EXAMPLE:
Attacking unit has a strength of 8
Die roll result = 7
Defending unit is Crete Light Infantry in woods +2 in skirmishers under cover -1 on the die roll
Therefore, the total die roll = 5, which gives a loss of 2 strength points. This result would exterminate the unfortunate Creteans, who are the only skirmishers in the game, and only unstaked at a maximum strength of 2!
For melee combat, both unit strength and morale value are taken into account.Basically, the attacking unit "charges" during the movement phase, sets out the fire phases, and then engages in melee combat.
Thus:
1. The attacking units all take a morale check, this decides who will actually part take in the attack.
2. A die roll for each unit involved is compared against the unit's current morale number. If the die roll is greater than the morale number, the unit does not take part. If no units pass the morale check, then the charge stops here.
3. Assuming the charge is still on, the defenders carry out the same morale check (all Allied army units). The number of strength points the defending unit will lose.

The actual style of combat will be familiar to aficionados of the Russian Front - face-to-face confrontation all along the line, at least to start with. As the game develops, the opportunities to break the line and outflank your opponent, but it all depends on intelligent dispositions and use of available forces.

But the forces employed are far removed from the disastrous Ostfront; three levels of infantry (light, medium/heavy and heavy), plus cavalry and elephants. All have their advantages and disadvantages. For example: elephants may not attack heavy infantry frontally - let's face it, no sauropods would charge into all these spears - but elephants wreak havoc if they attack in flank or rear, and are deadly to cavalry (honorable, quite reasonably, ahead of charging elephants). Equally, routing elephant units could cause panic if they rout into a hex containing other units, and a Morale Check must be taken.

The morale check itself is worthy of mention. Firstly, the numerical value of the morale factor, unlike the strength factor, is inversely proportional to the morale of the unit concerned - a high-value morale factor means low morale.

How it works is like this - if a morale check is required by the Combat Results Table (for by routing elephants!), the player whose unit it is must throw on two dice, the value of the morale factor or greater to avoid routing. It follows that (assuming the odd are against units with high-value morale factors surviving the roll of the dice throw without routing.

Once your unit fails a morale check, it heads for home at top movement speed, but retakes the morale check at every turn, and can thus be brought back into action at a later time. So, only friendly units are supposed to be on the line of retreat according to the rules, so theoretically speaking, the collision esposa a morale check of friendly units not being so lucky. Common sense tells us that a stampeding elephant cannot distinguish between friend and foe and its behaviour will be equally random.

No clue is given as to whether routing units should continue to be so listed during the opposing player's movement phase. This might seem daft, but with historical examples of ancient forces leaving the field of battle faster than they advanced in mind, I feel that the description is a fair point. After all, they would hardly stand and wait within range to be caught by their recent vanquishers, would they?

One or two minor irritations with the game as presented; novices does the game map include any kind of numerical turn chart. I hate book-keeping in a simple simulation of this kind - it distracts one - and the absence of any marker to tell me what turn I am on forces me to keep book and count. It's wasteful, and the map does not tell us where in the Sinai Desert we are supposed to have been in the rules booklet for all the relevances it has for the playing of the simulation.

These small things apart, I greatly enjoyed playing simulating?- Raphia, and will definitely do so again.

A REVIEW OF GDW'S SERIES 120 SIMULATION GAME THE BATTLE OF LOBOSITZ BY ROB GIBSON

This is a most unusual choice of subject for a popular series of simulation games: I think most of us have heard of Frederick the Great - even the Pariser frottage - but Lobositz sounds like one of the late Charles Grant's imaginary eighteenth-century states from his several series of articles on the horse-and-musket era.
However, the choice is an excellent one - at once, a typical Frederician encounter battle with the added complication of fog that prevents correct positioning of the forces, and, of course, the time-out. The situation is such that it will not allow any passive maneuvering, but demands instant action.

Briefly, an Austrian army, under Laudon, is marching down the valley of the River Isel in an attempt to relieve the entire Saxon Army which is besieged in the town of Pina. On hearing of their approach, Frederick leaves his screening force, and marches out to Louis off with his main forces. But the timing is very acute: the Prussians emerge into the valley of the Elbe to find it shrouded in fog, and the largely invisible Austrians strung out along the riverside across their front, precise locations and strength unknown. Nor do the Austrians have any knowledge of the Prussian battle array; either side would claim to have the enemy under fire. Against such a situation, the number of strength points the defending unit will lose.

The strategy of this game is simple: the Austrian forces, under the command of the workmanlike General von Obrecht, are to attack the Prussian forces, under the command of the grand master of the Prussian forces, General von Schmetter. The Austrian forces are to attack the Prussian forces, who are stationed in a strong line along the riverbank.

The actual style of combat will be familiar to aficionados of the Russian Front - face-to-face confrontation all along the line, at least to start with. As the game develops, the opportunities to break the line and outflank your opponent, but it all depends on intelligent dispositions and use of available forces.

But the forces employed are far removed from the disastrous Ostfront; three levels of infantry (light, medium/heavy, and heavy) and cavalry and elephants. All have their advantages and disadvantages. For example: elephants may not attack heavy infantry frontally - let's face it, no sauropods would charge into all these spears, but elephants wreak havoc if they attack in flank or rear, and are deadly to cavalry (honorable, quite reasonably, ahead of charging elephants). Equally, routing elephant units could cause panic if they rout into a hex containing other units, and a Morale Check must be taken.

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