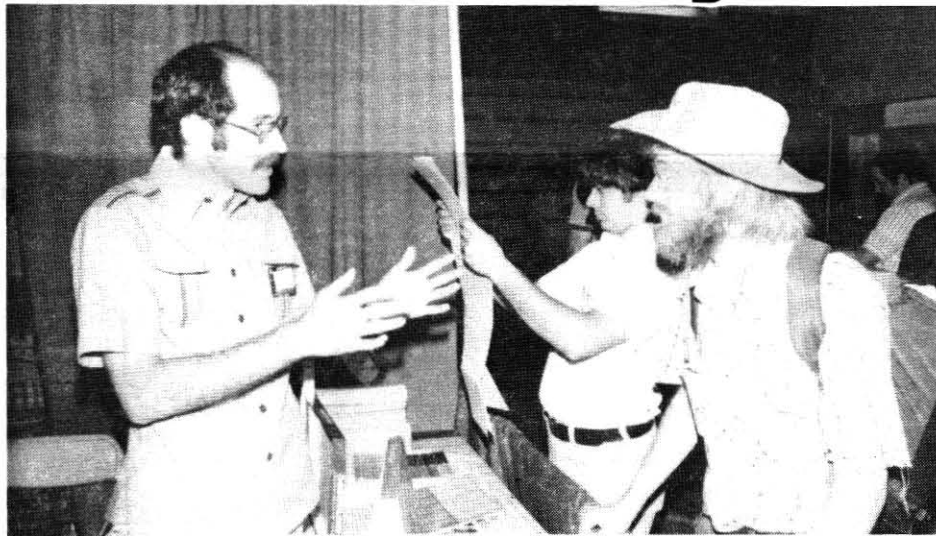


Battleline's Games Big Success at Origins '77



Steve Peek explains the Battleline system for wargaming.

Impressions from Origins '77

By Jack Green, Jr.

While working the Battleline booth, I noticed that the American Civil War buffs were getting **OBJECTIVE: ATLANTA**. While demanding as a game, one drawing point about it is that it has short scenarios. Gary Brennan, winner at Origins I's **WOODEN SHIPS** tourney (I finished second) and winner of the **AIR FORCE** tournament last year stopped by; seems he took third place this year. He told me he had some bad luck, I laughed and said I was glad he didn't win, as it would be embarrassing!

The booth was busy most of the time, but buyers this year stopped, looked, talked, and then bought. Last year witnessed more of a buying frenzy, so this was a pleasant change. Everyone working the booth eventually started losing



Craig Taylor's **AIR FORCE/DAUNTLESS** Tourney

their voices as the weekend continued. Lack of sleep is another aspect about Origins that seems to happen every year; play all day and party all night. One thing I always enjoy at Origins is seeing everyone under the same roof. Over there is Jim Dunnigan, Marc Miller stops over to chat for a bit, the list is endless.

¡VIVA ESPAÑA! sold well for a game on what passes for a marginal subject. The two types of people who bought the game were those into playable and fun games, as well as a group that was either older and knew something about the Spanish Civil War, or had seen the Jagdpanther Game and wanted an improved copy.

The maturity of this year's Origins attendees was much better on a whole. People would walk around making lists of the games they wanted. Then, they would go back to their rooms and decide on what they wanted the most and what they could afford. This seemed to be a very good way to deal with the hundreds of games at Origins. SPI had three new games, GDW had six new games, Avalon Hill had three new wargames, while Battleline had four new ones. The smaller companies made contributions as well. Excalibre Games had four small pouch games, which looked like nice two-three hour games, while SDC had its giant **KESSELSCHLACHT** playtest map-sheet which mesmerized many a gamer. Avalon Hill's new **VICTORY IN THE PACIFIC** was played a lot at Origins.

Flat Top Paces Sales with Alpha Omega Close Behind

Battleline doubled its sales figures at this year's Origins and ol' Richard Berg (SPI) even came over to say that Battleline was no longer a "third world" company. The whole Battleline gang was pleased with Origins 77, as well as how Battleline did at the Staten Island event. **DAUNTLESS** sales were right behind **ALPHA OMEGA** and over 50 people entered the **AIR FORCE/DAUNTLESS** tournament. First Prize of \$100. went to Mark Horan. Battleline had a door prize drawing of a two-volume set of the *West Point Atlas of American Wars*. It was won by Richard Snider of Mankato, Minnesota.

Over 3,000 gamers were in attendance from as far away as Australia, Canada, and England. Lots of faces that were around the previous years came again this year to enjoy the tournaments, displays, sales booths, and just the chance to see so many gamers in one place playing games. Blessed with a cool weekend, the convention ran well. The SPI roast was well attended (packed lecture hall), as well as the "Everything you wanted to know about Avalon Hill" seminar.



The mad rush begins to the booths.

The Strategic Game of the Year went to Avalon Hill's **RUSSIAN CAMPAIGN**, while the Tactical Game of the Year went to SPI's **TERRIBLE SWIFT SWORD**. A surprise to many was GDW's **AVALANCHE**, winning (deservedly) the best graphics for a game.

As the weekend wound down to an end, most everyone agreed that it had been fun, and fun was the name of the game. Battleliners piled into two cars and headed South. All felt Origins 77 had been a success.

Meet Battleline



The driving force behind Battleline Publications is Steve Peek, who began the Company in 1972 with the introduction of SEVEN DAYS BATTLES. Only until 1977 did Steve begin to operate the business on a full time basis. His philosophy on wargaming is games should be as authentic as possible, with easily interpreted rules and still be fun to play. He feels that Battleline's games should try to capture an air of excitement about them, such as WOODEN SHIPS & IRON MEN and AIR FORCE. Steve's other designs are SUBMARINE, FURY IN THE WEST, and ALPHA OMEGA. The latter was produced with the able assistance of Sean Hayes, who did most of the development work on the A. Mason Grace Energy Field used in the game. Steve's home is in nearby Winston, where he lives with his wife and company bookkeeper, Evelyn, and their two sons.



After the introduction of SEVEN DAYS BATTLES, Steve met a wargamer by the name of Craig Taylor. Craig had written a set of miniature rules for sailing ships. It was decided the hobby needed a top notch sailing ship game based on miniature rules, thus WOODEN SHIPS & IRON MEN was born. Fast becoming a classic, this game put Battleline on the map, so to speak. The rights to the game were eventually sold to Avalon Hill, which brought even more notoriety to Battleline. Craig Taylor is also now involved on a full-time basis and is a part owner of the company. He shares Steve's philosophy of realism, along with thorough and definitive

rules. His other designs are SHENANDOAH, AIR FORCE, DAUNTLESS, FLATTOP, and the miniature rulebooks Rally Round the Flag and Ship O' the Line. Craig is a carefree bachelor and lives with his family near Douglasville, Georgia.

The Graphic Design and Mechanical Art for Battleline's games have been the work of Mike Williford since the company's inception. Mike's relationship with Steve and Craig is one of respect, amiability, and tolerance. After all, their common goal is to put together a complete and accurate game in an attractive package that wargamers will buy and find highly playable, thereby increasing sales. He strives for the graphically perfect game, but somehow "perfection eludes us", he says. Mike is quite proud of his ship counters in WOODEN SHIPS and the painstakingly done aircraft counters in AIR FORCE, DAUNTLESS, and FLATTOP. His box wraps certainly make Battleline's games attractive to the potential buyer. Mike lives near his studio in Chamblee with his wife and business partner, Janice.



Battleline has used outside designers for several games, the latest being OBJECTIVE: ATLANTA (designed by Pat Price) and will continue this practice in the future. Behind the scenes, there are many people who help out, such as the hearty group of playtesters, game assemblers, and shippers. Many of these people come to Origins and work in the Battleline booth, personally explaining the way the games are best played. As Battleline continues to grow, the more important this group of Battleline's friends become.

For those who are unfamiliar with it, *Fire & Movement* is an excellent, new magazine out of California. It is a non-house organ that discusses many games in many ways from all the game companies in the Hobby. Made up of a staff that actually designs and produces wargames, as well as staffers who are game players, it has a wealth of information. A one year subscription to this bimonthly magazine is \$8.00 from Baron Publishing Company, P.O. Box 820, La Puente, Ca.,



and one of those ripples has challenged Don Lowry's *Campaign* magazine (formerly *Panzerfaust*) to make some substantial improvements. Some of you might want to take a look at the new *Campaign* (P.O. Box 896, Fallbrook, Ca., 92028). Starting in Issue No. 81 of *Campaign*, a three part series about the game companies that make up this wargaming industry will begin. It should be interesting reading.

Recently, Battleline has been playing a lot of EMPEROR OF CHINA by Dynamic Games (available from SPI). It is a short and fun multiplayer game. It is recommended to you by us.

Publications for Boardgamers



Fire & Movement has created a lot of ripples,

Origins '78 to Go to Midwest Area

In a surprise decision, Origins 78 will be held at Ann Arbor, Michigan. In a close vote by the Hobby Leaders, it was decided to let a local group of gamers host Origins 78. The Michigan group has put on several large, though local, conventions in the past and has done a fine job. It was felt that having Origins held on "neutral" turf would be good. If only Manufacturers put on the event, it would be hard to hold Origins at places other than New York, Baltimore, and Atlanta. This way, any large group of well-organized gamers have the chance of hosting Origins.

Battleline has grown enough that it was decided we would be included as permanent members on the steering committee for Origins. This body is made up of both miniature companies and board game companies. Battleline's impact on the hobby promises to be even greater in the future.



Gamer's Gambit

By Jack Green, Jr.

While down at Battleline for the summer, I was lucky enough to play the game FURY IN THE WEST several times. It is about three hours long in game playing time for each of the two days of the battle. It makes use of 1 inch hexes and large rectangular brigade counters. It has army organizational charts, game tables, and a not overly long rulebook. It is one of the more fun and simple games to appear in quite some time. Yet, it is accurate too, covering straggling (as well as stacking), gunboats, artillery, leadership, column and line movement, and much more. Rounded out with three scenarios and rules for optional deployment, you have a fine American Civil War Game.

Do you play FURY IN THE WEST? Here are two strategy ideas for the Confederate player. First, set up as near to Sherman's division as you can and charge him on the first turn. Keep the pressure on the Union right and try to infiltrate units down the edge of the board towards Pittsburg Landing. As you advance, the rest of the enemy line must retreat to cover Pittsburg Landing.

Another strategy is to take one or two Confederate Corps and simply column march them as quickly and as far as you can around the Union left. This turns the strong Tillghman Creek position. This method requires less fighting, as well, but you may face a stronger Union Army before Pittsburg Landing.

FURY IN THE WEST sales have started off slowly, but I think this is a function of its being another Shiloh game. Recently, however, sales have picked up, and I think this is because the game is being played and found to be fun. It is a lot of fun for \$10.00.

History in your hands!



AIR FORCE is a Craig Taylor design and is our biggest seller. It is one of those rare games that captures the flavor and excitement of World War II European Air Combat. Rules cover all important aspects of the war in the air; machine guns, cannons, bombs, rockets, strafing, massed bomber formations, light and heavy flak, Spitfires, Me 262's and 110's, V-1's, radar, clouds, barrage balloons, industrial and vehicular targets, and much more. Many scenarios cover various types of missions, including one that takes ground-hugging Liberators through the burning inferno of the refineries at Ploesti. Priced at \$11.00.



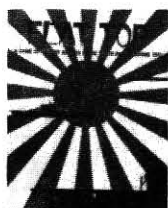
ALPHA OMEGA is a big game, making use of two 26 X 21 inch mapsheets. This unique tactical space game uses giant hexes on its geomorphic board. It also makes use of uniquely shaped counters with each class of ship having its own distinct shape and size. Classes included are: battlecruisers, cruisers, destroyers, carriers, transports, interceptors, fighters, scouts, assault ships, star bases and more. ALPHA OMEGA allows you to pit three different races and various stages of technology. Twenty scenarios cover a multitude of tactical situations and make use of a multitude of innovative weapon systems. Using our much lauded simultaneous movement system, ALPHA OMEGA provides players with a fast paced and exciting game of tactical space combat. Priced at \$13.00.



DAUNTLESS, companion game to AIR FORCE, covers the plane to plane combat in the Pacific 1942 - 1945. This most colorful game includes planes like the SBD (slow but deadly) Dauntless, B-25, Kate, Frank, Emily, Buffalo, P-40, Wildcat, Hellcat, B-29, and much more. Special rules to reflect the unique character of the War in the Pacific include Kamikazes, naval targets, glide bombing, and a special Atoll Attack scenario, so one can re-create many of the famous aircraft carrier strikes of the war. Although DAUNTLESS was created partly by popular demand from AIR FORCE enthusiasts and is totally compatible with that game, it is a completely self-contained game in its own. Priced at \$12.00.



OBJECTIVE: ATLANTA is our latest Civil War game and it covers Sherman's advance on Atlanta in 1864. This six scenario game is a historian's delight, as well as an accurate and fun simulation. Rules cover slave labor, entrenchments, leadership, supply, off-board raids, railroads, reserves, routs, trestle bridges, weather, and much more. It includes a fascinating historical summary and one of the most colorful mapsheets in the Hobby. While somewhat similar to SHENANDOAH, OBJECTIVE: ATLANTA sets new limits on the state of the art for wargames. Priced at \$11.00.



FLAT TOP is a demanding, accurate, and fun game of Pacific Carrier Battles in the Solomon's area. This game covers the Battles of Coral Sea, Eastern Solomons, Santa Cruz, and Solomons, all fought in 1942. This BIG game comes with two 27½ by 21½ mapsheets that detail an area stretching from Port Moresby to Rabaul to the Santa Cruz Islands. Hourly turns cover ship movement, plane readying and launching, storms and clouds, submarines, troop transports, scouting, forming of strikes, and much more. Counters and rules cover such ships as the Enterprise, Wasp, Kongo, Hobart, and planes like the Zero and B-17. Priced at \$15.00.



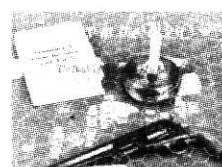
SHENANDOAH is a game on the Civil War dealing with the two major campaigns fought in the Valley in 1862 and 1864. A unique system of play allows players to move, fight a battle, move again and fight again in a single turn of play, creating the fluidness of the historical battles. Players may use options to hold or commit reserve forces, to attack, counterattack, or withdraw before superior forces. Rules cover raiders, horse artillery, leadership, hidden movement and strengths, as well as much more. This game is strongly recommended to the Civil War buff as the most accurate game on that period, as well as a fun simulation. It is designed with the hard-core wargamer in mind and it sells for \$10.00.



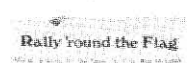
¡VIVA ESPAÑA! is a very playable game priced right on an interesting and unique subject. The Spanish Civil War, 1936 - 1939, comes alive complete with a German Condor Legion, International Brigades, Moroccan troops, armor, anti-tank units, air units (these can "test out" strategic bombing on Guernica), naval squadrons, Basque units, and one of the several variants covers possible British and French intervention. This fast-moving players' game has the Nationalist forces trying to consolidate their position at the start and gathering strength in order to go over to the attack against the Loyalist "United Front". Covering all of Spain, this colorful game is priced at \$9.00.



CUSTER'S LAST STAND duplicates the events that led to the last great victory of the American Indians. It provides a superbly researched, historically valid, extremely playable, and well-balanced look at this campaign. The Custer player is torn between following orders of scouting the village or attempting to seize a quick victory. The Indian player must decide on evacuation of the villages or battle with the "Long Knives". Rules cover cavalry charges, scouts, Gatling guns, artillery, leadership, entrenchments, messages, and more. This game, from an outside designer, reflects more than four years of work. Indian counters are represented by their chief's individual names. Priced at \$9.00.



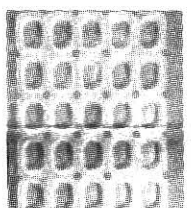
FURY IN THE WEST is a brigade level game on the Civil War Battle of Shiloh. FURY IN THE WEST is a unique game in several ways. First, this is a very accurate game using a relatively simple game system. It is both fun to play and not too demanding. Rules cover straggling, leadership, bayonet charges, gunboats, artillery, cavalry, formations, and much more. Second, FURY IN THE WEST makes use of large hexes, as well as rectangular shaped counters. Third, unlike any game you have played in the past, FURY IN THE WEST also allows you to adopt several different strategies in this three scenario game. Priced at \$10.00.



RALLY 'ROUND THE FLAG is an extensively researched and playtested set of miniature rules for the American Civil War. Craig Taylor has worked on these rules for years. Not merely an outline, these rules are specific and all encompassing (i.e. loop-hole free) and are definitely a complete set of rules. Rules cover formations, rifles, Whitworth artillery, Napoleans, leadership, elite units, sharpshooters, charges, morale, buildings, roads, and much more. Includes a detailed technical chart section. Priced at \$5.00.



SHIP 'O THE LINE is a set of Sailing Ship rules for miniature play and covers virtually every aspect of combat in the age of billowing sails and bellowing broadsides. It gives complete rules for establishing your fleet, fouling, grappling, double-shot, jury rigging, sweeps, mortar boats, tides, fireships, casting the lead, fortifications, Marines, and more. Priced at \$6.00.



JELLY TRAYS? Yes, that is what they are, but they are great for storing units. The flexibility of the trays adapts them to flat-boxed, zip-locked, or bookcase games. Rubber band two of them together with one acting as a lid and nothing will fall out of them, even if you bounce them off the wall. They even make terrific ice cube trays! The best part of all is they are inexpensive. Priced at \$2.00 per dozen.

STANDARD COMPONENTS in all Battline games, except the miniature rulebooks, are: a mapsheet of heavy card stock, a rulebook, charts and tables on heavy stock, two unit counter trays, and at least one counter sheet of extra thick die-cut and mounted playing pieces. Everything arrives in a sturdy and colorful box.



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