

Issue 20 Spring 1995

# ***The Art of War***

The Clash of Arms Games Magazine



# The Art of War



## The Art of War

Publisher: Theatre Of the Mind Ent. Inc.  
Layout and Production: Cindy Rawling  
Circulation: 2790

The entire contents of The Art of War Magazine are copyright © 1995, Clash of Arms Games, a division of TOME, Inc. All rights are reserved. Address all mail to: Clash of Arms Games, The Byrne Building #205, Lincoln & Morgan Sts., Phoenixville, PA 19460. Phone and fax # (610) 935-7622. Ad rates furnished upon request. Printed in the USA.

## Subscription Policy

An expiration number is printed in the lower right of your address label. If this # matches the current issue #, this is your last issue unless you renew. You receive/renew a free 6 issue (maximum) sub when you place an order with us or send in a response card from a store purchase. If you place an subsequent order before your current sub expires, we'll cancel it and start a new 6 issue (max.) sub for you.

## Order Inquires

When ordering a game, always allow 6 to 8 weeks for delivery. Typical turnaround time is much sooner (phone orders are usually same day). Occasionally out of stocks occur. If so, we'll hold your funds in escrow and send you a postcard informing you of the delay. We don't cash checks or process credit card orders until the game is close to shipping - except for pre-publication offers where you're getting the game for a lower price in exchange for permitting us to use your funds.

## Quality Guarantee

If your game has a damaged or missing part, write to us directly and we will replace it free. Please enclose the damaged component with your letter. Returning the game to the store and having them ship it back to us is a hassle for the store owner, the distributor and us.

## Game Questions

COAG will happily answer game questions when accompanied by a stamped, self-addressed envelope (SSAE). Foreign queries should enclose an international postal reply coupon. Without return postage we cannot reply. Type or legibly print questions. Please format your questions so they can be answered with a short response (preferably yes or no).

## Clash by Computer

You can reach Clash of Arms via computer using the GENIE network! Our specific address is: CLASHOFARMS. Our friend Paul Dangel has graciously offered to monitor the Clash of Arms account and send and receive messages on our behalf. He can also be reached directly on GENIE at P.DANGEL.

Front: Frederick II (the Great) by J.G. Ziesenis

## In this issue

<b>Astride the Killing Ground</b>	<b>2</b>
<b>Pat Pattle's Last Flight</b>	<b>4</b>
<b>Tactical Communications in Command at Sea</b>	<b>6</b>
<b>Battles in the Age of Reason</b>	<b>9</b>
<b>The Death of Brunswick (in French)</b>	<b>14</b>
<b>Order Form</b>	<b>15</b>

## Astride the Killing Ground

### Greetings!!

Welcome to the first issue of **The Art of War** magazine, covering the "...mad game the world so loves to play..." to quote Jonathan Swift. We are devoting the time and effort to making it a serious improvement on our regular newsletter. So why did we do it and what's the catch? After all, Harry Rowland, the owner of Australian Game Design Co. remarked in a past F&M interview that for the time involved, he could have made a better return cleaning toilets in a fast food restaurant than by publishing games. The "wages of sin" have not increased much since then, but the price of paper and postage have been skyrocketing as of late. What's a mother to do?

One choice was to upgrade the newsletter into a regularly published magazine and charge a cover price, thereby having it compete with everyone else's rag on the newsstands. We liked the idea of producing a professional looking magazine but we very much wanted to keep it a freebie and published irregularly. With those two goals in mind, we were then forced to seriously evaluate just who should receive it. Obviously, those gamers who support our firm to the fullest. And certainly those gamers who follow a certain designer or line of games we publish. With these thoughts in mind we came up with the following guidelines. First, we made the decision to upgrade the newsletter into the improved format you see here. Second, to keep the postage costs down, most issues will be sent bulk mail, so if you change your address and don't tell us, we've lost you. Third, an "end of subscription" number is now printed on your mailing address sticker in the bottom right corner. If the number matches the current issue number, then this is your last issue unless we hear from you in one of the following two ways. If you place an order for a game or book directly from us, we'll cancel your present subscription and open a new one renewing your subscription to **The Art of War** for another 6 issues (maximum). Also, if you buy

a recent COA release at your favorite store and send us the enclosed game response card, you'll get the 6 issue extension as well.

Last, write and tell us how you like the new format. Reader responses will be critical in determining what kinds of articles appear and in what order.

*Vive L'Audience!*

*-Ed Wimble*

*-Charlie Spiegel*

### What's New

We have two new games available this issue. The first is Jack Radey's **Borodino, 1941** where two veteran German divisions, SS Motorized Division "Das Reich" and the 10th Panzer, race toward Moscow along the only paved road available. Should they secure the road, the German path to Moscow will lie open to the rest of their army. Opposing them is an *ad hoc* collection of Soviet units trying to act as sand to the well-oiled German machine. Can they stem the advance long enough for their crack 32nd Rifle division to arrive from Vladivostok? Check out the ad on page 13.

Also out is **La Bataille de Corunna** that focuses on the epic confrontation between Sir John Moore and Marshal Soult in 1809. The French, having pursued the British across northwest Spain, are pretty much operating at the end of their tether. The British are trying to conduct a disciplined retreat in the face of overwhelming French cavalry superiority. Fortunately the Royal Navy is available to help cover the evacuation. **La Bataille D'Albuera** and **Talavera** are back in print as well. See the ad on page 8 for a special offer.

Lastly, we've published a **Player's Handbook for Command at Sea**. It's a collection of charts and combat results tables that appear in the **Command at Sea** standard rulebook. It includes 1st edition errata, with new/corrected material marked. This 32 pg. booklet is only \$4.95 and well worth the money.

### In Short Supply

**Marching Through Georgia** is down to 2 boxed games (\$26.00), with 12 "baggie" (boxless) editions available for \$22.00. There are 9 map sets and forty countersheets remaining. Exclusive rules are gone. **Edelweiss** has 7 boxed games remaining (\$48.00) and 47 baggie versions (\$38.00). There are less than 40 sets of various components left. No reprintis are contemplated at this time.

### Extra, Extra Read all about Them!

We are constantly asked if we have "extra" components to sell to those of you who have worn out, spilled beverages on, vacuumed, or otherwise rendered *hors de combat* parts of your games. The good news is yes, we have many spare items. Making a specific list is impractical. Use the following as a guide: *Maps and color counters*: \$6.00 each. *Black and white counters*: \$4.00. *Game boxes*: \$7.00. *La Bataille game boxes*: \$9.00. *Rule books*: \$5.00 per book. *Cardstock charts*: \$1.00 each. PA residents, Canadians and overseas customers add in the usual sales tax/postage. We will not accept credit card orders under \$15.00 on components (though you could, say buy a \$36.00 game and a countersheet for \$6.00 at the same time). If we do not have what you asked for, we'll send you a refund for the item out of stock.

### Plugs

Three new magazines recently came to our attention. The first is **Zone of Control**, a war-game review zine published by John Kisner. The premiere issue featured some 16 reviews. Four issues go for \$18.00. Write to: Zone of Control, 1914 40th Place, Des Moines, IA 50310 or E-Mail: J.Kisner on GENie. The second is **Game Fix**, which features a game in every issue plus provocative articles. Published by John Compton, a four issue sub is only \$19.00. Write to: Game Fix at Game Publications Group, 8795 La Riviera Dr. #182, Sacramento, CA 95826 or E-mail on the Internet at GmPbGp@AOL.com. Lastly, Perry Moore is starting up **A7V**, the zine for Landships! enthusiasts. 12 issues are \$15.00. Write to Perry at 2136 Riesling Way, Santa Rosa, CA 95403 or E-mail: Perry@crl.com.

### Works in Progress

*(Editor's Note: In no case should any of the titles mentioned below be ordered until they're announced for sale. Also, just because a previously talked about title isn't mentioned here, we haven't abandoned it. There's only so much room and we try to concentrate on what's immanent.)*

**Command At Sea Referee's Guide**: This will be a step by step guide for running double-blind games. Also included are rules for adding the fog of war to a refereed game; pilot reports that aren't 100% accurate,

communications problems, etc. This 32 pg. book will be an Origins release in July 1995 and should sell for around \$14.95. -*Ed Kettler*

**Supermarina** - Volume II of the Command at Sea system focusing on the Mediterranean in the years 1940-43. It will feature a great mix of surface actions, submarines and special warfare operations as well as attacks like Taranto. The scenarios are designed by John Gresham and Mike Markowitz. The base system is, of course, by Bond, Carlson, and Kettler and will be printed on three ring binder paper this time round. **Supermarina** will sell for around \$48.00. -*Charlie Spiegel*

**The King's War** - In 1642 matters came to a head between Charles I and Parliament which eventually resulted in Charles losing *his* head. Designed by Charles Vasey, **The King's War** simulates the four year struggle of the first English Civil War at the operational-strategic level a la GDW's **A House Divided™**. Each turn is a month and a counter represents a "regiment" of the period. -*Charlie Spiegel*

### Rumors of War

The following game proposals are under review. Write and let us know what you think.

**Death's Men**: Our release **Landships!** focuses on the growth and application of weapons technology during the Great War. This follow up game would examine the role of infantry and artillery tactics during the conflict. **Death's Men** could either be done as a separate game or as an expansion kit based on your feedback. (Link rules for **Landships!** would be included as well).

**Into the Wilderness**: This game would cover the gruesome slugfest between Lee and Grant in May, 1864. It would use with the same scale (250 yards to the hex) and rules (TCT system) as our **Chancellorsville** game and be fully mateable with it. Three 34"x22" maps and 420 counters. In addition, we could redo the maps and counters for **Chancellorsville** as well to make them as zippy as our other games. Designed by Richard Berg.

**The Lash of the Turk** - The greatest threat to Christendom has not always been heretics or Protestants. For nearly three centuries, Europe was threatened by the magnificent Ottoman Empire. **The Lash of the Turk** simulates this period (circa 1400-1700) when the Turks challenged Europe for supremacy. Players represent the petty cabal of rulers governing Europe (Charles V and the Pope excepted) against the single unified Ottoman player. Janissaries, reiters, winged hussars, and galleys would be just some of the colorful forces depicted. The game would feature two maps and 560 counters and sell for around \$44.00. Designed by Andy Nunez.

### Coming Next Issue:

- Preview of 4th ed. La Bataille Rules
- Illness in Campaigns of Robert E. Lee
- Latest Clash of Armor Errata
- *plus* Landships! Expansion Rules

## The Heliograph



**"The Heliograph is Signaling You!!"**

Do you like British/European Colonial Military History from the Age of Clive to the War in Angola?

Are *Zulu*, *Khartoum*, and *The Wild Geese* among your Favorite Movies of All Time?

Do you play *The Sword and the Flame*, *Science vs. Pluck*, or *Savage Wars of Peace*?

If you said **YES** to any of the questions, then you should join **The Heliograph**.

Edited and written by some of the best writers and game designers in the Industry today, **The Heliograph** covers everything from book, game and movie reviews to supplying complete board wargames or miniature rules systems!

At \$10.00 for ten issues, **The Heliograph** is the best value on the market today!!!!

So join "We Happy Few" by sending a check for \$10.00 to:

**Andrew Preziosi**  
11017 SW 125th Ave  
Miami, FL 33186

### Opponents Wanted!

As a service to readers, we will run brief announcements for gamers looking for other gamers to play COAG games. Send in your name, address, what you're looking for, etc. If you want to give a phone #, we'll print it.

1) John Murray, 2164 E 38th St., Brooklyn, NY 11234 (718) 253-7091 - Looking for Napoleonic and ACW opponents.

2) Brad Martin, 15 Turo Close, Willetton, 6155 Australia - Looking for Kolin and Landships! players.

3) Gary Lushik, 2900 Dartmoore Ct., Springfield, IL 62704 - Looking for Command at Sea players.



# Pat Pattle's

SCENARIO FOR ACHTUNG - SPITFIRE !

## Last Flight

BY TIM TYNAN

**Background:** The British expedition to Greece in April of 1941 resulted in an utter fiasco. The German Luftwaffe dominated the airspace over Greece at all times, culminating in the airborne assault on Crete. On April 20th, as the British staged an evacuation of their troops, fifteen Allied aircraft of various types attempted to defend the evacuation fleet from 100+ Axis planes over Piraeus Harbor near Athens. Pat Pattle, one of Britain's most experienced pilots, and Timber Woods (a survivor of Malta) broke up a formation of Bf 110s attacking the retreating British forces. Woods was quickly shot down by the swarm of German aircraft. Pattle got two of the Zerstörers, but was himself shot down and killed just as Kettlewell arrived. Kettlewell knocked down another Bf 110 before he was also shot down. This scenario simulates the bloody action that occurred.

**Map:** Blue Sky (Piraeus harbor)



### Aircraft:

Allied = Three Hurricane Mk.Ia

Axis = Eight Bf 110C-4/B

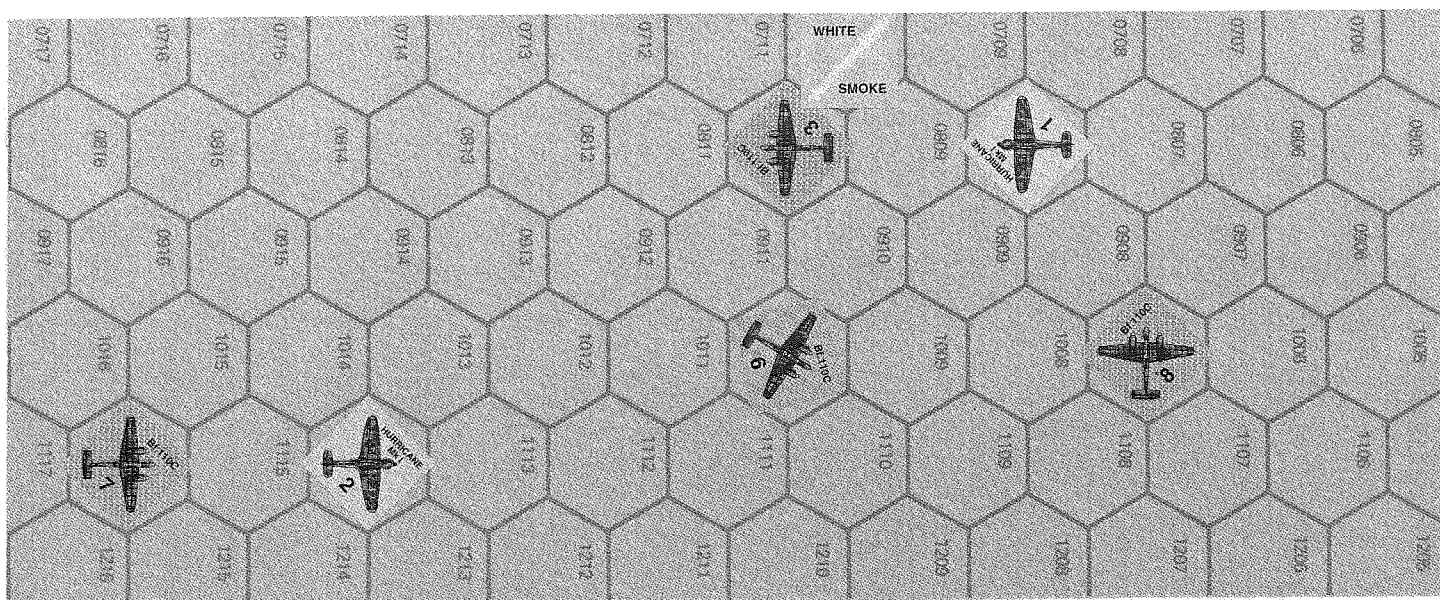
**Aircraft Set Up:** Place Hurricane #1 (Pat Pattle) in hex 2628, banked left, facing SE, at altitude 2.0 and speed 6.0; Hurricane #2 (Timber Woods) in hex 3816, banked left, facing NW, at altitude 0.5 and speed 5.0. Woods is Zoom Climbing at the start. Bf 110 #1 in hex 2835, banked right, facing SE, at altitude 1.0 and speed 5.0; #2 in hex 3227, banked right, facing NE, at altitude 1.0 and speed 5.0; #3 in hex 3625, wings level, facing N, at altitude 1.0 and speed 6.0; #4 in hex 3611, banked left, facing NW, at altitude 1.0 and speed 5.0; #5 in hex 3219, wings level, facing SW, at altitude 1.0 and speed 5.0; #6 in hex 2821, banked left, facing S, at altitude 1.0 and speed 5.0; #7 in hex 3325, wings level, facing E, at altitude 0.9 and speed 6.0, Steep Diving at start; #8 in hex 3224, wings level, facing E, at altitude 0.9 and speed 6.0, Steep Diving at start.

**Game Length:** Until all Allied aircraft have been destroyed or have disengaged.

**Special Rules:** Jimmy Kettlewell in Hurricane #3 will arrive in 1D10+2 turns from any map edge, wings level, at altitude 2.0 and speed 8.0. If Pat Pattle is killed before Kettlewell's arrival, Timber Woods must attempt to disengage as soon as possible. If both Pattle and Woods are killed, not simply shot down, the Luftwaffe wins an automatic victory regardless of losses. All Hurricanes start with 1 point of damage as they are basically wrecks held together with gum and baling wire.

**Additional Rules:** Pilot Quality- Pat Pattle is a veteran, ace, crack shot, gifted. Timber Woods is a veteran, ace. Jimmy Kettlewell is a veteran. The Bf 110 pilots are generated using a National Training Standard of "good".

**Suggestions:** This makes a fine multi-player game for tournament play, the more the merrier. To keep balance, assign one player all the British aircraft and assign all other players each one Bf 110 until all Bf 110s have a pilot, then flesh out the British side with any remaining players.



*Achtung - Spitfire!* is available from Clash of Arms Games

Packaged in a bookcase box, it sells for \$40.00. See the Order Form on Page 15.

# Join the Friends of the AMERICAN **FIGHTER ACES**

*The AMERICAN FIGHTER ACES ASSOCIATION is now accepting membership for "Friends of the American Fighter Aces."*

## **BASIC MEMBERS will receive:**

- Membership card and certificate, Lapel Pin, and Decal.
- Subscription to the quarterly **American Fighter Aces Bulletin**, featuring articles by such aviation writers as Bill Hess and Barrett Tillman, and "first person" accounts of air combat by the Aces themselves.
- **Unlimited free admission** to the Champlin Fighter Museum. Located in Mesa, Arizona, the CFM is the world's finest museum completely dedicated to fighter aircraft from our nation's four wars. Twenty-eight immaculately restored fighters, from the French SPAD to the McDonnell-Douglas F-4 Phantom—plus their famous adversaries, including World War I German Fokkers, the Messerschmidt 109 and Focke Wulf 190, and the Soviet Mig-17.
- **10% discount** on all items in the Champlin Fighter Museum gift shop, ranging from



books, model kits, and aviation prints, to authentic leather A-2 jackets.

**.... All this for \$20 per year (\$25 foreign).**

*Higher category memberships are available that offer the following additional benefits:*

## **BASIC II \$30 (\$35 foreign)**

- Ten photographs with biographical sketches of American Aces, in 8" x 10" format suitable for framing, five personally autographed by the Ace.

## **FAMILY \$40 (\$45 foreign)**

- Ten Aces' photograph/biographies.
- Free admission to the Champlin Fighter Museum for all accompanied family members.

## **ASSOCIATE (\$100)**

- Ten Aces' photograph/biographies.
- Free admission to the Champlin Fighter Museum for all accompanied guests.
- Roster of AFAA members.

## **PATRON (\$500)**

- All the above, plus the beautiful, 256-page hard-bound **Aces Album**, featuring biographical sketches and photographs of American Aces from World War I through the Vietnam War.

## **LIFE (\$1000)**

- All the above, plus 500 Aces' photographs and biographies, of which 300 will be autographed.

## **FRIENDS of the AMERICAN FIGHTER ACES Membership Application**

- ☐ New Membership  
☐ Renewal  
☐ New Address  
☐ Gift Membership

OFFICE USE ONLY

Name \_\_\_\_\_

Street/P.O. Box No. \_\_\_\_\_

City/State/Zip \_\_\_\_\_

Please enroll me as a \_\_\_\_\_ member.

Enclosed is a check payable to:

**American Fighter Aces**

**Museum Foundation Inc.** in the amount of \$ \_\_\_\_\_

Return completed form to: 4636 Fighter Aces Drive, Mesa, Arizona 85205

# Tactical Communications

## in Command at Sea

IDEAS

BY CHRIS CARLSON

*Editor's Note: This article first appeared in the Naval SITREP. Our thanks to the publishers for permission to reprint it here.*

Wargamers are used to discussing the details of combat, damage, and naval construction. They can quote figures for endurance and sensor performance. They know the successes and the failures of the generals and admirals in many historic encounters. What they don't understand is command, control, and communication, or C<sup>3</sup>.

C-cubed is hard to model. Commands, reports, and messages are not physical, like a ship or a tank, and their path is almost never a straight line. It is difficult enough for defense consultants with lots of money and computer resources to model. Putting it in a manual game would only slow play and impose artificial restrictions on players.

So why do it? Because it is a real constraint on a commander's ability to exercise control, which is the reason for playing any wargame. Allowing a player infinite control over every unit under his command is patently unrealistic. Even modern datalinks still require some time to act, and there is plenty of room for digital fog of war.

Use the form printed on the opposite page for communications in **Command at Sea** games during a 3-minute Tactical Turn. It can be addressed to an individual unit or a group of units under the player's command. The 30 spaces are for thirty characters, including blanks, and represent the amount of information that can be written on a message blank, transmitted with flag hoist or signal light, and received clearly. (You computer types can think of 30 characters per three minutes as the baud rate).

Although UHF voice radio was used in WWII by the US it was not always effective, and did not actually prove more reliable than the tried and true methods.

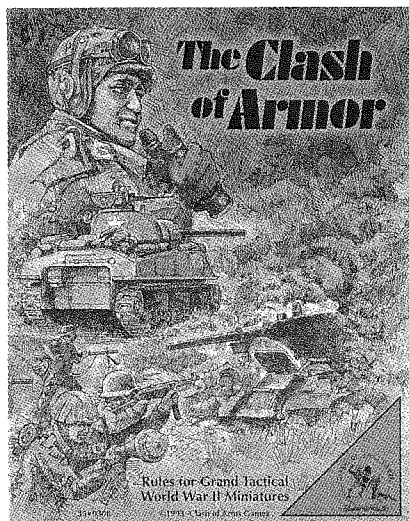
Players interested in making a first attempt at understanding the limitations reality placed on WWII naval commanders should try using this form to issue commands, make reports, and send messages in the Tactical Time scale. You will begin to see why doctrine, standing orders, and prepared drills were such an important part of naval warfare.



## EXCITING WWII MINIATURES ACTION ON LAND, SEA, AND AIR! From Clash of Arms Games

### The Clash of Armor

soft cover, 62 pgs. \$18.95



The Clash of Armor provides rules for grand tactical battles. Designed by Dave Reynolds, this rules set covers all aspects of WWII European land warfare including armor, infantry, artillery minefields, fortifications and airpower. Also included are specs and game data for each country's equipment plus valuable information on divisional and lower organizations (ie. how many of what vehicle, etc.).

Command at Sea is a WWII tactical naval rules system designed by Larry Bond and associates that eventually can be used to simulate almost every naval operation. CAS provides consistent, accurate results that depend on the strategy and planning of the players as well as the performance of the ships and aircraft used. Volume I, The Rising Sun, covers the Pacific war from 1941-3. Includes a 120 pg. Standard Rules Book, a 148 pg. Data Annex with stats on all the ships and planes, a Scenario Book with 24 scenarios, plus a "Jumpstart" book to get you playing right away.

### Command at Sea

boxed \$49.95



**Don't Miss:** *PanzerKampfe: Six WWII scenarios for The Clash of Armor, \$16.95*  
*From Golan to Sinai: Six Arab-Israeli scenarios for The Clash of Armor, \$19.95*

From: \_\_\_\_\_ To: \_\_\_\_\_

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

21	22	23	24	25	26	27	28	29	30

A space between a word or groups of numbers counts as a character.

CaS Blinker Light Message Form 19 Jul 1994

This form is provided by the publisher for use with *Command at Sea*. It may be photocopied for play purposes.

From: \_\_\_\_\_ To: \_\_\_\_\_

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

21	22	23	24	25	26	27	28	29	30

A space between a word or groups of numbers counts as a character.

CaS Blinker Light Message Form 19 Jul 1994

This form is provided by the publisher for use with *Command at Sea*. It may be photocopied for play purposes.

From: \_\_\_\_\_ To: \_\_\_\_\_

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

21	22	23	24	25	26	27	28	29	30

A space between a word or groups of numbers counts as a character.

CaS Blinker Light Message Form 19 Jul 1994

This form is provided by the publisher for use with *Command at Sea*. It may be photocopied for play purposes.

From: \_\_\_\_\_ To: \_\_\_\_\_

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

21	22	23	24	25	26	27	28	29	30

A space between a word or groups of numbers counts as a character.

CaS Blinker Light Message Form 19 Jul 1994

This form is provided by the publisher for use with *Command at Sea*. It may be photocopied for play purposes.

From: \_\_\_\_\_ To: \_\_\_\_\_

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

21	22	23	24	25	26	27	28	29	30

A space between a word or groups of numbers counts as a character.

CaS Blinker Light Message Form 19 Jul 1994

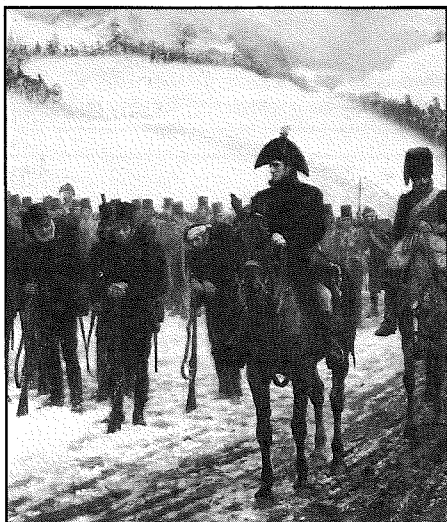
This form is provided by the publisher for use with *Command at Sea*. It may be photocopied for play purposes.



## THREE GREAT SPANISH BATTLES FROM CLASH OF ARMS

### *La Bataille de Corunna-Espagnol*

January 16th, 1809



#### *Volume IX Moore vs. Soult*

The third game in our Spanish Trilogy pits Sir John Moore, Father of the British Infantry, against a determined Marshal Soult, the Duke of Dalmatia. Landing a small British expeditionary force to assist the Spanish rebels against the French has backfired. Napoleon has launched a massive invasion of the Iberian peninsula sending Soult to trap the British.

Forced to abandon his baggage, horses, and wounded in a desperate attempt to reach the coast, Sir John finds only a harbor empty of ships. Now he must buy time, for not only the corps of Marshal Soult approaches, which in itself would be an equal contest of arms, but just behind him approaches the corps of Marshal Ney. Which will arrive first, the "Duke of Damnation", as Soult became known to the British troops, or the fleet?

Will Sir John be able to complete his strategic withdrawal or will the French break apart the English forces, putting an end to Napoleon's "Spanish Ulcer" before it is known as such? Can you, as Soult, make the English dance to your tune and put paid to their Iberian position, or will Sir John collect the piper's fee?

Glory awaits the victor, prison hulks the loser!

**La Bataille de Corunna Espagnol ... \$44.00**

"Soldiers! The sovereignty of a docile Iberian Peninsula has been upset by a rampaging mob of mercenaries, shop keepers, and criminal despots. This incursion from a debased and subservient Portugal seeks to erode our continental system and violate the throne of Spain's beloved ruler, King Joseph. As free-men of Europe, it is your duty to rid the continent of these shackled Hanovarian hirelings.

"Our cowardly enemy has ended his flight before the gates of Hispanic - Talavera. There we shall deal these looting vermin the resounding defeat your glory demands."

**La Bataille d'Espagnol-Talavera** is the third glorious volume in the series developed by the Marshal Enterprises Household. This masterfully executed grand tactical boardgame features the necessary 34" x 44' period map, charts, rules, display sheets, and historical commentary needed to win your baton on the field of *honour*. In this new edition from Clash of Arms, the die cut counter sheets have been reprinted on thick stock to provide vivid color and durability. If you missed Talavera the first time around, here is a marvelous opportunity to acquire a copy. Quantities are limited.

### *La Bataille d'Espagnol-Talavera*

July 28th, 1809

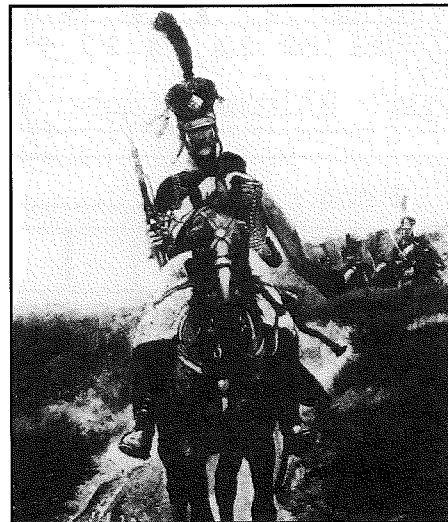


#### *Volume III Wellesley vs. Joseph*

**La Bataille d'Espagnol-Talavera ...\$48.00**

### *La Bataille D'Albuera-Espagnol*

May 16th, 1811



#### *Volume IV Beresford vs. Soult*

Napoleon has ordered Marshal Soult to take pressure off Messena's column before the Lines of Torres Vedras. He is to invade Portugal by following the opposite bank of the Tagus River. To do this, Soult must first relieve the siege of the key citadel of Badajoz. Beresford, Marshal of the Portuguese Army, guards Wellington's right flank and has orders to oppose just such a move. But he must contend with the diversity of his own command of Portuguese and British troops, and a newly arrived Spanish army under Blake.

Man for man, the resulting battle of Albuera was the bloodiest test of arms in the Peninsula.

**La Bataille D' Albuera - Espagnol** is the fourth volume published for the **Marshal Enterprises** series. This wonderfully executed game contains a 34" x 22" period map, charts, rules, historical commentary, organizational displays, and over 400 multi-colored unit counters reprinted on thick stock for this edition. While a reprint of the original game, Albuera still surpasses all standards of graphic design in the hobby today. Albuera is both a splendid introduction to the game system for first time buyers and a challenging game for veterans. Quantities are limited.

**La Bataille D'Albuera-Espagnol ...\$36.00**

*"By Design, Games as Grand as the Events They Portray"*

**Special Offer #20A:** Buy all three games above for \$100. Use the Order Form on page 15.



# ***Battles in the***

## ***Age of Reason***

ADDENDA AND CLARIFICATIONS

BY PAUL G.DANGEL

### Standard Rules

#### 4.0 Sequence of Play

**B. Initiative Determination Phase (5.1)** (correction) The first bullet under step 1 incorrectly states that End Turn marker is moved when the diceroll is greater than the End Turn Number (ETN); the marker is moved when the diceroll is equal to or greater than the ETN.

**C. 1. Command Control Segment (6.0)** (correction) Delete the last sentence of the first paragraph. Wing Leaders do not affect the dierrall.

**C. 3. Fire Combat Segment (11.0)** (correction) Delete the second sentence "Out Of Command units cannot initiate Fire Combat." They can.

#### D. Rally Phase

**#4.** (correction): Remove the word "possibly".

**#5.** (clarification): Return the Hour Marker to the current hour's box. (E.g. the "11 AM" box)

#### 6.1 Command Range

**6.1b** (replace last sentence) If Activated and non-Activated units are present in the same hex that hex counts as 1 for tracing Command Range.

#### 6.4 Command Effects

**6.4b** (add to first bullet) Note: this means that infantry may not perform functions that require a full movement allowance such as Back Up Movement (10.7), forming and leaving Square, Square movement, etc.. They may perform Rapid March which in most cases would restore full movement but with the increased Disorder Check penalty.

#### 7.1d Square

**Movement:** (change) A Square may move into an adjacent Clear hex at the cost of its entire movement allowance (i.e. the unit(s) involved cannot have expended MPs for anything else that Movement Segment). A Disorder Check is made after the Square has moved.

**7.4d March Column/Line & Square** (correction) It costs a unit its entire movement

allowance to change from March Col/Line to Square and from Square to March Col/Line.

#### 7.2 When Formations Change

**7.2c** (addition) A rallied unit may adopt any facing valid for its new formation.

**7.2d** (addition) If SP losses reduce a unit in Square to 1 or 2 SPs it automatically changes to a Disordered one-hex Line in the same hex facing any direction. If already Disordered it becomes Shaken/Disordered.

#### 7.4f General Order Changes (clarification)

It costs a unit its entire movement allowance to leave General Order, i.e. if it is to leave General Order if cannot have already expended any MPs in its Movement Segment.

**7.5 Artillery Formations** (addition) Artillery that limbers or unlimbers in an unoccupied hex may face in any direction at no extra cost. Artillery that limbers or unlimbers in a occupied hex must conform to the facing of the unit(s) already in the hex.

#### 8.7 EZOC Effects On Facing/Formation (revision)

**8.7a** A unit that begins its Movement Segment in an EZOC may change its facing or formation once. A unit that does so may not expend any other MPs in that segment. If the facing/formation change results in the unit completely exiting the EZOC its movement is still completed for that turn. (For example, a 2-hex Line).

**8.7b** A units that changes facing/formation in an EZOC is subject to Opportunity Fire (11.5) and/or Charges (14.0).

#### 9.2 Artillery Stacking

**9.2b** (change) Limbered artillery may only end its Movement Segment with other Limbered artillery and/or infantry in March Col formation. Likewise, only Limbered artillery and infantry in March Col. formation may end their Movement Segment stacked with non-moving Limbered artillery. For a Limbered artillery unit to end its Movement Segment stacked with a non-March Col infantry formation, it must have enough MPs remaining to unlimber. Prolonging artillery may

stack only with non-March Col infantry and/or other unlimbered artillery.

#### 9.4 Pass Through

**9.4d** (addition) A unit that enters an occupied hex, changes facing/formation and then exits the hex is subject to a Disorder Check using Different Formations Stacked (+10) modifier.

#### 10.5 Formation Extension & Contraction

**10.5c** (clarification) For extension, each new hex of a Line costs the unit 2 MPs in addition to the terrain costs of the hex extended into and/or crossed. For contraction, each hex removed from a Line costs the unit 1 MP in addition to the terrain costs of the hex contracted into and/or crossed. The hex added by extension or removed by contraction can be on either side of the original hex(es).

**10.5d** (clarification) For each hex a March Col's "column head" moves, the formation can increase its length by one hex and there is no additional MP cost for this extension. The new hex is added to the rear of the March Col. The only normal movement costs are applied. A March Col contracts by "pulling" its rearmost hex into the hex before it and paying the terrain costs for entering that hex.

**10.5e** (addition) Terrain features that would cause Disorder Checks for movement (10.2e-f) that are entered/crossed by extension or contraction do not trigger a Disorder Check if the unit ceases movement immediately upon completing the extension /contraction. If it continues to expend any MPs it will have to take the Disorder Check at the end of its movement..

**10.5f** (addition) A unit's Strength Point distribution is adjusted immediately and automatically as each extension or contraction occurs.

#### 12.0 Close Combat

**Procedure: 3) Cavalry Charge Movement** (correction, first paragraph): Each charging cavalry unit (or stack) must attempt to move up to its full charge range and may only stop when:

- a) it enters an EZOC in which case stopping is mandatory;
- b) it has an enemy unit in its ZOC in which case stopping is voluntary;

c) it cannot move further because of occupied hexes or impassable terrain. If, at the end of its charge movement, however long, the cavalry cannot participate in a close combat (either because there is no enemy in its ZOC or because of impassable terrain), the cavalry unit is automatically disordered.

### 12.1 Attacker Designation

**12.1d** (clarification) Close combat initiation is voluntary. However, if one unit in a stack initiates close combat then all Activated units in the stack must participate, except artillery units. Non-Activated units stacked with Activated units cannot participate in the close combat.

### 12.2 Attacker Morale Checks

**12.2b** (clarification) When a stack checks only the Effectiveness Rating of the top Activated, non-artillery unit is used. If it fails no unit in the stack can attack. If it passes, all the Activated, non-artillery units will attack. Place all artillery and non-Activated units beneath the Activated attacking units.

### 12.4f Counter-Charge Movement

(clarification) This section address only "Counter-Charge Movement" as a reaction not "Counter-Charging" in particular.

The second sentence/first paragraph should read "Counter-Charge Movement is a reaction and the cavalry attempting to do so may not be Routed, Shaken or Disordered." The last sentence/first paragraph should read "If the charging cavalry moves adjacent to the cavalry it may not Counter-Charge Move."

The first sentence/second paragraph should read "To attempt Counter-Charge Movement, the cavalry units makes a Morale Check.

The third paragraph should read "A unit may not Counter-Charge Move if the front hex(es) it must enter to reach the charging cavalry already contains friendly units or terrain that the counter-charging cavalry could not enter or would require a formation change to enter. Cavalry performing Counter-Charge Movement may not change facing or formation.

### 12.5 Individual Combat Designations

**12.5b** (clarification) Attacking units in different hexes may combine for one close combat provided that all those attacks are adjacent to all the defenders. Units attacking from the same hex that are adjacent to multiple defending hexes cannot split up to create separate close combat attacks - all the defending hexes must be attacked as one close combat.

### 12.6 Defender Morale Checks

**12.6c** (addition) If the defender's hex his vacated due to failed Morale Check the attacker must advance at least one attacking unit into it as per Advance After Combat (13.6).

Attacking cavalry that advances performs Pursuit (13.7) just as though a regular Close Combat resolution triggered its advance. Execute the Pursuit immediately after any advance. Units that advance may not initiate another Close Combat in that segment.

**12.6d** (addition) Routed defenders do not make a Morale Check but are automatically eliminated instead: A unit that Rout-Retreats because of a failed Defender Morale Check does so but if it cannot retreat at least one hex it is eliminated instead.

### 12.9 Attack Resolution

**12.9b** (correction) The "(B)" should be a "(2)".

**1)** Average Close Combat Rating: (addition) Close Combat Rating of "0" and less are never halved.

**5)** Cavalry: delete the "+2" from the middle of the paragraph.

(addition) The Charge Movement and Charge Modifiers can be applied only once to each side. If a side can apply more than one Charge Movement Modifier, use the one created by the largest unit that Charge Moved. In case of ties, use the best modifier. If more than one Charge Modifier applies, again, use the one for the largest unit and choose the best if there is a tie.

**Example One:** Three charging cavalry units. One is a heavy cavalry unit with 10 SPs and it has charge-moved 3 hexes. The second is a medium unit with 12 SPs that charge-moved 2 hexes. The third is a light unit of 12 SPs that did not charge-move. The attacker would get the +1 Charge Movement Modifier for the largest charge-moving unit, the 12 SP medium cav, and the +1 Charge Modifier for the light cavalry because it is the largest charging unit involved.

**Example Two:** Two charging cavalry units. Both have 7 SPs, neither have charge-moved but one is heavy and the other light. The player would get a +2 Charge Modifier for the heavy unit.

### 13.2 Strength Point Losses

**13.2c** (change) Defender SP losses must be taken from non-artillery units first and then artillery units. Attacker SP losses are never taken from artillery and non-Activated units, even if SP losses completely eliminate the attacking units. If SP losses completely eliminate the attacking units, any artillery and non-Activated units in the attacker's hex must take a Morale Check. (Use the standard Morale Check procedure using the top non-artillery unit's rating.)

Example: A hex containing a stack of one Activated infantry unit (1 SP), an artillery unit and one non-Activated infantry unit close combat attacks an enemy infantry unit (2 SPs). The result is "2/2r". The attacker is

eliminated, the defender takes no loss (as per 13.2a), there is no refight and the remaining SP losses are ignored. Because the attacker is eliminated the artillery and the non-Activated infantry unit take a Morale Check using the infantry unit's Effectiveness Rating. If there were no infantry unit present the artillery's rating would be used.

### 13.3 Disorder & Morale Check Results

**13.3a** (change) Some results require that the winning side's units be Disordered. This is not a Disorder Check but an automatic Disorder. If the unit is already Disordered it becomes 'Shaken/Disordered' (see 15.2c). Artillery and non-Activated units in the attacker's hex are not Disordered if all attacking units stacked with them advance after combat (13.6).

**13.3c** (change) A Rout result requires all affected units to Rout and make a Rout Retreat as per the Rout Retreat rule (17.2). If the attacker's hex contains artillery and/or non-Activated units those units must make a Morale Check just as though they were retreated through by friendly units. Defending artillery that Routs is automatically eliminated.

**13.3d** (addition) Cavalry is always automatically Disordered after Close Combat and it is applied after any Pursuit is completed. Note: If cavalry wins the combat and the result calls for the winning units to be Disordered, the result's Disorder is not applied but is still counted for determining the Pursuit length (see 13.7c).

### 13.6 Advance After Combat

**13.6a** (clarification) When one side's unit or stack vacates its hex due to a Close Combat Result, failed Defender Morale Check or Retreat Before Close Combat the opposing side has the opportunity to occupy that hex.

**13.6b** (clarification) Charging cavalry (including Opportunity Charging) must advance, if possible. Attacking infantry must advance, if possible. Defending infantry, non-Activated units and artillery cannot advance. If the attackers are composed of both infantry and cavalry, the cavalry units must be the ones to advance. If they cannot the infantry must advance, if possible. The number of units that advance is up to the owning player but at least one must advance if required and that one must be the one used for the pre-Close Combat Morale Check. If it did not survive the combat the owning player may select any eligible unit.

### 13.7 Cavalry Pursuit

**13.7a** (change) Whenever one side Routs or is completely eliminated because of a Close Combat or a Defender Morale Check, all winning non-Disordered cavalry units in Good Morale that advanced after combat must pursue. This includes units that Counter-charged and Opportunity Charged. Retreat Before



**Game Turn Record Track Card:** It is erroneously stated that End Turn conditions remain in effect until the end of the Hour; they remain in effect only until the end of the Turn.

**Infantry/Artillery Formation Fire Strength Chart:** Disregard the General Order portion of the Fire Strength Chart. It is incorrect for KOLIN. The correct formula for KOLIN General Order Fire Strength calculation is: A max of 3 SPs per hex times the National Multiple -1.

For example, an Austrian battalion of 9 SPs in GO has a Fire Strength of 6: 3 x NM-1 (2). GO fire is directed through 1 of the formation's front hexside and cannot be distributed among the 3. REMEMBER, Skirmish is always Skirmish and a Skirmish unit never goes into GO. Therefore, it fights, moves, etc as SKIRMISH and not GO when it terrain that triggers GO for infantry units.

**Fire Combat/Loss Modifiers:** The Target Size Shifts are confusing. Spelled out completely it should be 1-3 SPs, 1 Shift Left; 4-6 SPs, 0 Shift; 7-9 SPs, 1 Shift Right; 10-12 SPs, 2 Shifts Right; etc.

Disregard the Target Shift modifiers for Square, Road Column and March Column. Given the modifiers for target size and doubled losses these are redundant.

**Fire Combat Results Table:** There is a typo on the 4-1 Column. The "D" result occurs on a roll of 10-19; a "1" occurs on a 20-70 roll. (Note: Earlier errata identified this as being on the 3-1 column when it should have been on the 4-1.)

#### Special Results

Special Recall Results (13.7) 0: (correction) "Disburse" should be "Disperse".

**Morale Check Summary Chart/Modifiers:** Ignore Modifier L if the checking unit is in Square; use Modifier G instead.

Add Modifier K to the RALLY modifiers.

#### Disorder Check Modifiers

**Rapid March (correction):** The "(+5)" is not used for Cavalry Charge Movement. It refers to the Special Marching Ability rules on page 1 of the KOLIN Special Rules & Scenarios booklet.

**Infantry & Cavalry Stacked/Unlimbered Artillery & Cavalry Stacked (correction):** combine these situations into this Infantry/Artillery & Cavalry Stacked +10 (+20)

#### Disorder Modifiers Examples

**1) Infantry/Artillery & Cavalry Stacked:** A cavalry unit in Line enters and exits a hex containing an infantry Line that is also stacked with unlimbered artillery. An infantry unit in March Column enters and exits a hex containing a cavalry unit in March Column. A cavalry unit in Attack Column enters and exits a hex containing a Limbered artillery unit in Road Column (the Different Formations modifier would also apply here - Attack and Road Columns).

**2) Different Formations Stacked:** An infantry unit in Line enters and exits a hex containing an infantry unit in March Column. An infantry Line can enter and exit another hex containing an infantry Line from any angle/direction and NOT be subject to a Disorder Check provided it does not change facing while in the occupied hex.

**3) Disordered & Disordered Stacked:** A cavalry Attack Column in Good Order enters and exits a hex containing a Disordered cavalry Attack Column.

**4) Routed & non-Routed Stacked:** Routed units do not "move" but Rout-Retreat and cause Morale Checks when they move through non-Routed unit. Non-Routed unit can move through Routed ones causing the Disorder Check to the non-Routed units.

**5) SPs Limit/Hex Exceeded:** A 9 SP infantry Line enters and exits a hex containing a 6 SP infantry Line and 2 artillery SPs (counted as 8 SPs).

#### Disorder Check Summary Chart (corrections)

**Attack Column Facing Change (8.4):** In the Movement Segment when a unit (stack) in Attack Col formation makes a facing change of any number of hexsides. A stack uses the top unit for the check. The check is made as the facing change is made.

Pass: No effect and the change is successful. Continue movement if desired.

Fail: No facing change is made and the unit ceases movement. An Ordered unit becomes Disordered. A Disordered unit becomes Shaken/Disordered.

Modifiers: None

**Close Combat Reaction (12.4):** Delete the words " and a Disordered unit becomes Disordered/Shaken." for the "Fail" result. (Disordered units cannot make reactions.)

#### Kolin Exclusive Rules

**Prussian Army Placement:** 1:20 p.m.

Katte's Command (correction) Wartenberg Hussars (WAR 24-7), Szekely Hussars (SZE 12-7), Puttkammer Hussars (PUT 24-7): on the East map within 5 hexes of any Kaiserstrasse hex and north of E23xx (inclusive) Puttkammer's Command (correction) The Gemmingen Grenadier Battalion's values should be listed as 5-4 and not as 8-4.

**Austrian Army Placement:** 1:20 p.m.

Beck's Command (correction): The Kaiser Hussar Regiment's values should be listed as 2-7 and not 13-7.

Starhemberg's Command (correction) The counter abbreviation for Haller's Fusilier Regiment is "HAL".

**Infantry & Cavalry Independent Units (correction):** The counter values for the Soro Grenadier Detachment are "3-4".

**Cavalry Retreat Paths:** Routing cavalry may retreat through Walled Farm/Church hexes but may not end their retreat there.

**Austrian Light Cavalry Attrition:** SPs removed from these units do not count as losses for Austrian Army Morale purposes.

**Scenario 3:** Include Artillery Group A to the Prussian set-up. The Austrian reinforcement hex should be E4633, not E4926.

#### Optional Rule

**Road Column Movement (a.k.a. Berg's First Law of Motion):** Players who feel that units in Road Column should have a 100% chance of moving every turn should use the following rule. While it does not guarantee that Road Column units will move every turn it does put the blame on the owning player if they don't and that's more in the spirit of the system design.

**Rule:** Any unactivated unit in Road Column formation may be treated as an independent unit. That is, it may be activated along with any other activated command. These Road Col "independent units" are subject to all the same restrictions as regular independent units (see 5.6 Independent Units & Non-Command Leaders). In addition, the units must begin and end their activation in Road Column formation.



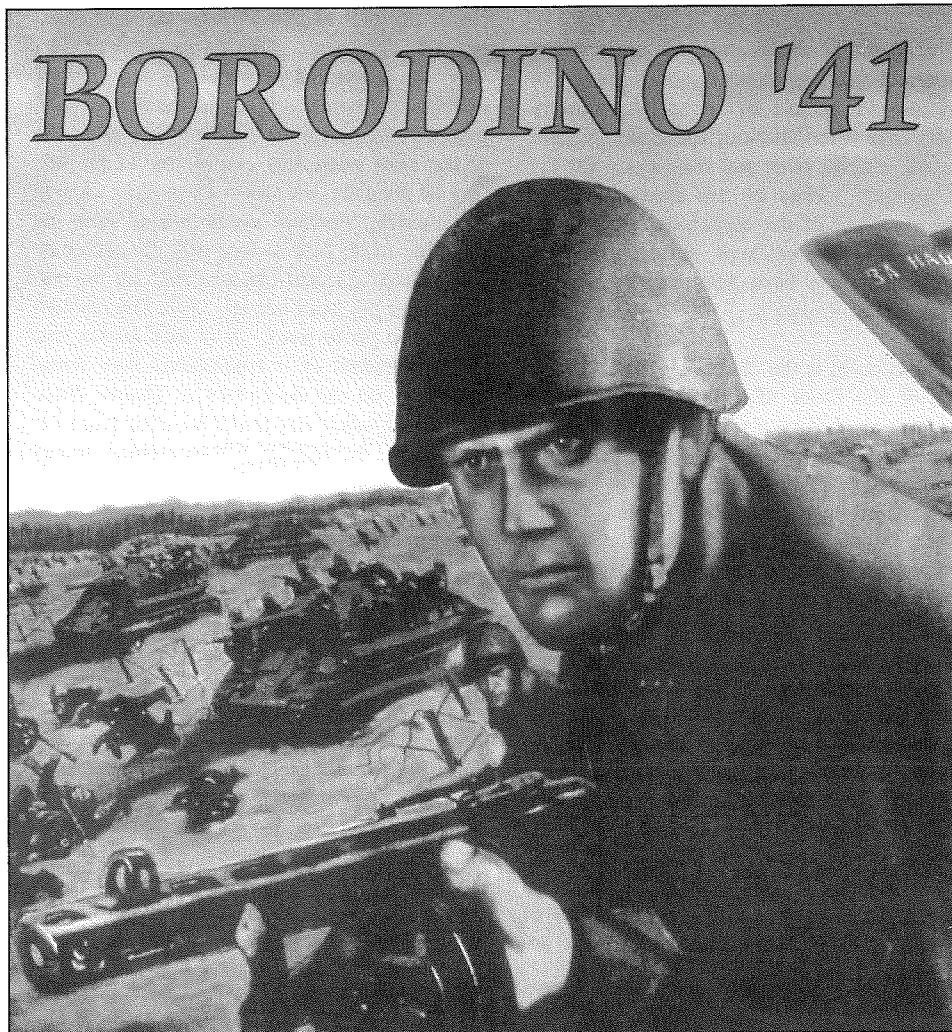
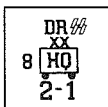
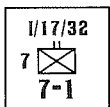
The invader stands poised to capture Moscow, the heart of Soviet power. Stalin abandons ideology and invokes the spirit of Kutuzov at Borodino 120 years past. The Red Army musters once more to defend Holy Russia. Only now it's .....

# Borodino '41

*The Highway to Moscow*

It seemed the end of the war was in sight. In early October, 1941 the German Army was within 100 kms of Moscow. XL Panzer Korps, consisting of the 10th Panzer and SS motorized division "Das Reich" had reached the Napoleonic battlefield of Borodino. All that stood between the invaders and the Soviet capital was the 32nd Rifle Division, freshly railed in from Vladivostok to man the hastily completed Mozhaisk Defense Line. Reinforced with tanks and antitank guns, the 32nd Rifle had to hold the Germans at all costs. For behind them there was nothing but the highway to Moscow.

Based on the award winning Black Sea\*Black Death system, **Borodino '41** uses a map scale of 800 meters per hex. Counters (mostly played face down with some dummies to simulate the fog of war) represent battalions and companies. Combat involves fire and assault and is influenced by terrain, morale and specialized units. Localized swings in initiative are common, for in order to win both players must pick and choose the correct moment to commit to an assault.



Available at better hobby shops or can be ordered by phone (610) 935-7622. Visa and MasterCard accepted, or send check or money order to: Clash of Arms Games, The Byrne Building #205, Lincoln and Morgan Sts., Phoenixville, PA 19460

## ORDERING INFORMATION



Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
 Pay by Check/MO \_\_\_\_\_ VISA/MC \_\_\_\_\_ EXP Date \_\_\_\_\_  
 Card # \_\_\_\_\_  
 Signature \_\_\_\_\_

Qty	Price	East Front Titles Available
_____	\$30.00	Borodino '41 (New)
_____	\$48.00	Edelweiss
_____	\$38.00	Prelude to Disaster
_____	_____	Subtotal
_____	_____	Tax or Postage*
_____	_____	Total

PA residents add 6% sales tax, Canadians add 10% for postage, overseas add 20% for surface mail, 40% for air mail

*"By Design, Games as Grand as the Events They Portray"*

# The Death of

WRITTEN AND TRANSLATED BY KEN GALLAGHER

## Brunswick (in French!) IDEAS

Even a cursory examination of French eyewitness accounts of the Napoleonic era and the writings of subsequent historians leads to the suspicion that British and American military writers have been rehashing the same English-language sources over and over again for the past century. They do not appear to have made great use of the numerous French personal narratives, or kept abreast of what French historians have been writing on the period.

A case in point is the alternate version of the death of the Duke of Brunswick at Quatre Bras, which differs markedly from English accounts. This incident has been mentioned by several French historians, and would come to the attention of any scholar doing even a modest amount of French-language research. The primary source is the *Memoires et Correspondance de Roi Jérôme et de la Reine Catherine*, vol. 7, edited by "E. Dentu" (believed to be the pseudonym of a Bonapartist aristocrat). These "memoires" are Jérôme's and Catherine's actual letters and statements and those of their associates, interspersed with Bonapartist diatribes and apologetics drawn by the editor from sources of varying reliability.

Dentu's account is not of absolute dependability, but it does represent the observations of some of Jérôme's officers, and at least deserves a mention.

*"The Brunswick infantry, shaken in its turn, retired in disorder, partly in the Bossu Wood, partly beyond the Nivelles Road. Our lancers and chasseurs, getting caught up in the pursuit, became engaged with the right of Picton's line, and also with the Quatre Bras reserves. Wellington was in brief danger of being captured. Several English and Dutch [hollandais] squares were broken, while others resisted.*

*"Here took place an incident of both historic and romantic interest; we are talking about the death of the Duke of Brunswick. This prince, dispossessed of his estates to the benefit of the crown of Westphalia, had never ceased for ten years to fill the streams of Europe with his hatred of the French and to seek them out on all the fields of battle.*

*Under the title of Duc d'Oels, we have seen, in 1809, that from a point in the north of Germany he attempted to penetrate into Brunswick, fought with the Westphalian troops, then sought refuge with the English fleet after one of the most audacious enterprises in the history of partisan warfare. By a most bizarre coincidence, Fortune again placed him, on June 16, 1815, face to face with the prince on whose head he had concentrated all his national and personal hatred. This last encounter was to prove fatal. It is well known that this descendant of a courageous race found his death on the battlefield of Quatre Bras, just as his father had found his nine years before on the battlefield of Jena. Only, history has inaccurately recorded the circumstances of his death. History has represented the Duke of Brunswick as being struck by a bullet, supposedly at the moment when he was leading the charge of his uhlans against our infantry, supposedly in the mêlée which followed this thwarted attempt, in the midst of his desperate attempt to rally his retreating men. An oral tradition preserved among a great number of the officers in Jérôme's division, in his entourage, and even handed down by himself, as attached to one of the most curious anecdotes of his life, is contrary to this narrative.*

*"According to this tradition, the Duke of Brunswick advanced alone up to the French lines, at what moment of the combat we do not know precisely, but apparently during one of those instants of respite or cease-fire in one part or another of even the fiercest battle. The suspicion of treason existed throughout, it irritated the soldiers of the French army, and served to singularly embolden the chiefs of the Coalition. [Louis XVIII's] Court at Ghent held the idea that the French, beguiled for the moment by the Emperor, would not demand to march under the banner of their legitimate king. Bourmont and those who had deserted with him, having not been able naturally to justify their desertion, told a different story. The Duke of Brunswick believed that he was able, in presenting himself before the French soldiers, in the name of the Bourbons, to bring about their defection. This confidence cost him his life. Scarcely had he pronounced some words before the 1st Regiment of Light Infantry, commanded by Colonel Cubières,*

*than he fell pierced by bullets. His pistols were carried to Prince Jérôme and are today in the possession of his son the Prince Napoléon.*

*"We find the facts also recounted in this manner in the notes of M. de Vatry, ordinance officer of Prince Jérôme, who still confirms it to this day. We have transcribed this passage, because this simple narrative of an eyewitness enables us by its nature to lift any form of doubt about these details ignored until the present by the historians:*

*"June 16th had been the scene of combat by bayonet, the first that I had seen. But, having come there, during a respite owing to the halt of the troops, at the edge of the forest, to the right of the entrance to the village of Quatre Bras, when we were being peppered by fire from their muskets, an enemy general advanced upon us. We believed for an instant that it was Monsieur le Duc de Berry, but we were corrected when he raised his hat to speak to us. I understood to come out of his mouth these words: 'Frenchmen, listen to me!' the captain of the carabinier company which formed the head of our division (it is said that he was named Bréa), gave the command, 'Fire!' and the unfortunate orator fell pierced by bullets. We had known that this was the Duke of Brunswick-Oels. This death hastened the retrograde movement of our adversaries, that we had struck in the woods and who had resisted us bravely, aided by the very solid Scots, when a bullet lodged in the sword pommel of our commander [Jérôme]. Becoming very rigid, he turned pale, which made us believe that he was mortally wounded. His cool demeanor reassured us, and he recovered enough to not wish to dismount from his horse, which he had under control. He did not pay any attention to his wound until his chief of staff spoke to him, after Kellermann's cavalry charge. Only then, also, did we converse among ourselves about the ancient personal enemy of the prince, who came precisely to be killed by the soldiers of his division..."*



# CLASH OF ARMS GAMES ORDER FORM

Qty	Price	7 Years War and Napoleonic Games
_____	\$44.00	Kolin 1757, Frederick's First Defeat
_____	\$48.00	1807: The Eagles Turn East (New)
_____	\$44.00	La Bataille de Corunna (New)
_____	\$36.00	La Bataille D'Albuera (New Edition)
_____	\$48.00	La Bataille de Talavera (New Edition)
_____	\$30.00	La Bataille de Wavre* (Expansion Kit)
_____	\$38.00	La Bataille des Quatre Bras
_____	\$48.00	La Bataille de Ligny
_____	\$40.00	La Bataille de Mont St. Jean** (Expansion Kit)
_____	\$75.00	La Bataille de Mont St. Jean (Deluxe Edition)
_____	\$36.00	La Bataille D'Auerstaedt
_____	\$44.00	La Bataille de Preussisch-Eylau
_____	\$40.00	L'Armee du Nord (Waterloo Campaign)
_____	\$34.00	The Emperor Returns
_____	\$36.00	Napoleon at Leipzig

## American Civil War Games

_____	\$24.00	Mississippi Fortress (Vicksburg Campaign)
_____	\$26.00	Marching Thru Georgia - (Atlanta Campaign)
_____	\$26.00	Lee Takes Command (7 Days Campaign)
_____	\$28.00	Autumn of Glory (Chickamauga Campaign)
_____	\$38.00	The War for the Union (entire ACW)
_____	\$40.00	Chancellorsville: Pinnacle of Victory
_____	\$40.00	Campaigns of Robert E. Lee (east. theater)

## 20th Century Games

_____	\$30.00	Borodino 1941 (New)
_____	\$49.95	Command at Sea Game: Vol I, The Rising Sun
_____	\$36.00	Landships! (tactical armor combat 1914-18)
_____	\$38.00	Prelude to Disaster (WWII eastern front)
_____	\$48.00	Edelweiss - (WWII eastern front)

## Miniatures Rules

_____	\$18.95	Command at Sea Rules: Vol. I The Rising Sun
_____	\$ 4.95	Command at Sea Player's Handbook (New)
_____	\$ 9.95	The Rising Sun Scenario Book
_____	\$14.95	The Rising Sun Ship Data Annex
_____	\$14.95	The Rising Sun Counter Sheets (2)
_____	\$18.95	The Clash of Armor (WWII armor rules)
_____	\$15.95	Panzerkampfe (WWII armor scenarios)
_____	\$19.95	Golan to Sinai, Arab-Israeli armor scen. (New)

## Subtotal A

\*You must own La Bataille de Ligny or the Deluxe Edition of La Bataille de Mont St. Jean to use this expansion kit.  
 \*\*You must own both La Bataille de Ligny and La Bataille des Quatre Bras to use this expansion kit.

Qty	Price	Air Warfare Games
_____	\$40.00	Achtung - Spitfire! (New)
_____	\$40.00	Over the Reich (late WWII air combat)
_____	\$44.00	Speed of Heat (jet combat Korea/Vietnam)

## "Baggie Edition" Games (no box)

_____	\$36.00	La Bataille de Preussisch-Eylau
_____	\$38.00	Edelweiss (WWII eastern front)
_____	\$22.00	Marching Thru Georgia (Atlanta Campaign)

## Great Books on Famous Campaigns

_____	\$34.95	Gettysburg, July 1st (New)
_____	\$22.95	Jackson's Valley Campaign (New)
_____	\$16.95	The Opening Guns (New)
_____	\$16.95	A War on Two Fronts (New)
_____	\$24.95	The Midway Campaign (New)
_____	\$19.95	Dr. Mudd and the Lincoln Assassination (New)
_____	\$14.95	Confederate Monuments at Gettysburg (New)
_____	\$24.95	McArthur's New Guinea Campaign (New)
_____	\$24.95	Civil War Sea Battles (New)
_____	\$11.95	Civil War Quotations (New)
_____	\$15.95	The War Against Hitler (New)
_____	\$22.95	Rommel's North African Campaign
_____	\$29.95	To Win the Winter Sky: Ardennes '44-45
_____	\$11.95	The Civil War Book of Lists (paperback)
_____	\$ 8.95	The Civil War Notebook (paperback)
_____	\$11.95	Civil War Wordbook (paperback)
_____	\$24.95	The Chancellorsville Campaign
_____	\$18.95	The Alamo and the Texas War
_____	\$29.95	Hitler's Blitzkrieg Campaigns
_____	\$22.95	The Little Bighorn Campaign
_____	\$22.95	The Antietam Campaign
_____	\$22.95	The Vicksburg Campaign
_____	\$34.95	The Battle of the Bulge
_____	\$24.95	The Atlanta Campaign
_____	\$19.95	The Peninsula Campaign
_____	\$24.95	A Civil War Treasury
_____	\$19.95	The Wilderness Campaign
_____	\$19.95	The Philadelphia Campaign
_____	\$19.95	The Gettysburg Campaign
_____	\$22.95	The Petersburg Campaign
_____	\$24.95	The Waterloo Campaign
_____	\$34.95	The Battle for Korea

## Subtotal B

## Total (Subtotals A + B)

**Tax/Postage** (PA residents please add 6% sales tax. Canadians add 10% for postage, overseas add 20% for surface mail, 40% for air mail. Books may only be ordered by surface mail.)

## Grand Total

Pay by Check/MO \_\_\_\_\_ Charge my VISA/MC \_\_\_\_\_ Card # \_\_\_\_\_ EXP Date \_\_\_\_\_

Signature \_\_\_\_\_

**To Order Write To:** Clash of Arms Games, The Byrne Building #205, Lincoln and Morgan Sts., Phoenixville, PA 19460 USA  
**Or Call/Fax:** (610) 935-7622 9.00am - 5.00pm Monday through Friday EST

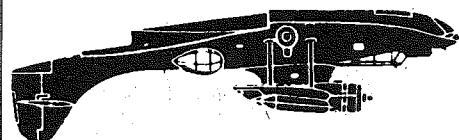
Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ ZIP \_\_\_\_\_ Country \_\_\_\_\_

Phone (opt.) \_\_\_\_\_

*"By Design, Games as Grand as the Events They Portray"*



Spring 1995



Clash of Arms Games  
The Byrne Bldg. #205  
Lincoln and Morgan Sts.  
Phoenixville, PA 19460

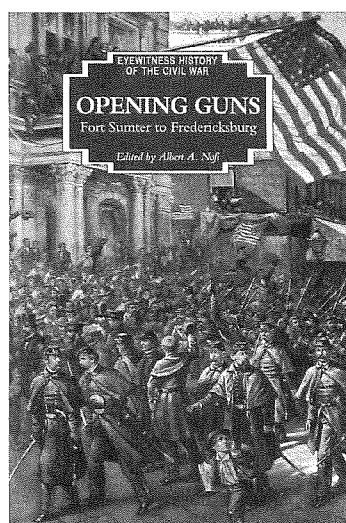
## ***TWO NEW CIVIL WAR BOOKS FROM CLASH OF ARMS GAMES!*** ***Eyewitness History of the Civil War***

### **The Opening Guns**

Fort Sumter to Fredericksburg

Revised Edition Edited by Albert A. Nofi

352 pages paperback, \$16.95



Volume I of the series, *The Opening Guns*, provides first-hand accounts of the period's most important battles, from generals to privates, selected by one of America's most insightful military writers. Special introductions place individual experiences in the broader context of the grand strategy of the Civil War. Plus it contains a guide to sources for all selections and suggestions for further reading.

Volume II, *A War on Two Fronts*, continues this approach with personal accounts of the most famous battles in 1862-63. The narrative is arranged to contrast the search for decision in the East with the protracted war of maneuver, sieges, and raids in the West. There is a special emphasis on narratives from hard-to-find or previously unknown sources, whose accounts often display attitudes that surprise later readers.

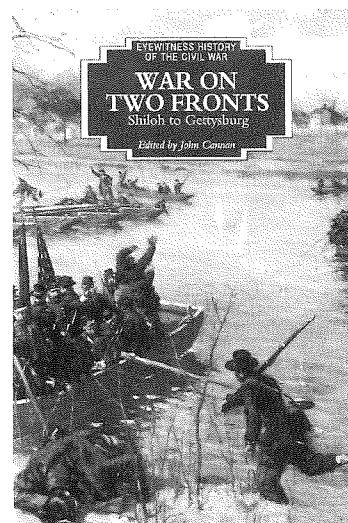
Both volumes are a fabulous addition to anyone's library.

### **War on Two Fronts**

Shiloh to Gettysburg

Revised Edition Edited by John Cannan

352 pages paperback, \$16.95



**Special Offer #20B:** Buy both books above and take 20% off!  
Or buy both books above and any COA Civil War game and take 25% off all three!