargames, help get the word out about our new (and existing) products, and provide some material of general gaming interest to the wargaming community. Most importantly, it is distributed as a free download. We're hoping that people unfamiliar with our games (as well as Minden veterans) will like the exposure that this publication gives to our growing line of products. (For news about the upcoming issue of *Panzer Digest*, see page 16.)

Zip Edition Game Series

Those of you following us in 2011 will know the emphasis we placed on new *Zip Edition* games. I won't provide a rationale for this new series of wargames here (see the discussion on page 7 for that), except to say that we are aiming to "outflank" the inexpensive wing of the hobby by providing complete games that rank high in historicity and playability, at a very reasonable cost. Most of these games go for under ten bucks each; where else can you get significant, consistent wargaming fun for that price? Some of these titles are new editions to games that are now out of print (usually with new components and/or new optional rules), and some are new games entirely. We have approximately twenty titles in the *Zip Edition* line already, with more in the pipeline. Significantly, many of these games are solitaire designs. Descriptions of available *Zip* games are given on pages 7-9, with current prices listed on page 10. "Small games for big minds" is the tag line we've given to *Zip Edition* games, and we hope you appreciate the strategy and fun that they bring to your gaming table.

con'd on page 17

HOW TO ORDER

To place an order for any of the items listed in this magazine (see current price list on page 10), please visit the Minden website, where you can shop and purchase securely online via Paypal. (If you live in North America and wish to order through the mail, you will find our snail mail address on page 2; remember to include the \$3.50 postage charge to your order.)

http://minden_games.homestead.com

NEWEST MINDEN RELEASES

Here's a short overview of our newest games. See page 10 for current prices and ordering information.

SWORDFISH AT TARANTO

Players: Solitaire

Scale: Tactical (individual planes and pilots)

Swordfish is an "experience game", where you (as the British) are placed in the historical position, then must plan the attack, arm the planes, brief the pilots, then sit back and watch the drama unfold. This *Zip Edition* release is similar to the one appearing in (out-of-print) *Panzer Digest #2*, but now comes with a color map and additional optional rules. The game has individual pilots flying individual *Swordfish* bombers targeting individual ships of the Italian fleet. (See sample counters on page 18.)

DREADNOUGHTS & BATTLECRUISERS: JUTLAND EDITION

Players: Two or more

Scale: Tactical (individual ships)

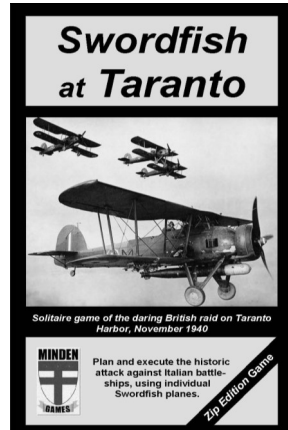
D&B: Jutland allows you to refight the Battle of Jutland (1916), as well as other actual and hypothetical encounters between the British and German fleets. *D&B* will appeal both to boardgamers who want a playable, non-fussy miniatures game, as well as miniatures gamers who can do without complex systems designed more for math majors than players wanting both historicity and high playability. Dozens and dozens of ships allow you to recreate an almost endless number of actual or hypothetical naval encounters. (See sample counters on p. 15.)

PACIFIC & MEDITERRANEAN SALVO!

Players: Solitaire

Scale: Tactical (individual ships)

With both *Pacific Salvo!* and *Mediterranean Salvo!* out of print, it made sense to release a new *Zip Edition* combining both World War II modules in a single package. The game now includes basic game rules, several scenarios, as well as 90 warships from the Pacific and Mediterranean theaters (US, Japanese, British, Italian, and French ships are included, BB/BC/CA/CL classes). This game sets up and plays quickly; most small scenarios can be played in 10 or 15 minutes.



Solitaire game of the daring British raid on Taranto Harbor, November 1940

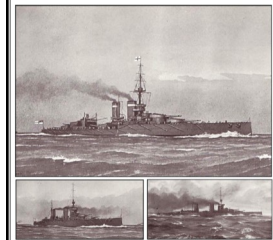


Plan and execute the historic attack against Italian battleships, using individual *Swordfish* planes.

Zip Edition Game

Dreadnoughts & Battlecruisers

Tactical World War I Naval Combat Game

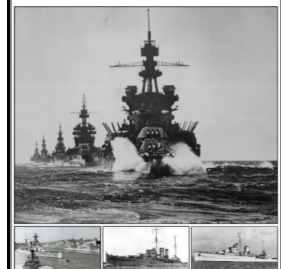


Jutland Edition

Simulate the Battle of Jutland (1916) and other World War I encounters in the North Sea using individually rated British and German warships.

Pacific & Mediterranean Salvo!

Solitaire WW2 Tactical Naval Combat Game



A *Zip Edition* Solitaire Simulation of World War II Naval Battles Using Individually Rated Ships

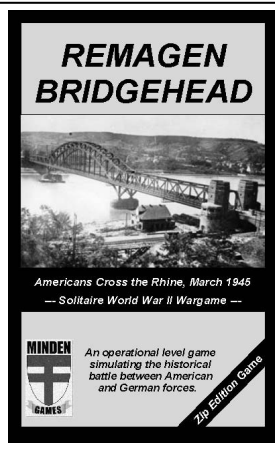
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REMAGEN BRIDGEHEAD

Players: Solitaire

Scale: Operational (1 turn = 2 days)

As the US player, you send battalion-sized units over the Rhine (March 1945) and attempt to establish a strong bridgehead across the river. The game system directs defending *ad hoc* German units bent on delaying the American advance, and intent on destroying the Ludendorff Bridge. As a player, it can be tough, as you will not know the *exact* victory conditions until after the game is over, and victory is assessed. The Americans have overwhelming force, but have a lot to accomplish in but five turns. Can you secure the bridgehead before the bridge can be destroyed? (See sample counters on page 18.)



There's also good news for *RETRO* fans. The newest, 4th edition of this tactical WW2 variant is finished, but not yet to the printer. We're including news of it here because we hope that it will be available for purchase around the end of January-early February, 2012. This new edition contains the standard *RETRO* variant rules for infantry, armor, and artillery, without substantive rule changes to what's contained in the 3rd edition. (That means if you already own the 3rd ed., there is no need to buy the 4th ed.)

When you see *RETRO* 4th ed. listed for sale on the Minden website, you'll know it is available!

The image shows the 'Retro' 4th edition rulebook and its components. The rulebook is the central focus, featuring a green cover with the title 'Retro' in a stylized font and a black and white illustration of a soldier in a helmet. To the left of the rulebook is a sheet of color information counters, showing various colored squares (red, yellow, blue, green). To the right are several reference cards and a scenario sheet, all with text and some diagrams. The background is dark, making the items stand out.

RETRO 4th edition

Retro is a tactical-level WW2 variant, which enables gamers to play complex squad level simulations—such as *Advanced Squad Leader*—with a simplified set of rules and sequence of play. The 4th edition includes a 36-page rulebook, a sheet of color information counters, Reference Cards, and several scenarios. The variant covers *all* the important areas of play, such as rallying, stacking, portage, support weapons, ordnance, vehicles, and, of course, the use of infantry and leaders. Its sequence of play provides an “I go/you go” format via “hesitation” rolls, and a new *Infantry Fire Table* that makes morale checks unnecessary. For example, two German squads with firepower of 8 fire on a brush hex containing a 6-6-6 and a 6-6-7 American squad. Two dice are rolled on the *Retro IFT*, and say the final DR is 7; the “6” result means that all units in the target hex with a morale rating of six or lower are broken (or eliminated if already broken). Simple as that. Armor combat is likewise simplified; Gun factor, armor factor, range, terrain, etc. will provide a single *To Kill* number, and if you roll this number or less the target will be eliminated. *RETRO* is quick, accurate, *playable*. Visit us at the Minden website for latest details: http://minden_games.homestead.com.

RETRO 4th ed. is scheduled for release late Jan.-Feb., 2012.

Game Peaks: *POOR BLOODY INFANTRY*

Poor Bloody Infantry puts you in command of a single British platoon going “over the top” early on July 1, 1916, at the Somme. Your goal? Lead your men (approximately 40 strong, each counter representing one soldier) across No Man’s Land and into the German trenches, to dispatch any remaining defenders. Of course, this is easier said than done, as the game system uses German machine guns and wire emplacements to keep you from your goal.

PBI has a strong “role play” element built into it, as you nominate one of the soldiers or officers to represent you; to win, you must not only clear the enemy trench, but must survive as well.

The game has simple mechanics, and is designed for solitaire play. The map is a grid, with opposing trenches on opposite sides, separated by No Man’s Land. The standard scenario (“Red Hand at Thiepval Wood”) represents one platoon from A Company, 14th Royal Irish Rifles (Belfast Young Citizens), which is part of the 109th Brigade, 36th (Ulster) Division, northwest of Thiepval, making the assault. 60,000 British fell that day (20,000 killed), so don’t expect a walkover.

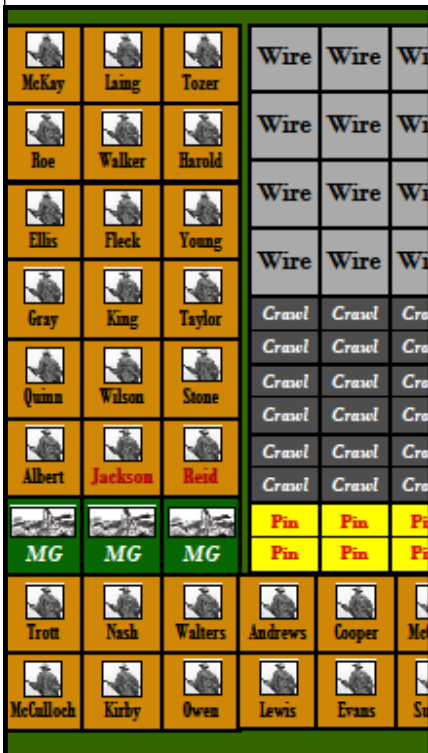
To play the game, you will need to separate the counters, select a scenario, nominate the officers and men (from among the 146 provided) that will be in your platoon, and have access to a deck of playing cards, and two six-sided dice. The cards and the dice act as randomizers during play. When the whistle blows, it’s up

and over the parapet, and off toward the German line. The rat-tat-tat of defending machine guns soon becomes apparent, the wire entanglements in front of you daunting. Will you make it?

Three other historical scenarios are provided (“10th West Yorks at Fricourt”, “Advance of the 4th Liverpool Pals”, and “16th Middlesex at Beaumont Hamel”), along with optional rules.

PBI may be played solitaire, or by almost any number of players, each “controlling” a single man during play. For example, if you and three pals are playing, you win only if all four of you survive; if one of your friends goes down in the game, it will knock all of you in the gut. And if each survives the wire and lead of No Man’s Land, the tension of those final jumps into the enemy trench will certainly be gripping, the tension palpable.

Will you survive the deadliest day in the history of the British Army? *Poor Bloody Infantry* invites you to try.



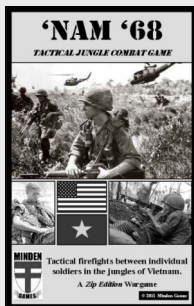
Zip Edition games aim to provide players with the most wargaming “bang for the buck” possible. Designs cover a wide range of subjects, scales, and game systems. These are complete games, emphasizing playability and historicity, at a price that won’t bust your budget. Nearly twenty titles are currently available—most for under \$10—and more are planned.

How can we offer complete strategy games for such prices? We are specifically targeting the inexpensive side of the wargaming marketplace; heaven knows there are already plenty of large wargames (with correspondingly large prices) available. *Zip Edition* games have small footprints, but punch way beyond their size when it comes to wargaming fun. Many are specifically designed for solitaire play; they are published for those who know that solid designs come in various sizes. With lower production costs (gamers must cut out the counters), we can pass the savings along to you. Minden products have won several *Charles Roberts Awards*, and we’re proud of the corner of the hobby that we serve with our games of strategy.

Whether you enjoy traditional hexagon games, naval miniatures, solitaire designs, abstract political simulations, or all of the above, *Zip Edition* games have the mix of historical insight, strategy, and high playability that you should expect from a wargame, at the right price. If you’ve never seen or played one of our titles, why not give one a try and see what you’ve been missing? Most gamers who do, come back for more. Check out the descriptions of what’s available (current prices are on page 10) and see what catches your fancy!

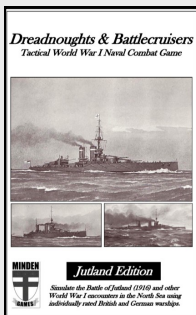
Zip Edition Games Now Available

Swordfish at Taranto (Zip Ed.) Solitaire game pitting individual raiding British planes (played by the player) against defending Italian ships and harbor defense (handled by the game system) at the Italian port of Taranto. Includes 12-page illustrated rulebook, 28 color counters, small color map. Plan, equip, and execute the daring raid that saw twenty Fairey Swordfish bombers deliver a crippling blow to the Italian Mediterranean fleet, November, 1940.



'Nam '68 (Zip Ed.) This is a 2-player tactical game, with counters representing individual US / NVA soldiers, with squads facing off against each other in variety of firefights and weapons such as the M-16, AK-47, M-60, and others. Includes 12-page illustrated rulebook, 86 color counters (including 30 counters new to this edition, along with a new scenario), and 8.5”x11” color hex map.

Dreadnoughts & Battlecruisers: Jutland Ed. (Zip Ed.) 2-player game of tactical WWI naval combat, with over 135 individually rated 1/4200 scale warship counters from the British and German fleets (BB/BC/B/AC/CL ship classes). Includes 24-page illustrated rules, Reference Cards, six sheets of warship counters, and 126 color game markers. Includes advanced optional rules for the game system, and comes with scenarios allowing you to replay the Battle of Jutland (1916) on the tabletop, along with other actual and hypothetical encounters between the two fleets. Fully compatible with other *D&B* games.



Zip Edition Games: “Small games for big minds.”

**Nuremberg:
Trial of the Century**



An abstract, solitaire game of strategy based on the post World War II Nuremberg War Crimes Trial
A Zip Edition Simulation Game

Nuremberg: Trial of the Century (Zip Ed.) Solitaire, abstract historical game based on the Nuremberg war crimes trial occurring after WW2. The player—representing the allies—tries to craft winning cases against Nazi defendants while maintaining a balance between “justice” and “victors’ justice”. Includes 16-page illustrated rules, small map, event cards (including new variant event cards not included in the original *Panzerschreck* version), defendant cards, and set of 72 color counters.

Occupation of the Rhineland, 1936 (Zip Ed.)

Solitaire, abstract political strategy game simulating the French and allied response to the German remilitarization of the Rhineland in 1936. Includes 12-page illustrated rules, small map, and set of 21 color counters. This edition is a substantial revision of the game originally appearing in *Panzer Digest*.

Occupation of the Rhineland, 1936 (Zip Ed.) Solitaire, abstract political strategy game simulating the French and allied response to the German remilitarization of the Rhineland in 1936. Includes 12-page illustrated rules, small map, and set of 21 color counters. This edition is a substantial revision of the game originally appearing in *Panzer Digest*.

Occupation of the Rhineland, 1936

A solitaire, abstract, political game of strategy
A Zip Edition Game

Poor Bloody Infantry
Over the Top at the Somme, July 1916



A Solitaire, Tactical Level World War I Wargame
Zip Edition

Poor Bloody Infantry (Zip Ed.) Solitaire, tactical WW1 at the Somme, July 1, 1916. Take an individual British platoon “over the top” against the German trenches. Includes 12-page illustrated rules, four historical scenarios, 146 color counters (representing individual men), and an 8.5”x11” grid map.

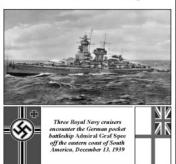
Mighty Hood II (Zip Ed.)

Tactical WW2 naval game for two players simulating major naval battles involving *HMS Hood*, using the *Battleship Captain* miniatures game system. Includes 16-page illustrated rules, scenarios (Mers-el-Kebir & Denmark Strait), set of twelve fully-rated color ship counters (1/4500 scale), 60 color game markers, and a Reference Card.

The Mighty Hood II

A realistic naval strategy game for two players, depicting the battles involving HMS Hood, Mers-el-Kebir (1940) & Denmark Strait (1941)
A Zip Edition Wargame

Battle of the River Plate



Three Royal Navy cruisers surrounded the German pocket battleship Admiral Graf Spee off the waters east of South America December 31, 1939

Battle of the River Plate
A realistic strategy game of tactical ship vs. ship naval combat for two players
A Zip Edition Wargame

Battle of the River Plate (Zip Ed.) Tactical WW2 naval game for two players, simulating the encounter of the German pocket battleship *Graf Spee*, and three Royal Navy cruisers, December, 1939, using the *Battleship Captain* miniatures game system. Includes 16-page rules, historical and What If? scenarios, set of eight fully-rated color ship counters (1/4500 scale), 80 color game markers, and a Reference Card.

Fall of Röhm (Zip Ed.) Solitaire, abstract power politics game set in Germany, 1934. Röhm and the S.A. stand in the way of Hitler’s smooth transition to power after Hindenburg’s death; the player must juggle different political and military factions to deal in with the threat of Röhm. Includes 12-page illustrated rules, small map, set of 6 color counters.

The Fall of Röhm

Power Politics in Germany, 1934
An abstract, solitaire game of strategy
A Zip Edition Simulation Game

The Evacuation of Königsberg

The Evacuation of Königsberg is a tactical simulation of the evacuation of the East Prussian city of Königsberg to the west before the end of the war in May, 1945. The game is set in the final days of the war, when the city is surrounded by the Red Army. The player must manage the evacuation of civilians and military units, while also dealing with the threat of a Soviet attack on the city. The game includes 8-page illustrated rules, 89 color counters, and a small map. Two players, but solitaire friendly.

Evacuation of Königsberg (Zip Ed.) Operational point-to-point WW2 east front game, about the evacuation and fall of this East Prussian city to the Russians in Spring, 1945. Victory is dependant upon how many civilians the Germans can evacuate to the west before the end. Includes 8-page illustrated rules, 89 color counters (including nine new to this edition), and a small map. Two players, but solitaire friendly.

EINDEKKER



**Air War Over France
Fall 1915**
A Solitaire Zip Edition Wargame

Eindekker (Zip Ed.) Solitaire, WWI tactical air game, set in France, 1915, simulating the “Fokker Scourge” period. The player takes the role of a German fighter pilot, such as Max Immelmann or Oswald Boelcke, and flies a variety of combat and recon missions over the trenches. 16-page illustrated rules, small map, and 31 color counters.

Jousting: Field of Honour (Zip Ed.) Two or more players recreate a medieval jousting tournament, as knights choose riding speed, aim point, and defensive posture, with resolution provided by the *Jousting Matrix*. Includes eight-page rules, 8 color knight counters.

JOUSTING FIELD OF HONOUR



Recreate a medieval jousting tournament on the tabletop.

A simple game of strategy for two or more players.
A Zip Edition Wargame

Dreadnoughts & Battlecruisers Tactical World War I Naval Combat Game



Classic Edition
Simulate historical World War I naval battles using authentically sized models from Britain, Germany, France, Italy, Austria, and Russia.

Dreadnoughts & Battlecruisers: Classic Ed. (Zip Ed.) 2-player, introductory game of tactical WWI naval combat, with 68 individually rated 1/4200 scale warship counters (British, German, French, Italian, Austrian, Russian ships, BB/BC/B/AC ship classes). Includes 16-page illustrated rules, Reference Card, warship counters, and 63 color game markers. Fully compatible with other *D&B* games.

Remagen Bridgehead (Zip Ed.) Solitaire operational game (battalion level, 2-day turns, area movement map) of the US breakout over the Rhine, March

1945. Includes eight-page illustrated rules, small map, 63 color counters. The Ludendorf Bridge is a vulnerable target; your own victory conditions not fully known. Can you establish a strong and secure American bridgehead?

REMAGEN BRIDGEHEAD



Americans Cross the Rhine, March 1945
— Solitaire World War II Wargame —

An operational level game simulating the historical battle between American and German forces.
Zip Edition Game

SUMMARY OF ZIP EDITION GAMES NOW AVAILABLE

<u>Name</u>	<u>Era</u>	<u>Type</u>	<u>Scale</u>	<u>System</u>	<u>Players</u>
<i>Advanced Salvo! 1939-1941</i>	WW2	naval	tactical	area	solitaire
<i>Battle of the River Plate</i>	WW2	naval	tactical	miniatures	2
<i>Cold Harbor II</i>	ACW	land	tactical	hexagon	solitaire
<i>D&B: Classic</i>	WW1	naval	tactical	miniatures	2
<i>D&B: Jutland</i>	WW1	naval	tactical	miniatures	2
<i>Eindekker</i>	WW1	air	tactical	area	solitaire
<i>Evacuation of Königsberg</i>	WW2	land	operational	area	2
<i>Fall of Röhm</i>	WW2	political	strategic	abstract	solitaire
<i>Jousting: Field of Honour</i>	medieval	land	tactical	area	2+
<i>Longstreet's Disaster</i>	ACW	land	tactical	hexagon	solitaire
<i>Mighty Hood II</i>	WW2	naval	tactical	miniatures	2
<i>'Nam '68</i>	modern	land	tactical	hexagon	2
<i>Nuremberg: Trial of the Century</i>	WW2	political	strategic	abstract	solitaire
<i>Occupation of the Rhineland, 1936</i>	WW2	political	strategic	abstract	solitaire
<i>Pacific & Mediterranean Salvo!</i>	WW2	naval	tactical	area	solitaire
<i>Poor Bloody Infantry</i>	WW1	land	tactical	area	solitaire
<i>Remagen Bridgehead</i>	WW2	land	operational	area	solitaire
<i>Swordfish at Taranto</i>	WW2	air	tactical	hexagon	solitaire

Other Zip Edition Games Available:

Cold Harbor II (Zip Ed.) Solitaire tactical game of the Union assault at Cold Harbor (June 3, 1864); 4-page rules, small hex map, 66 counters.

Longstreet's Disaster (Zip Ed.) Solitaire tactical game, simulating Pickett's Charge at Gettysburg, with 8-page rules, small hex map, set of color unit counters.

Advanced Salvo! 1939-1941 (Zip Ed.) Solitaire WW2 *Salvo!* game, with 36 rated warship counters (Britain, Germany, France, Italy), color game markers, and 12-page rules.

Pacific & Mediterranean Salvo! (Zip Ed.) 90 additional WW2 ships (US, Japan, Britain, Italy, France), 8-page rules, markers, bringing the *Salvo!* system to the Pacific & Med theaters.

Zip Edition Games: Current Prices

Zip Edition Games

Advanced Salvo! 1939-1941 ... \$7.95
Battle of the River Plate ... \$8.95
Cold Harbor II ... \$7.95
D&B: Classic Ed. ... \$10.95
D&B: Jutland Ed. ... \$13.95
Eindekker ... \$7.95
Evacuation of Königsberg ... \$7.95
Fall of Röhm ... \$7.95
Jousting: Field of Honour ... \$6.95
Longstreet's Disaster ... \$7.95
Mighty Hood II ... \$8.95
'Nam '68 ... \$9.95
Nuremberg: Trial of the Century ... \$11.95
Occupation of the Rhineland, 1936 ... 7.95
Pacific & Mediterranean Salvo! ... \$8.95
Poor Bloody Infantry ... \$8.95
Remagen Bridgehead ... \$7.95
Swordfish at Taranto ... \$8.95

Other Games & Magazines

Great War Salvo! ... \$14.95
Panzer Digest #4 ... \$14.95
Panzer Digest #7 ... \$14.95
Panzer Digest #8 ... \$14.95
Panzer Digest #9 ... \$14.95
Panzer Digest Convention Special ... \$9.95
Panzer Digest Review Special ... \$6.95
Battleship Captain, 2nd ed. ... \$40.95

Downloadable PDF Versions*

Battle of the River Plate pdf ... \$4.75
Eindekker pdf ... \$3.75
Evacuation of Königsberg pdf ... \$3.75
Fall of Röhm pdf ... \$3.75
Jousting: Field of Honour pdf ... \$3.25
Mighty Hood II pdf ... \$4.75
Poor Bloody Infantry pdf ... \$4.75
Pz Digest Convention Special pdf ... \$3.25
Pz Digest Review Special pdf ... \$3.25

* available only through the Minden website

Prices quoted are for North American buyers. If you live overseas, visit the Minden website, and click on the "Outside N.America" drop down box on the title(s) you desire. (Overseas prices are slightly higher on all items, to cover increased postage charges.)

A flat postage fee of \$3.50 is added to each order during check out. This covers domestic and overseas airmail delivery, no matter how large your order.

To order, please visit the Minden website (home of award winning *Panzer Digest* magazine) where you can order securely online via Paypal. Price and availability subject to change without notice. In case of discrepancy, the terms given on the website prevail. Visit the Minden website for additional details of all our products (including titles now available in pdf format). PAYPAL orders in US\$ accepted (to: minden2@hotmail.com).

If ordering snailmail in North America, send US\$ payment to:

Minden Games, P.O. Box 10667, Glendale, AZ 85318.

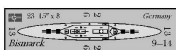
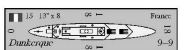
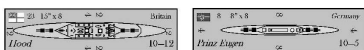
(Remember to include \$3.50 flat postage charge with your order).

http://minden_games.homestead.com



Dispatches, Jan. 2012

The Mighty Hood II



A realistic naval strategy game for two players, depicting key battles involving HMS Hood, Mers-el-Kebir (1940) & Denmark Strait (1941)

A Zip Edition Wargame

© 2011 Minden Games

Inside Look: THE MIGHTY HOOD II

HMS Hood was the pride of the Royal Navy in the years between the World Wars. She was a fast battlecruiser with fine lines, and carried a good punch with her 15” main guns. Several years ago, we published a game in *Panzerschreck* magazine #15 called *The Mighty Hood* which simulated the Battle of the Denmark Strait between Hood and Prince of Wales versus Bismarck and Prinz Eugen of the German navy. This game was published before *Battleship Captain*, and may be seen as a forerunner of that system.

In 2011, Minden released a new version of the game, *The Mighty Hood II*, which, while similar to the original, contains many new

features and ships. We'll briefly discuss what the new *Zip Edition* game contains.

First off, the game now has two scenarios, covering the major engagements involving Hood in WW2. In addition to Denmark Strait (1941), we have Mers-el-Kebir (1940). This later action was where the Royal Navy neutralized the French Mediterranean fleet off the coast of North Africa after the fall of France, to make sure ships did not fall into German hands. The game includes two German ships (*Bismarck* and *Prinz Eugen*), four French ships (*Dunkerque*, *Strasbourg*, *Bretagne*, and *Provence*), and six British ships (*Hood*, *Prince of Wales*, *Valiant*, *Resolution*, *Norfolk*, and *Orion*). The ships are rendered in 1/4500 scale, and are fully rated according to the *Battleship Captain* standard.

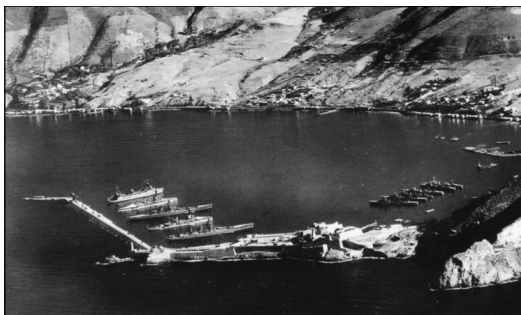
Next, there are optional rules included that bring the system to life. Foremost among these are detailed *Narrative Damage Tables*, which enable players to determine what sort of damage occurs to their ships. Instead of receiving flotation damage and placing a damage marker to signify this, you now roll dice and see that “flooding due to lower midships hull penetration” has caused the damage (for instance), in addition to placing the damage marker.

The *Mighty Hood II* is a tactical, two-player miniatures game that simulates World War II naval combat in a playable and realistic manner. (See next page for ship counter samples.)

(Note that *Battle of the River Plate* shares the same game system as *The Mighty Hood II*.)



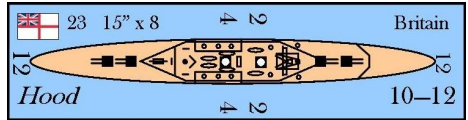
Admiral Holland of the Hood.



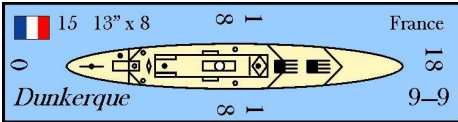
Mers-el-Kebir before the battle.

The Mighty Hood II Ship Examples

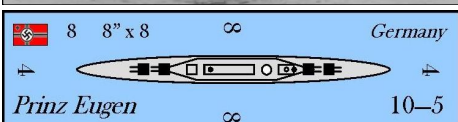
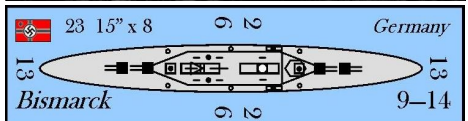
Hood was the pride of the Royal Navy in the inter-war period. Possessing eight 15" main guns (24 firepower factors broadside, 12 stern, and 12 bow), she was very fast for a capital ship (speed factor of 10 = 30 knots), with main armor factor of 12. She was, however, weaker in deck armor and internal protection (reflected separately in the rules), which ultimately proved to hasten her undoing.



Dunkerque was a French battlecruiser with an unusual turret arrangement; all eight of her 13" guns fired either forward or broadside, but none astern. Her lower flotation rating (15), coupled with a weaker armor rating (9), made for a warship rather susceptible to large caliber enemy fire. She was among the French warships stationed at Mers-el-Kebir.



Bismarck, along with Tirpitz, was the biggest and best ship in the German fleet. Her firepower (13-26-13), along with her strong armor (14) made her a formidable ship, especially in combination with excellent fire direction, and superior internal damage modifiers (each provided in the rules). An excellent ship, but certainly not unstoppable.



Typical of the German heavy cruisers of the late 30's Prinz Eugen could not stand against larger battleships and battlecruisers. Her 8" guns lacked the range of the larger ones, though her speed was fast enough to be able to outrun most adversaries. She compared favorably, however, with most allied cruisers of the same class, and was a solidly designed ship.

Naval Fire Combat Resolution

Resolving naval fire combat can be tricky to simulate. Different designers and game systems approach the issue from distinct vantage points. Does the fire that is being resolved represent individual shells, individual salvos, or, potentially, several salvos fired at the target within the game turn time frame? How this question is answered will largely indicate the way that a particular game handles fire combat resolution. When you think about it, no single way of answering this question is necessarily more realistic than another. The main thing is to produce authentic results within a specific context.

Both the *Dreadnoughts & Battlecruisers* and the *Battleship Captain* systems published by Minden use the “fire phase” time frame when calculating and resolving fire combat. That is, when a ship fires a broadside at a target during play, this represents one or more salvos from each of the turrets that bear on the target. With a game turn representing eight to ten minutes of “real time”, you will not be surprised that individual shells are not accounted for. Rather the overall effect of everything fired during the time frame is calculated and resolved.

As previously mentioned, realistically resolving fire combat in this or any system can be difficult to simulate. The issue involves a complex relationship between many variables, including size of shell, armor protection, target size, fire direction, range, angle of impact, and internal protection, to name a few. On the one hand, you want the system to generate damage appropriate to the number of shells being fired, in relation to the accuracy of fire at a particular range, and the armor rating of the target. On the other hand, calculating these results cannot be so complex or convoluted (regardless of how “realistic” the results claim to be) as to make the game unplayable, or deprive it of its “fun factor”. Authentic results from fire combat should cover a range of possibilities, from causing no damage at all (all shells miss, a shell hits the target but fails to explode, etc.), to an improbable cataclysmic explosion that could possibly sink the target outright, and everything in between. Again, there are different ways to address this spectrum of results. One way is to introduce long lists of die-roll modifiers (drm), rule exceptions, and *ad hoc* special cases when resolving combat. The other main way is to craft the range of results into the combat table itself, and limit the number of drm and special rules available. Too much of the former will produce a game that is process-heavy, complex, nit-picky, and about as fun to play as figuring out your tax return; leaning too much toward the latter will produce a system that is basically a “roll-a-6-and-sink-a-ship” game, with lower attendant realism and less historical feel.

Different games and miniatures rules fall at various places along this “realism-playability” spectrum. Presumably, each occupies a place where the designer believes the best balance is achieved. At the risk of over generalizing, most boardgames tilt toward the “playability” edge of the spectrum, and most miniatures systems tilt toward the “realism” edge. If you have played any Minden naval game, you’ll recognize that they try and fall more toward the middle of the spectrum. They seek to provide the advantages of the playability wing and the advantages of the realistic wing without the pitfalls that these wings typically entail.

There are certainly different tastes in what gamers wish to see in a game, and not everyone will agree with this assessment, but this balancing between playability and realism is the Minden design goal.

The way that *D&B* resolves fire combat, while simpler than *Battleship Captain*, is enough the same that in this conversation, we may address both at once. In the rationale that follows, we'll refer to the *BC* system (employed in *Battleship Captain*, *Mighty Hood*, *Battle of the River Plate*), with the understanding that the same theory is applicable to the various *D&B* editions as well.

Battleship Captain uses a system that, essentially, combines traditional "To Hit" rolls with subsequent "Damage rolls", using terminology of "Hit" and "Miss" on the *Fire Tables*, based on the roll of one die on the appropriate firepower vs. armor odds column. In other words, if *Bismarck* fires a broadside at *Hood* at 15,000 yards, the 26 to 12 (firepower vs. armor) ratio rounds down to 2-1 at this range, and is therefore resolved on the 2-1 column of the *Fire Combat Table*. Very simple. But too simplistic? Like any other manner of resolving fire, there are dangers in using an odds-based system. However, nuance is built into the table itself, and, as we shall see, fire resolution produces a range of results that are both believable and have an authentic feel. Basically, the odd systems assumes that the better the firing odds, the better the chance to Hit the target. Now, what exactly are we to understand "Hit" to mean?

The increased chance of obtaining a Hit at higher odds does not imply that a single large shell fired at a target several miles distant has a greater chance to strike the target than a single smaller shell at the same distance. The issue that the table answers is not necessarily "is the target struck?", but "has the target been damaged?" during this fire combat phase. While, say, a targeted light cruiser (due to its smaller size) might actually tend to be struck by fewer shells from a distant enemy than a targeted battleship, the damage caused to the light cruiser will likely be greater than shells striking the battleship. This is reflected, in game terms, through differing armor ratings. For instance, because of armor differences, fire against most cruisers will be on a higher odds column than most defending battleships facing the same fire, producing more Hits (e.g. "hits that cause significant damage") on the cruiser than the battleship. The game terms "Hit" and "Miss" should be interpreted in this sort of flexible manner. Shells may indeed strike the target, but if they do not cause appreciable damage, they are judged a "Miss" as far as the game is concerned. To illustrate in a slightly different way, a ship firing with nine fire factors at a single target 20,000 yards distant may well strike it with the same number of shells whether the target has an armor rating of 2, or an armor rating of 8. In the case of the latter, the chances of producing a hit that causes damage, (e.g., a Hit), is less likely when compared to the former, because the fire



combat odds are 1-1 against the 8-rated ship, rather than 4-1 odds (as would be the case for the 2-rated target). Provision is given for players to use *Incremental Odds*, so that a 24 to 14 attack (for instance) will often, but not always, be rolled on the 2-1 column, instead of the 1-1 column.

Each Hit result is then resolved on a separate table, which, depending on the roll

of a die and the basic characteristics of the attack (range, armor of the target, etc.), will generate what specific damage (if any) occurs. This damage may affect the target's flotation, its fire power/gun direction, its speed, and so forth. Further, certain Hit results call for an additional die roll (or rolls), depending on the characteristics of the target ship as well as the size of the incoming shells. This simple mechanism allows unlikely or rare damage events to occur with the frequency one might expect in actual combat, whether that be a jammed rudder, a magazine explosion, damage from distant plunging fire, gun direction breakdown, or what have you. The use of standard combat odds on the initial resolution roll is, therefore, a sort of "entry portal" into what may ultimately occur. Damage caused from fire combat under this system is varied and produces believable results.



This game system approach has the advantage of being readily "understood", and fire combat is easily resolved, due to the use of straightforward ship ratings, the roll of a single six-sided die, and the avoiding of long drms lists and "special cases" (these considerations being "factored in" to the various game ratings and tables, as previously mentioned). Players can look at the counters of the ships involved, along with the range, and have a feel for the possibilities of combat in any given phase.

For those who are into "mathematical realism", distinctions without much difference, and voluminous rules and charts, the question must be posed: what is the advantage of complexity over simplicity, if a simpler system can account for similar results? Yes, this is the question of diminishing returns; many variables are essential to represent in battle, others less so, but where should one draw the line when it comes to game design? The answer to that question will vary among individuals, but Minden has opted for the *BC/D&B* system which is more playable than the process-heavy systems found in some naval miniatures rules, but more thorough and realistic than the abstracted mechanics often found in naval boardgames.

Since we find the *Battleship Captain* fire combat system reasonable and highly playable, and since it produces believable results that are within the boundaries of historical probabilities, it meets our design goal. While there is a greater range of results and more refinement in *BC*, the same idea applies to the *D&B* system as well. We are pleased that game reviews, customer comments, and Boardgame Geek ratings concur with this assessment. (The *Salvo!* solitaire game system is another kettle of fish, and perhaps it can be addressed separately at some point.)

Hopefully this sheds some light on the rationale used for the fire combat systems of two of Minden's popular naval combat games.

26,000	12" x 8	4	1	1914 BC	Germany	7	7
Lützow		4	1			9-12	7
18,000	11" x 12	0	1	1910 BB	Germany	7	7
Rheinland		0	1			6-11	7
24,000	11" x 10	4	1	1913 BC	Germany	10	8
Seydlitz		4	1			9-11	8

Sample ships from *Dreadnoughts & Battlecruisers*

COMBAT LEADER

TACTICAL WORLD WAR II COMBAT GAME



East Front '41



Infantry firefights between individual German & Russian soldiers.
A Zip Edition Wargame

© 2012 Minden Games

Production Spiral: Upcoming Releases

2012 will see a new game series come on the boardgame scene. *Combat Leader* is Minden's new *Zip Edition* game series covering tactical, man vs. man infantry combat during World War II, for two players. The first game will be *Combat Leader: East Front '41*, featuring German and Russian soldiers, an illustrated rule booklet, and color hexagon mapsheet simulating "typical rural Russian terrain". Various scenarios will enable you to recreate firefights and small unit clashes that took place during the initial stages of *Operation Barbarossa*. Additional *Combat*

Leader games are planned, which cover other theaters and nationalities, each with their distinctive "style" and weapons. Its size makes it ideal for overnight business trips, or lunch time play. All very playable (or course) with an accessible game system that, coupled with a \$9.95 retail price, will delight the tactical WW2 infantry crowd.

Please watch the Minden website (and Consimworld) for the announcement of the release of *Combat Leader: East Front '41*. Until you see it advertised for purchase on our website, you can assume it has not been released yet!

The new issue of *Panzer Digest* will contain two issue games. *Eben Emael* is a solitaire, tactical World War II game depicting the German glider assault on the Belgian fortress of Eben Emael in 1940. *Panzerschiff* is a two-player introductory game of Second World War naval combat. Issue #10 is 48 pages, and includes several wargame reviews, columns, and, naturally enough, the rules and components for the issue games.

Panzer Digest #10 will retail for \$14.95, and will be available through the Minden website upon release. Speaking of the *Digest*, most back issues are now out of print and unavailable from us. (Those that are still available are listed on the price list on page 10.) If there is a specific back issue you want that is not listed, you can always drop the editor a note via email and ask. (Sometimes an issue or two turn up.)

There are more games in the production pipeline; these are the ones that are most likely to be released next. Stay tuned!

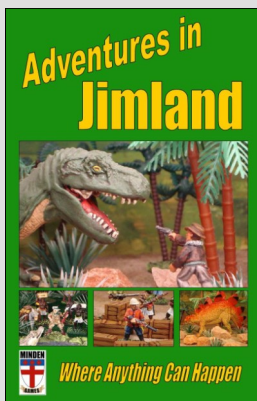


PDF Version Games

We now have several games and magazines available in downloadable, pdf format. Some people had been asking about this format, and we've released our first batch. Basically, you buy the game or games you want from the Minden website, and (typically within a couple days) we email you the password protected files, along with the passwords. You can then print off a hard copy of the game on your own printer. Each pdf version is the same as the regular version except the components are part of the file, and must be printed off as well. (Please note, you must be able to access pdf files on your computer. Readers are available free on the internet, but they are not available from us.) There's more information given about this format on the Minden website, but it's good to have this option available for those who like this sort of inexpensive format.

Issue Game Notes

We are including the *GREAT WAR SALVO! PROMO* game with this issue. This is both a complete game, and a promotional item for our full-fledged *GREAT WAR SALVO!* game which is available separately. The idea is to give gamers a



ADVENTURES IN JIMLAND: *Where Anything Can Happen* is the latest stand-alone adventure game published by Minden Games. It is about exploration and discovery in an unknown land, in a setting very much like the late 19th century.

You are a fearless explorer, ready to challenge the Wilds of unexplored Jimland. But you can't do it alone. You need to hire and outfit the members of your Expedition. These members include mercenary soldiers, local askari, and of course sturdy native bearers to carry your supplies. Your Expedition must survive raging rivers, poisonous plants, bottomless ravines, and savage beasts; animals—like elephants, rhinos, gigantic ants, even dinosaurs—are very alive and very hungry. Tribes of natives will also be encountered. Will they trade or attack? Your Expedition must fight its way through these dangers to reap the bounty of the land. Discover new species of plants and animals, trade for valuable goods, map uncharted territory. Then, try to make it back to civilization to cash in... before heading out on another adventure.

ADVENTURES IN JIMLAND comes with a 36-page rulebook, a sheet of uncut color counters, and a set of seven Reference Cards. The game is *very* playable, and may be played in an evening. It's also a *very* versatile design, playable solitaire or with several players. All you need to provide are some dice, paper and pencils, tabletop space for encounters, and an imagination. You may use miniature figures and terrain to increase the spectacle of play when resolving random encounters on the tabletop, or simply use the playing counters provided. If you imagine a cross between Avalon Hill's *SOURCE OF THE NILE* and *DINOSAURS OF THE LOST WORLD* and add quick-playing mechanisms and tabletop encounters into the mix, you'll have a good feel for what this design is all about.

ADVENTURES IN JIMLAND: *Where Anything Can Happen* is available at leading shops and online retailers, or directly from Minden Games.

freebie to play with, to let them sample a design from the Minden lineup. If you're new to what Minden publishes, we hope that it gives you a good idea of the sort of games we produce. We strive to make our designs playable and full of historicity, and this issue's game provides a nice introduction to World War I naval combat for the solitary gamer. We hope you enjoy it.

Current and Future Content

We envision *Dispatches from the Front* to be an irregular e-publication that conveys news from Minden and our line of products to interested boardgamers. This edition runs to 24 pages, but the size and content of future issues has not been determined. So... have any ideas on what you'd like to see? Let us know.

My goal is to make *Dispatches* a fun, informative, and entertaining read, something that creates anticipation when it arrives in your inbox (or your mailbox).

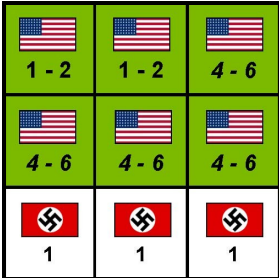
Until next time... happy gaming!

Gary Graber

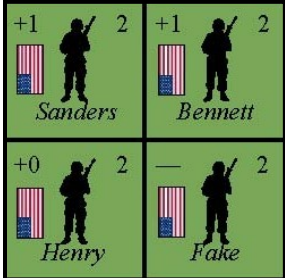
Sample Unit Counters



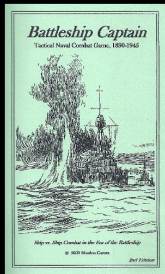
Swordfish at Taranto



Remagen Bridgehead



'Nam '68



BATTLESHIP CAPTAIN, 2nd Ed.

BATTLESHIP CAPTAIN 2nd Ed. is Minden's comprehensive table-top game of tactical surface naval combat, 1890 to 1945. A massive number of individually rated warships from three distinct eras—*Pre-Dreadnought*, *Dreadnought*, and *WW2*—are included. (Ships are rated for bow/broadside/stern firepower, flotation, speed, armor, and more; along with a scale "top down" deck drawing, all ship information is contained on each 47mm x 11mm counter.) Standard rules cover the entire time period, with specialized rules applicable to separate eras. *BC* emphasizes playability, historicity, and realism, enabling players to recreate an almost limitless number of actual and hypothetical naval actions from 1890 to 1945.

CONTENTS: 64-page rulebook, 33 scenarios, Reference Cards, color game markers, set of 1400 ship counters (sheets #1-28), scenario guidelines.

BATTLESHIP CAPTAIN 2nd Ed. is available at leading game shops and online retailers, or may be purchased directly from Minden Games. (For owners of the first edition, *BATTLESHIP CAPTAIN 2nd Ed. Update* is available, which contains all components new to the 2nd edition. Please email Minden Games and ask about price and availability of this Update set.)

Victory Conditions, and the Evacuation of Königsberg



It's a fact. Some historical battles were lop-sided enough as to prevent them from being good subjects for a historical wargame. It is not difficult to come up with any number of battles that were so imbalanced that there seems to be no reason (on the surface) why anyone would want to simulate them. But still, designers try to do just that. Many times, in an effort to make a "game" of the situation, the side with the advantage must perform to a certain level or else they "lose". I've used this sort of victory condition requirement before, and there is nothing inherently wrong with this mechanism. A classic example of this would be an Alamo game, where the Mexicans "lose" if they don't wipe out the Texan defenders in so many turns or less. Typically it is a foregone conclusion who will win the battle; arbitrary victory conditions can make it interesting as far as who will "win" the game.

This is the situation facing the historical realities behind our *Evacuation of Königsberg* game. The question in this point-to-point WW2 siege game is not if the Russians will overrun Königsberg, but *when*. At first glance, this situation might tempt one to use arbitrary victory conditions to make the game a contest, and allow the Germans a chance to win. However, there's more to the situation than what meets the eye. In the spring of 1945, the Germans were trying to evacuate as many people (especially civilians) out of East Prussia before the Russians arrived. In effect, the Germans were not defending the city so much as the means--via the city and the port--of evacuating as many people as possible to the west. Here, then, was a reasonable and historically valid criterion for measuring victory and defeat in this campaign: how many civilians can the Germans evacuate before the fall of the city?

Königsberg was surrounded by rings of forts and strong points. The outnumbered defenders stood a fighting chance as long as the fort lines were intact, but, of course, it was just a matter of time before the Russians battered their way through. At that point, it becomes a race... knowing that each additional turn the Germans can hold out, the more people can escape to the west.

Over two million people were evacuated over land and sea from the Baltic/East Prussian area between January and April, 1945, with many of them coming from



8	✘ 43	9	✘ 43	1	✘ 50	2	✘ 50	3	✘ 50	4	✘ 50	5	✘ 50	6	✘ 50	7	✘ 50	8	✘ 50
	4 - 4		4 - 4		4 - 4		4 - 4		4 - 4		4 - 4		4 - 4		4 - 4		4 - 4		4 - 4
1	✘ 56	2	✘ 56	3	✘ 56	4	✘ 56	1	✘ 62	2	✘ 62	3	✘ 62	4	✘ 62		Fort		Fort
	4 - 3		4 - 3		4 - 3		4 - 3		4 - 3		4 - 3		4 - 3		4 - 3		0 - 4		0 - 4

in and around Königsberg. To quote the game's *Designer's Notes*:

As a military operation, the outcome of this campaign was a foregone conclusion: the Russians will capture Königsberg. But every turn the Germans delay the inevitable, more civilians [through the game's tables and sequence of play] have the chance of escape. The lives of hundreds of thousands of people hung in the balance...

This raises a question. How many simulation games give *any* place to the plight of civilians and refugees in battle campaigns? Shouldn't this be a consideration more often?

The Evacuation of Königsberg allows you to simulate this consideration while replaying one of the last campaigns of the Second World War. Victory is assessed by the number of evacuees the Germans manage to get out by the end of the game. This edition is similar to the version originally published in *Panzer Digest #2* (now out of print), except with some new optional rules, and nine new optional unit counters.

The Evacuation of Königsberg

Players: Two (but solitaire friendly)

Scale: Operational (point-to-point map, weekly turns, Russian and German divisions (and Volksturm formations))

Introduction to SALVO!

If you are not familiar with it already, *SALVO!* is a simple solitaire (or two-player) tactical naval game published by Minden, covering ship-vs-ship action in the World Wars. It is the smallest wargame we've done, the initial game release occupying but both sides of a 4"x6" postcard! In spite of its size, *SALVO!* is a complete solitaire tactical game containing full rules and game tables, along with ten famous British and German WWII warships, (such as the *Bismarck*, *Graf Spee*, *Hood*, and *King George V*). All you need to play is the game itself and three dice.

The concept of the game is simple. Each turn, a warship will either move toward the enemy (thus presenting its bow), move farther away (thus presenting its stern), or offer its broadside (and keep the range the same). The same applies to the enemy ship. The relative range, and the available guns bearing upon the enemy ship, depend on the *Actions* (*Close*, *Offer Broadside*, or *Withdraw*) chosen. Ships are individually rated for bow, broadside, and stern firepower, main gun size, armor, flotation, turrets, and speed. Speed can be a crucial factor, as the faster ship can usually dictate the "terms of the engagement." There are several Game Tables (using one, two, or three six-sided dice) to cover all the eventualities of play. The *SALVO!* game system has been well-received, and is providing gamers with a fun way to replay historically plausible naval engagements quickly and easily.

Additional SALVO! games currently available:

ADVANCED SALVO! 1939-1941 Covers early years of WW2, with advanced, optional, and multi-ship rules, and ships from Britain, Germany, France, and Italy.

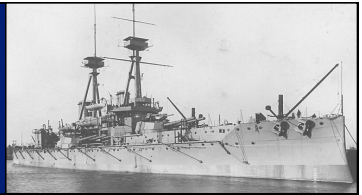
PAC & MED SALVO! Covers the later years of WW2, taking the system to the Pacific and Mediterranean theaters, with standard rules and ships from US, Japan, Italy, France, and Britain.

GREAT WAR SALVO! Covers British and German capital fleets facing off in the North Sea during the Great War. This is the most "advanced" of the series to date, with many new optional rules and ship ratings.

Great War Salvo!

Promotional Rules

Solitaire Tactical World War I Naval Game



INTRODUCTION

This promotional version of *Great War Salvo!* serves as an introduction to the game system, and enables players to recreate early World War I naval battles. The game consists of rules, game tables, various warship counters (1/6000 scale) and game markers. It is primarily a ship vs ship solitaire game, but may be played by two players. Each turn in the game represents a variable amount of time, typically several minutes of real time.

This version of the rules contains a small sheet of numbered, promotional counters, and is thus a complete game in and of itself. Those enjoying it will want to check out the full version of *Great War Salvo!* (available separately), which contains many advanced and optional rules, historical scenarios, and many more warships. You will need three six-sided (d6) dice to play the game. You may use a piece of paper and pencil to keep track of movement and damage, in lieu of using the ship counters and markers. *Note:* You don't need to physically move ships during play; the game tables tell you what happens concerning relative range, effects of fire, and so on.

STANDARD RULES

PREPARE FOR PLAY: Select a ship (Allied or Central Powers) you wish to play, and an enemy ship to play against. You must then roll 2d6 on the *Weather* table and note the weather result (*Fine, Fair, Misty, or Stormy*). Then, roll 2d6 on the *Initial Range* table (modifying the roll if indicated by the Weather result); ranges are (from closest to farthest) *Short, Medium, Medium-Long, Long, and Extreme*. This establishes the relative range between ships at the start of play.

ACTIONS: Each turn, each side's ship performs one *Action* of its choice. Who goes first each turn is decided by performing an *Initiative Roll*; roll 1d6 each turn to see who goes first that turn:

1-3 = player; 4+ = enemy

(+1 to roll if enemy has current speed slower than player's; -1 if faster)

There are three Actions available each turn: *Close (C)*, *Offer Broadside (OB)*, and *Withdraw (W)*. The player chooses which Action his ship performs. If playing solitaire, the enemy ship rolls 1d6 to see what Action it performs this turn: 1-2 = C; 3-4 = OB; 5 = same Action as last turn (OB on turn 1); 6+ = W. (+1 to roll if it has smaller gun size than the

Key:

(♦ = "secondary guns" optional rule)

Flag Type Guns Broadside V-Rating Country

Stern +2

Bow +2

Counter Number 8

Name Indomitable*

Flotation 5

Turret 5

Speed-Armor 8-2

(* = "echelon turrets" optional rule)

(* = "asterisk turret" optional rule)

BB= dreadnought battleship
 BC= dreadnought battlecruiser
 B = pre-dreadnought battleship
 AC= armored cruiser
 CL= light cruiser
 AMC = armed merchant

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player's ship.) If playing with two people, each selects the Actions of his own side.

An Action affects range between ships, and determines which guns can be brought to bear against an opponent.

<u>Action</u>	<u>Range</u>	<u>Guns Bearing</u>
<i>Close</i>	1 closer	Bow
<i>Offer Broadside</i>	No change	Broadside
<i>Withdraw</i>	1 farther	Stern

If range ever goes farther than *Extreme*, the ships are out of range, and the game is *immediately* over. If it goes closer than *Short*, stay at *Short*. Example: *Warrior* and *Goeben* are at *Long* range at start of a turn. *Goeben* chooses *OB*, and *Warrior* *C*. Range is now *Med-Long*, and *Goeben* has broadside guns bearing, and *Warrior* bow guns. Had *Goeben* also chosen *C*, range would have been *Medium*, with bow guns bearing.

FIRING: After implementing Actions for the turn, both ships may fire. The ship with bigger gun size fires first. (If tied, roll to see which fires first.) After all its fire has been resolved and all damage applied, the other ship fires. Each ship fires once per turn (twice at the same target if at *Short* or *Medium* range), rolling 2d6 on the *Fire Table*. A miss has no effect. A *straddle* means the target may have been hit; roll 3d6 on the *Straddle Table*, modifying the roll as directed, to determine the damage (if any) caused. Example: *Tiger* fires at *Nassau* with bow guns at *Long* range, rolling a 9 so straddles the target. Rolling on the *Straddle Table*, a 12, modified -4 to 8 (-4 for *Nassau's* armor, -3 for *Long* range, +3 for *Tiger's* bow guns), giving a result of *NE*.

SHIP DAMAGE: The *Straddle Table* gives results of **No Effect**, **F** (flotation damage due to flooding, explosions, structural damage, etc.), **T** (turret, ammunition, or fire control damage), and **S** (speed damage arising from engineering, propulsion, or bridge damage) to the target. **Vulnerability**, **Special Damage**, and **Critical Hit** results require an additional roll of two dice, as noted, on those respective tables. Keep track of damage with the damage markers provided, or on a piece of paper. Damage is cumulative, and cannot be repaired during play.

DAMAGE EFFECTS: (**T**) Firer gets *Straddle Table* -1 drm for each T hit it has. If a ship has as many T hits as its Turret rating, it can't fire anymore. (**S**) A ship loses two off its current speed for each S hit it has. If its speed drops to zero, it is considered *dead in the water* (*DiW*), and permanently performs Action *OB*. A *DiW* ship may still fire, if able, but may not launch torpedoes. (**F**) A ship is *sunk* when it has received more F hits than its *Flotation* rating. **Excess Hits:** Excess T and S hits are converted to F hits. Example: A ship with a T rating of 3 receives its fourth T marker; this becomes a F hit.

TORPEDOES: If it is *Fair* or *Fine* weather, after firing has been completed and any results implemented, a CL (only) at *Short* range may launch torpedoes (simultaneously if two CL involved) by rolling on the *Torpedo Table*. A CL may launch torpedoes up to two times (i.e. during two turns) per game.

END OF TURN: Roll 1d6 at end of each turn (modifying the roll as specified) and consult the *End of Turn* table. Depending on the result, you will either continue with a new game turn, or the game will end.

VICTORY: The game continues until a ship is sunk, ships are out of range (i.e. beyond *Extreme* range) or the game ends via the *End of Turn* table. If a ship is sunk, the other side wins, otherwise the game is drawn.

GREAT WAR SALVO! is a complete game system that simulates tactical World War I naval encounters accurately and easily. The game includes a 24-page illustrated rule booklet containing standard and advanced rules, over 50 historical British and German warship counters (1/6000 scale), 120 game markers, several historical scenarios, and Reference Card. Some of the advanced rules in *GWS!* include: *Command Control*, *Narrative Damage Tables*, *Multi-Ship Rules*, *Crew Quality*, *Echelon Turrets*, "*Horizon*" Range, *Night Battles*, *Duds & Low Ammunition*, *Scuttling*, *Random Events*, *Simultaneous Fire*, *Seasonal Weather*, *Advanced Gun Ranges*, *Secondary Guns*, *Designer's Notes*, *Ship Data Appendix*, and more. Order the full version of *GWS!* today; see price list on page 10.

GREAT WAR SALVO! GAME TABLES

WEATHER 2d6

2-3 = Stormy (-8)
 4-6 = Misty (-4)
 7-10 = Fair
 11+ = Fine (+2)

() modifies *Initial Range* roll

INITIAL RANGE 2d6

1 and lower = Medium
 2-4 = Medium-Long
 5-9 = Long
 10+ = Extreme

INITIATIVE 1d6 1-3 = player goes first; 4+ = enemy goes first
 (+1 to roll if enemy has current speed slower than player's ship; -1 if faster)

FIRE TABLE 2d6

Effect	Short	Med	Med-Long	Long	Extr
Miss	2-4	2-5	2-6	2-8	2-9
Straddle	5+	6+	7+	9+	10+

DR Modifiers: *Fine:* +1 *Misty:* -1; *Stormy:* -3; if target is CL: -1; if firer Straddled target the previous turn: +2; if target is an AMC: +1

STRADDLE TABLE 3d6

9 & below = NE	14 = <i>Vulnerability</i>	19 = FFST
10 = F	15 = <i>Special</i>	20 = FFSST
11 = <i>Special</i>	16 = <i>Critical</i>	21+ = <i>Critical</i>
12 = T	17 = FF	
13 = FS	18 = TT	

DR Modifiers: *Target's Armor:* subtract target's Armor rating. *Firer's Guns Bearing:* add firer's bow/broadside/stern rating (as applicable). *Range:* Short +4; Med +1; Med-Long -1; Long -3; Extreme -6. *Each T hit Firer has:* -1. *If gun size 8":* -1*. *If gun size 6" or less:* -2*. (* = if target armor -2, -1, -0, +1, +2, the modifier is 0 instead.)

KEY: NE = no effect; F = target receives F hit; T = target receives T hit; S = target receives S hit and loses 2 from its current speed; *Special* = roll 2d6 on *Special Damage* table; *Critical* = roll 2d6 on *Critical Hit* table; *Vulnerability* = roll on *Vulnerability* table. If more than one result (e.g. FS, TT, etc.), all apply.

SPECIAL DAMAGE 2d6

2-3** = *Listing*; FF
 4** = *Flooding*; FS
 5 = *Fire Control*; ship can't fire next turn
 6 = *Turret*; T
 7** = *Engineering*; S
 8 = *Hydraulics*; FS
 9 = *Magazine Flooded*; TT
 10 = *Transverse Bulkhead*; F
 11-12** = *Steering*; SS

CRITICAL HIT 2d6

2-3** = *Flooding*; FFFS
 4-6 = *Fire director*; TT
 7** = *Explosion*; FFFSS if *Short* or *Medium* range; otherwise FFS
 8** = *Bridge/Navigation*; SS
 9-11 = *Gunnery*; FTT
 12 = *Plunging fire*; if *Long* or *Extreme* range, 2d6 minus Armor rating = number of FS hits (any other range means "no effect")

** = roll on *Performance Table* (next page) ** = roll on *Performance Table* (next page)

VULNERABILITY Roll 2d6, and add target's V-Rating. If total is *Equal* to or *Higher* than the firer's Gun Size, result is "No Effect". If total is *1 Lower*, result is "T". If *2 Lower*, result is "*Special Damage*". If *3+ Lower*, result is "*Critical Hit*."

TORPEDO TABLE 2d6

2-9 = no effect; 10+ = hit. (-1 if target is CL; +2 if target's current speed is <5; +6 if target's current speed is zero). If hit, roll 2d6 for *Torpedo Damage*.

Torpedo Damage: 2-4 = no effect 8 = Fx2, Sx1 11 = Fx5, Sx3
5-6 = Fx1, Sx1 9 = Fx3, Sx2 12 = sunk
7 = RA* 10 = Fx4, Sx3

* RA = roll die; target receives that many F **and** half that many S markers (rounded up)

Examples: a 9 result = target receives 3 F and 2 S markers; a 7 = roll die; a reroll of 1 would mean target gets 1 F **and** 1 S marker; a 4 = "no effect"; a 12 = target is sunk.

END OF TURN TABLE 1d6

1-5 = begin new turn;

6+ = If Range is currently:

Extreme... roll one die... 1-6 = **Game Over**; 7+ begin new turn

Long, roll one die... 1-5 = **Game Over**; 6+ = begin new turn

Med-Long, roll one die... 1-4 = **Game Over**; 5+ = begin new turn

Medium, roll one die... 1-2 = **Game Over**; 3+ = begin new turn

Short... automatically begin new turn

dr Modifiers: -1 if either ship (or both) had C Action this turn
+1 if either ship (or both) had W Action this turn
-1 if either ship (or both) was Straddled this turn
+1 if *Misty* weather
+2 if *Stormy* weather

dr Modifiers to "Game Over" rolls:

+2 if *Fine* weather -2 if *Stormy* weather -2 if *Night*

SOLITAIRE ENEMY MOVEMENT 1d6

1-2 = C; 3-4 = OB; 5 = same as last turn; 6+ = W
(+1 to roll if enemy ship has bigger guns)

Action

Close

Offer Broadside

Withdraw

Range

1 closer

No change

1 farther

Guns Bearing

Bow

Broadside

Stern

PERFORMANCE TABLE 2d6

2-4 = no additional effect

5-6 = *Steering*; next turn, ship must perform same Action as this turn

7 = *Rudder*; for next X turns, ship must perform same Action as this turn (where X = roll of one die)

8-9 = *Fire Direction*; ship's fire factors cut in half (*rounded down*) next turn

10+ = *Fire Control*; ship can't fire next turn

Promo Version Notes

With these rules, game tables, and promo ships, you have everything necessary to play the standard version of Great War Salvo! To experience what the full game system has to offer (advanced rules, special ship ratings, detailed damage charts, historical scenarios, ship data appendix, etc.), you'll need a copy of the full game. Many additional warships are available as well, with more planned. Visit the Minden Games website for details and ordering information: http://minden_games.homestead.com

 BB 12" ♦ +6 4 Austria P22 +3 Prinz Eugen 5 5 6-3	 BC 12" +3 4 Britain P15 +2 Invincible* 5 5 8-2	 CL 4" -1 3 Austria P23 -2 Saida 2 3 9+1	 BB 12" ♦ +7 4 United States P24 +2 Arkansas 6 6 6-3	 B 12" ♦ +2 4 United States P25 +1 Minnesota 4 3 6-2	 B 12" +2 4 Russia P26 +1 Zlatoust 4 3 5-2	 CL 6" +1 3 Russia P27 +0 Kagul 2 3 7-0	 CL 4" -1 3 Turkey P28 -2 Midilla 2 3 8-0	 AC 9" +1 3 Britain P16 +1 Natal 4 4* 7-2	 BB 12" ♦ +5 7 Germany P17 +2 Friedrich der Grosse* 6 6 7-5	 AC 8" ♦ +1 5 Germany P18 +1 Scharnhorst 4 4 7-2	 BB 12" ♦ +5 4 France P19 +3 Paris* 5 6 6-4	 B 12" +3 5 France P20 +1 Verginaud 5 4 6-4	 AC 10" ♦ +1 4 Italy P21 +1 Amalfi 3 4 7-2

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 BB 12" +6 4 Italy P8 +1 Dante 5 4 7-3	 AC 10" ♦ +1 4 Italy P9 +1 Pisa 3 4 7-2	 BB 12" ♦ +6 4 Austria P10 +3 Tegethoff 5 5 6-3	 B 9" ♦ +1 4 Austria P11 +1 Erzherzog Karl 3 3 6-3	 AC 9" +0 3 Austria P12 +1 Sankt Georg 3 3 7-2	 B 12" +2 4 Russia P13 +1 Evsstafi 4 3 5-2	 BC 11" ♦ +4 7 Turkey P14 +2 Sultan Selim* 6 6 8-3	 BB 12" +4 6 Britain P1 +2 Superb* 5 5 7-4	 CL 6" +0 3 Britain P2 +0 Sydney 2 3 8-0	 BB 11" ♦ +3 5 Germany P3 +1 Wesfalen* 5 6 6-4	 CL 4" -1 3 Germany P4 -2 Emden 2 3 7+1	 BB 12" ♦ +5 4 France P5 +3 Courbet* 5 6 6-4	 AC 7" ♦ +1 4 France P6 +0 Edgar Quinet 4 3 7-2	 B 12" +3 5 France P7 +1 Danton 5 4 6-4

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