

### Lone Warrior 109 January – March 1995

|  |                   |    |
|--|-------------------|----|
| Editorial  | Richard Barbuto   | 1  |
| Clash of the Clans – Part 1 (Feudal Japan)   | Kenn Hart         | 3  |
| Chippawah as a Solo Game - War of 1812   | Richard Barbuto   | 8  |
| National Morale; or, Stop the War! I Want to Get Off   | Paul Grace        | 17 |
| Play By Mail   | Chris Morris, ed. | 21 |
| Solo “Hordes of Things”  | Jon Aird          | 25 |
| Forum  |                   | 26 |
| Some Simple Mechanisms of a Lone Warrior   | Graham Empson     | 29 |
| Book Review - Alternative Novels ( <i>The General Series- The Forge, The Hammer, The Anvil</i> - David Drake & S.M. Stirling; <i>The Lost Regiment Series- Rally Cry, Union Forever, Terrible Swift Sword, Fateful Lightning</i> - William Forstchen; <i>Falkenburg's Legion, Prince of Mercenaries, Go Tell the Spartans, Prince of Spartans</i> - Jerry Pournelle & S.M. Stirling) | Thomas Heaney     | 33 |

### Lone Warrior 110 April – June 1995

|   |                       |    |
|---|-----------------------|----|
| Editorial   | Kenn Hart             | 1  |
| Sci-Fi Rules Review ( <i>The Company Rules</i> - Stephen White)   |                       | 2  |
| Wargaming the Battle of Shrewsbury  | Andrew Freeman        | 3  |
| Computer Games ( <i>Cohort</i> - Strategy Masters; <i>Fighter</i> - Lucas Arts)                                       | Jonathan Aird         | 6  |
| Board Games and Role Playing ( <i>Ambush!</i> - Victory Games with <i>Schwartzkopf &amp; Sci-Fi Ambush!</i> scenario) | Godfrey Bailey        | 7  |
| Play By Mail  | Chris Morris, editor  | 19 |
| Clash of the Clans – Part 2 (Siege of Osaka)  | Kenn Hart             | 23 |
| Harpoon (computer game review)  | Richard Goyder        | 27 |
| Computer Games ( <i>The Blue and the Gray</i> )   | Graham Empson, editor | 30 |
| Fingul's Glory – Fantasy Scenario   | Billy Brand           | 31 |
| Solo DBA Campaigns  | Ian Duncan            | 33 |
| Forum   |                       | 37 |

### Lone Warrior 111 July – September 1995

|  |                  |    |
|--|------------------|----|
| WWII Naval Campaign                                  | Kevin White      | 1  |
| Was It Really Thirty-three Years Ago                 | Don Featherstone | 5  |
| Solo Space Gaming – Part 1                           | Douglas Shand    | 7  |
| The Clash of the Clans – Part 3                      | Kenn Hart        | 11 |
| The Fighting Fourteenth – Napoleonic Programmed Game | David Cole       | 15 |
| Game Theory – Terrain and Enemy as Variables         | Richard Barbuto  | 21 |
| Compromising Positions                               | Paul Grace       | 26 |
| Wargaming the Battle of Shrewsbury – Part 2          | Andrew Freeman   | 27 |
| Solo Play Order Matrix                               | Mark Bevis       | 31 |

|   |                       |    |
|---|-----------------------|----|
| Hammering Iron (Peter Pig ACW riverine ironclad rules review)   | Andrew Freeman        | 32 |
| Computer Game Review (Games from SSI: <i>Great Battles of Alexander</i> ; <i>Harpoon Part 2</i> ; <i>Campaign I &amp; II</i> ; <i>Advanced Squad Leader: Turning Points</i> - Peter Turcan; <i>Armada</i> , <i>Gettysburg</i> , <i>Waterloo</i> , <i>Fields of Glory</i> - Microprose; and <i>Medieval War</i> - shareware) | Graham Empson, editor | 33 |
| Fighting in Built Up Areas (FIBUA)  | Charles Reavley       | 37 |
| Readers' Forum  |                       | 38 |

### Lone Warrior 112    October – December 1995

|  |                      |    |
|--|----------------------|----|
| Mechanized Campaigns – Part 1  | Bill Orr             | 1  |
| Magazine Review ( <i>Battlefield</i> )   | David Barnes         | 6  |
| Avalon Hills' 1776 Solo Campaign Simulation Game – Part 1                                  | Godfrey Bailey       | 7  |
| Rule Review ( <i>Grey Storm</i> , <i>Red Steel – WWII Eastern Front - Firebase Games</i> ) | David Barnes         | 14 |
| Dhunda Province Campaign Scenario (North West Frontier)                                    | Kevin White          | 15 |
| Solo Space Gaming – Part 2   | Douglas Shand        | 19 |
| Play By Mail   | Chris Morris, editor | 25 |
| Maps – Back to the Basics  | Steve Foster         | 29 |
| It's Major Horiyi's Decision! (WWII scenario)  | Steve Foster         | 33 |
| Readers' Forum   |                      | 35 |
| Ironsides (ECW rules review)   | David Barnes         | 39 |

### Lone Warrior 113    January – March 1996

|   |                            |    |
|---|----------------------------|----|
| Mechanized Warfare – Part 2   | Bill Orr                   | 1  |
| Something Old, Something New, Something Stolen...   | David Heading              | 5  |
| Monitor vs. Merrimac  | Marvin Scott               | 7  |
| Computer Games ( <i>Preview of 1944: Across the Rhine</i> , Microprose; <i>D-Day: The Beginning of the End</i> - Impressions Software; <i>Civil War</i> - Empire Interactive; <i>Colonization Gold</i> - Microprose; <i>Allied General</i> , - SSI; <i>Great Battles of Alexander( part 2)</i> -SSI; <i>Blood and Iron</i> - English Computer Wargames) | Graham Empson, editor      | 12 |
| Ancient Campaigns   | George Heath               | 17 |
| Book Reviews ( <i>Wargame Campaigns</i> - C.S. Grant)   | David Barnes               | 25 |
| Rules Review ( <i>Volley and Bayonet</i> )  | George Heath               | 26 |
| Play By Mail (Games Service Check)  | Chris Morris, editor       | 27 |
| Avalon Hill's 1776 – Part 2   | Godfrey Bailey             | 29 |
| Solo Campaign Rules   | Nicholas Birt              | 31 |
| Fantasy?? Never!!   | Billy Brand                | 33 |
| SWA Library   | Steve Foster, Rich Barbuto | 35 |
| Forum   |                            | 37 |

### Lone Warrior 114 April – June 1996

|  |                            |    |
|--|----------------------------|----|
| Editorials   | Kenn Hart; Richard Barbuto | 1  |
| How It Works   | Kenn Hart                  | 2  |
| Ukrainian Para Drops – Sosnovka, June, 1942  | Mark Bevis                 | 3  |
| Randomizing Commanders' Characteristics  | Steve O'Brien              | 5  |
| Boardgames ( <i>Embrace an Angry Wind</i> - The Gamers;<br><i>Blood and Iron, the Battle of Kroniggratz 1866</i> -<br>Command #21 magazine; <i>Kolin</i> - Clash of Arms<br>Games) | David Southall             | 6  |
| Haiti 1994   | Geoff Barker               | 7  |
| Tunnel Rat (from Chronicles of Lauromia)   | Michael Bishop             | 13 |
| Boardgaming and Roleplaying - Rules for Horse &<br>Musket Campaigns – Part 1   | Godfrey Bailey             | 15 |
| Visual Orders, or Cut Out the Paperwork!   | Kenn Hart                  | 19 |
| An Account of a Western Gunfight   | David Barnes               | 21 |
| Western Gunfight Skirmish Rules  | Kevin White                | 26 |
| Computer Corner ( <i>The Civil War Battleset</i> - shareware;<br><i>Command and Conquer</i> - Virgin Games;  | Graham Empson, editor      | 27 |
| Play by Mail   | Chris Morris, editor       | 31 |
| Ye Old Shoppe (SWA library boardgames list)  | Kenn Hart                  | 34 |
| From Mahdist to Martian...or, There and Back Again –<br>Part 1   | Paul Grace                 | 35 |
| Forum  |                            | 37 |

### Lone Warrior 115 July – September 1996

|  |                       |    |
|--|-----------------------|----|
| From Mahdist to Martian... – Part 2  | Paul Grace            | 1  |
| Characterisations for Solo Skirmishes  | Jonathan Aird         | 10 |
| The VOLCHI versus the GAULS  | Jon Laughlin          | 11 |
| Journal Review ( <i>The Statigist</i> )  | John Kula             | 14 |
| Boardgaming and Roleplaying - Rules for Horse &<br>Musket Campaigns – Part 2   | Godfrey Bailey        | 15 |
| Journal Review ( <i>Vindicator</i> )   | Kenneth M. Van Pelt   | 22 |
| Living Off the Land – 18 <sup>th</sup> Century North America   | Michael Gray          | 23 |
| Ye Old Shoppe (SWA library boardgames list)  | Kenn Hart             | 24 |
| Fantasy Methodologies – Amphibious Operations  | Billy Brand           | 25 |
| Lone Warrior in Space  | Kenn Hart             | 26 |
| Invader – Dark Ages Skirmish Rules   | Stuart P. Smith       | 27 |
| Journal Review ( <i>The Zouave</i> )   | David H. Reynolds     | 29 |
| Computer Corner ( <i>War CD-Rom power pack</i> - Softkey<br>Multimedia Inc.; <i>Battleground Ardenne</i> - Empire<br>Interactive; <i>Battleground Ardenne &amp; Battlefield Gettys-<br/>burg</i> - TalonSoft; <i>Caesar II</i> - Impressions/Sierra;<br><i>Operation Crusader</i> – Atomic/Avalon Hill | Graham Empson, editor | 30 |
| ACW Campaigning – Resolve the Little Encounters  | George Arnold         | 33 |
| E-Mail Postal  | Marvin Scott          | 35 |
| Forum  |                       | 37 |

|   |                      |    |
|---|----------------------|----|
| Book Reviews ( <i>Winter King</i> - Bernard Cornwall;<br><i>Behind the Lines or Insider Knowledge or Even<br/>Knowing Someone Who Knows</i> –Bob Mirrey | Kenn Hart            | 39 |
| Play by Mail  | Chris Morris, editor | 40 |

### Lone Warrior 116    October – December 1996

|   |                       |    |
|---|-----------------------|----|
| Boardgaming and Roleplaying -Rules for Horse &<br>Musket Campaigns – Part 3   | Godfrey Bailey        | 1  |
| Game Theory – Part 1  | John Parus            | 7  |
| Fantasy – Campaigning in the Unknown World  | Billy Brand           | 15 |
| The Volcian Wars – Ancients Campaign  | Jon Laughlin          | 19 |
| The Heliograph – (journal review)   | Richard Brooks        | 31 |
| Play by Mail Games service Check  | Chris Morris, editor  | 32 |
| The Gobi Desert Outpost   | Mark Bevis            | 33 |
| Autumn Quiz   | Richard Barbuto       | 36 |
| Computer Corner ( <i>War College</i> - Gametek; <i>Rise and<br/>Rule of Ancient Empires</i> - Impressions/Sierra;<br><i>Complete Carriers at War</i> - SSG; <i>Battleground<br/>Gettysburg</i> - TalonSoft; <i>Command and Conquer, The<br/>Covert Operations</i> - Westwood Studios) | Graham Empson, editor | 37 |
| Forum   |                       | 39 |
| Book Reviews  | Kenn Hart             | 40 |

### Lone Warrior 117    January – March 1997

|   |                                       |    |
|---|---------------------------------------|----|
| Mamayev Kurgan-Stalingrad   | Kenneth Van Pelt, John M.<br>Hayworth | 1  |
| Boardgaming and Roleplaying -Rules for Horse &<br>Musket Campaigns – Part 4 | Godfrey Bailey                        | 7  |
| From Mahdist to Martian... – Part 3   | Paul Grace                            | 9  |
| Computer Game Review ( <i>Battleground Waterloo</i> –<br>Talonsoft)         | Kenn Hart/Glenn Ellis                 | 17 |
| Game Theory – Part 2  | John Parus                            | 19 |
| Testing Convention Wargame Scenarios with Solo<br>Wargames                  | Scott Hansen                          | 24 |
| Operation “Woodpecker” – The Fourth Battle of<br>Kawanakajima, 1561         | Kenn Hart                             | 25 |
| Make Believe Armies   | Michael Buttle                        | 27 |
| Playing the Options (North American Indian Wars)                            | Michael Gray                          | 29 |
| Solo Roleplaying  | David Elrick                          | 34 |
| Solo Wargaming and WWII   | Jerry Lannigan                        | 35 |
| Play by Mail ( <i>Shenandoah; Volchi</i> )                                  | Chris Morris, editor                  | 38 |
| PBM Games Service Check   | Chris Morris                          | 40 |

**Lone Warrior 118    April – June 1997**

|   |                      |    |
|---|----------------------|----|
| Editorial   | Richard Barbuto      | 1  |
| Chain of Command (humor)  | anonymous            | 2  |
| Solo Campaign Rules   | Nicholas Birt        | 3  |
| Rules Review ( <i>General de Brigade</i> )                              | David Barnes         | 5  |
| Uncomfortable for Some  | Andrew Glasgow       | 7  |
| A Fate Worse Than Death (poem)  | anonymous            | 8  |
| Campaign Maps   | Mike Buttle          | 9  |
| Chaos at Knifesman Cove   | Billy Brand          | 13 |
| A Very Level Playing Field  | Kenn Hart            | 15 |
| Review of Rules and Figures (“ <i>Flintloque</i> ,” Alternative Armies) | David Barnes         | 16 |
| Action at Sorrell Point – or Rearguard Action                           | Ron Moore            | 17 |
| Staff Problems  | John Bennett         | 18 |
| ACW Solo Summer Campaign, 1864  | Graham Empson        | 21 |
| A Philosophy of Solitaire   | Patrick Carroll      | 29 |
| Play by Mail ( <i>Shenandoah; Volci</i> )                               | Chris Morris, editor | 33 |
| PBM Service Check   | Chris Morris         | 35 |
| Book Review ( <i>Redcoats for the Raj</i> - Donald Featherstone)        | Kenn Hart            | 36 |
| Random Selection of DBA Orders of Battle                                | George Arnold        | 37 |
| Forum   |                      | 38 |

**Lone Warrior 119    July – September 1997**

|  |                        |    |
|--|------------------------|----|
| Editorial  | Richard Barbuto        | 1  |
| Wargaming Elizabethan Ireland  | Chris Grice            | 2  |
| Wargaming on a Budget  | Steve Turner           | 7  |
| Wargaming Austerlitz – Can the Allies Ever Win?  | Robert M. Epstein      | 9  |
| Variable Movement Table  | Kevin White            | 13 |
| Using Rules Written for One Person for Another   | Michael Buttle         | 15 |
| Fleas a Crowd  | Terry Doe              | 16 |
| Bandit Country   | Michael Gray           | 18 |
| Bookshelf Reviews ( <i>Regiment</i> - the Military Heritage Collection; <i>How to Make Wargames Terrain</i> - Neil Stillman)                                     | David Barnes, Jon Aird | 19 |
| The Siege of Gudanbad  | Martin Hogg            | 21 |
| Boardgames ( <i>Wargame Rules 1685-1845</i> - WRG)   | Godfrey Bailey         | 24 |
| Terrain Cards  | Kenn Hart              | 27 |
| Shenandoah PBM Report  | George Arnold          | 29 |
| A Simple Board Game (19 <sup>th</sup> Century)   | Richard Barbuto        | 29 |
| Computer Games Corner (List of planned releases; <i>Battleground Antietam</i> - Talonsoft; <i>Flying Corps</i> – Empire Interactive; <i>Age of Rifles</i> - SSI; | Graham Empson, editor  | 33 |
| Forum  |                        | 37 |

### Lone Warrior 120    October – December 1997

|   |                               |    |
|---|-------------------------------|----|
| Editorials  | Kenn Hart,<br>Richard Barbuto | 1  |
| Rowers Get Promotion – Bushi Range from Village Green   | Kenn Hart                     | 2  |
| Best of Lone Warrior Volume 1 (TOC)   | Richard Barbuto               | 2  |
| Fire and Fury (ACW) – Solo Mechanisms   | Graham Empson                 | 3  |
| Bookshelf ( <i>Wargame</i> - Anthony Price; <i>The Candlemass Road</i> - George MacDonald Fraser; <i>The War in New Zealand</i> - Capt. Pasley; <i>Death to the French</i> - C.S. Forrester; <i>History of the Confederate Navy</i> - Raimondo Luraghi) | David Barnes                  | 10 |
| Patrol Activity – or, Patience for Wargamers  | Chris Grice                   | 11 |
| Narrative Wargaming   | Don Featherstone              | 15 |
| More Solo Campaign Rules  | Nic Birt                      | 19 |
| Generic Rules   | Russell Parkin                | 21 |
| How the SWA's New Participation Game Came About   | David Elrick                  | 27 |
| Rules Review ( <i>Piquet, Master Rules and ACW Supplement</i> )   | Graham Empson                 | 29 |
| Flee!   | Matthew Hartley               | 31 |
| PC Wargaming – Where Is It Going?   | Graham Empson                 | 33 |
| Magazine Rack ( <i>The Age of Napoleon #20; Battlefields #6</i> )   | David Barnes                  | 34 |
| Play by Mail  | Chris Morris, editor          | 35 |
| Readers' Forum  |                               | 38 |
| Shenandoah PBM Report   | George Arnold                 | 40 |

### Lone Warrior 121    January – March 1998

|   |                            |    |
|---|----------------------------|----|
| Editorials  | Kenn Hart, Richard Barbuto | 1  |
| 6mm on the Cheap  | Steve Turner               | 2  |
| King Arthur – A Solo Campaign   | Chris Grice                | 3  |
| Fragile Alliance (book review)  | Glenn Ellis                | 8  |
| Solo Campaigning  | John Barnard               | 9  |
| Desertion   | Mark Money                 | 15 |
| Product Review ( <i>Hinton Hunt</i> )   | Richard Barbuto            | 16 |
| “Tally Ho!”   | Kenn Hart                  | 17 |
| Solo Stargrunt II   | Thomas Heaney              | 21 |
| Disposition Decision Table  | Graham Empson              | 23 |
| Volci Campaign  | Jon H. Laughlin            | 25 |
| Shenandoah PBM Report   | George Arnold              | 28 |
| Games Corner ( <i>Panzer General 98</i> - SSI; <i>Achtung Spitfire</i> - Avalon-Hill; <i>Sid Meier's Gettysburg</i> - Firaxis; <i>Close Combat 2: Operation Market Garden</i> - Microsoft; <i>Napoleon in Russia</i> - Talonsoft) | Graham Empson, editor      | 30 |
| Solo Diplomacy  | Mike Elliot                | 33 |
| Product Review ( <i>HaT Industries</i> )  | Richard Barbuto            | 35 |
| Solo Kill Zone – SF Skirmish  | Jon Aird                   | 36 |
| Forum   |                            | 40 |

**Lone Warrior 122    April – June 1998**

|  |                       |    |
|--|-----------------------|----|
| Where Did They Come From? Or, The Battle of Vimiero – August 21, 1808  | Chris Grice           | 1  |
| Form Square (Author's Napoleonic rules)  | Martin Hogg           | 5  |
| Commanding Celtic Armies   | Chris Grice           | 11 |
| Book Shelf ( <i>Regiment-The Military Collection #24</i> "The Green Howards;" <i>The War of Austrian Succession –A Wargamers' Guide Part IV</i> "Uniforms of the Spanish Army")  | David Barnes          | 16 |
| A Spanish-American War Naval Wargame   | Marvin Scott          | 17 |
| Zulu Army 1800-1850 (Parts 1-3)  | Carl Holliday         | 21 |
| Computer Corner ( <i>Age of Empires</i> - Microsoft; <i>Buccaneer</i> - SSI; <i>Close Combat 2:A Bridge Too Far</i> - Microsoft; <i>Civil War Generals 2</i> - Impressions; <i>Sid Meier's Civilization</i> - Electronic Arts; <i>Great Battles of Hannibal</i> - Interactive Magic; <i>Eastern Front</i> - Talonsoft) | Graham Empson, editor | 25 |
| Play By Mail   | Chris Morris, editor  | 30 |
| An Artillery Action Near Chickamauga— 19/20 <sup>th</sup> September, 1863  | Donald Featherstone   | 33 |
| Forum  |                       | 35 |
| Stand To! A Solo Scenario  | Kenn Hart             | 38 |

**Lone Warrior 123    July – September 1998**

|  |                            |    |
|--|----------------------------|----|
| Editorial  | Kenn Hart, Richard Barbuto | 1  |
| MagWeb Top Ten Survey Results  | Richard Barbuto            | 2  |
| A Spanish-American War Naval Wargame 2: Manila Bay   | Marvin Scott               | 3  |
| Realistic Wargames with Tanks  | Donald Featherstone        | 10 |
| Commission of Array—Feudal AgeWargame Rules  | Kenneth Van Pelt           | 11 |
| Zulu Armies—The Ascendancy of the Zulu Under Shaka (Parts 4-6)                                 | Carl Holliday              | 15 |
| David Niven for an Evening (The Guns of Navarone)  | Colin Rumford              | 21 |
| Book Shelf ( <i>The Walking Drum</i> - Louis L'Amour; <i>Tokaido</i> - Lucia St. Clair Robson) |                            | 24 |
| The Kingmaker (PBEM)   | David Elrick               | 25 |
| First, Train Your Army   | Chris Grice                | 29 |
| King Pyrrhos at Sparta   | John Lomas                 | 34 |
| PBM Games Service Check  | Chris Morris, editor       | 35 |
| Shenandoah PBM Report  | George Arnold              | 36 |
| Forum  |                            | 37 |
| Games Corner (Do You Remember- games re-released)  | Graham Empson              | 40 |

**Lone Warrior 124    October – December 1998**

|  |                       |    |
|--|-----------------------|----|
| Solo Campaigns   | Nick Birt             | 1  |
| Soloing Samurai  | Kenn Hart             | 8  |
| They Came from the Sea (WWII Commandos)  | Donald Featherstone   | 11 |
| Solo Spanish-American War: San Juan Hill   | Scott Hansen          | 13 |
| Colonial Baggage Trains  | Chris Grice           | 16 |
| Games Corner ( <i>SSI Compilation; Fields of Fire: War Along the Mohawk</i> - Entertainment International; <i>Operational Art of War Volume 1</i> - Talonsoft; <i>Battleground 9: Chickamauga</i> - Talonsoft; <i>Battle of Britain</i> - Talonsoft; <i>Star Trek: Starship Creator</i> - Simon & Schuster Interactive; <i>101<sup>st</sup> Airborne</i> - Empire Interactive; <i>Commandos: Behind Enemy Lines</i> - Eidos Interactive; <i>The Great Battles of Alexander</i> - Interactive Magic; <i>Seven Kingdoms</i> - Interactive Magic) | Graham Empson, editor | 18 |
| Review (Hinton Hunt/Eagles figures)  |                       | 23 |
| Play By Mail (PBM Check; Jon Laughlin; Livonia; Shenandoah)  | Chris Morris, editor  | 24 |
| Mini Play By Mail  | Chris Grice           | 29 |
| Book Shelf ( <i>Wargamers' Guides to the Austrian Succession</i> - Potsdam Flags & Publications)   | Steve Turner          | 33 |
| Books for Your Kitbag ( <i>Harold, the Last English King</i> - Ian W. Walker; <i>The United States Cavalry, an Illustrated History</i> - Gregory J.W. Urwin; <i>The Desert Rats, History of the 7<sup>th</sup> Armoured Division</i> - Maj. Gen. G.L. Verney; <i>Tanks in Battle</i> - Col. H.C.B. Rogers)   | David Barnes          | 34 |
| Other Journals ( <i>The Gauntlet; The Heliograph; Zouave; Simulacrum; Vindicator</i> )   | Richard Barbuto       | 37 |
| Forum  |                       | 38 |

**Lone Warrior 125    January – March 1999**

|  |                       |    |
|--|-----------------------|----|
| Merrill's Marauders (Burma 1944)   | Ken Van Pelt          | 1  |
| Winter Wonderland  | Martin Hogg           | 7  |
| Game Review (Legion—A Game of Ancient Warfare Using Figures or Counters on a Grid Terrain - Society of Ancients)   | Godfrey Bailey        | 9  |
| House to House and Street Fighting   | Donald Featherstone   | 15 |
| Gridlock (WWII on a hexagonal board)   | Kevin White           | 17 |
| Notes from Air Wargamer Advisor  | Marvin Scott          | 20 |
| For God, Queen, and Country (Part 1) (ECW)   | Chris Hahn            | 21 |
| Computer Corner ( <i>People's General</i> – SSI; <i>101:101<sup>st</sup> Airborne in Normandy</i> - Interactive Simulators; <i>Tom Clancy's Rainbow Six</i> – Red Storm Entertainment; <i>Alpha Centauri</i> by Sid Meiers - Fraxis; <i>Fields of Fire</i> - Empire Interactive) | Graham Empson, editor | 31 |
| Play By Mail   | Chris Morris, editor  | 33 |
| Shenandoah PBM Report  | George Arnold         | 34 |
| The Battle of Brauvogn   | David Barnes          | 35 |
| Forum  |                       | 38 |



### Lone Warrior 126 April – June 1999

|   |                     |    |
|---|---------------------|----|
| Editorial   | Richard Barbuto     | 1  |
| For God, Queen, and Country (Part 2) (ECW)  | Chris Hahn          | 2  |
| Reichwald Encounter – A Short Story   | Donald Featherstone | 8  |
| Tales of the Unexpected (Part 1): “Thars Ghouls in Tham Thar Hills” – A Wild West Fantasy | Paul Grice          | 9  |
| ACW Solo Exercise   | Graham Empson       | 13 |
| Campaign Diary of Summer Campaign 1864  | Graham Empson       | 16 |
| A Solo Campaign Within a PBM Game   | Jon Laughlin        | 19 |
| Random Viking Army Generator  | Jon Laughlin        | 23 |
| Solo Wargame Helps Win Air Battle (WWII Pacific)  | Marvin Scott        | 26 |
| Age of Sail Scenarios   | Chris Grice         | 27 |
| Summons to Arms! Calling All Napoleonic Gamers-Recon ‘99                                  | David A. Clayton    | 28 |
| Shenandoah PBM Report   | George Arnold       | 30 |
| Solo English Civil War Rules  | Chris Grice         | 31 |
| Write That Article  | Marvin Scott        | 36 |
| Forum   |                     | 37 |

### Lone Warrior 127 July – September 1999

|   |                               |    |
|---|-------------------------------|----|
| Editorial (David Barnes’s Death Notice)   | Kenn Hart,<br>Richard Barbuto | 1  |
| Tales of the Unexpected (Part 2): The Undeadwood Stage – A Two Game Scenario for Zombies Out West | Paul Grace                    | 2  |
| The Korean War: Mig Alley, an Air Combat Game   | Marvin Scott                  | 5  |
| For God, Queen, and Country (Part 3): A Record of the Campaign, May 1639 – April 140              | Chris Hahn                    | 18 |
| Shenandoah PBM Report   | George Arnold                 | 22 |
| Campaign Notes for a Grand Strategic Game (Medieval)  | Aaron W. Throne               | 23 |
| The King’s Shilling   | Chris Grice                   | 28 |
| A Tale of Two Systems: Wargaming WWII in 20mm with <i>Crossfire</i> and <i>Rapid Fire</i>         | Paul Grace                    | 31 |
| The Pro’s and Con’s of Campaigning with Tanks   | <i>(anonymous author)</i>     | 34 |
| Churchill’s Secret Weapons: The story of Hobart’s funnies – Patrick Delaforce (book review)       | Kenn Hart                     | 36 |
| Wargaming Ancient and Medieval Battles  | Donald Featherstone           | 37 |
| The Forgotten Rebellion   | Chris Grice                   | 38 |

### Lone Warrior 128 October – December 1999

|                                      |                            |   |
|--------------------------------------|----------------------------|---|
| Editorial                            | Kenn Hart, Richard Barbuto | 1 |
| MagWeb Survey                        | Richard Barbuto            | 2 |
| A Small Napoleonic Campaign (Part 1) | Craig Antony Ambler        | 3 |

|  |                       |    |
|--|-----------------------|----|
| The Attack on Porto Nuovo – A Solitaire Naval Scenario (ca 1610)   | Jonathan Aird         | 11 |
| Bommerz over da Sulphur River – Games Workshop (boardgame review)  | Jonathan Aird         | 14 |
| SWA Aides De Camp  | Steve Turner          | 15 |
| Aide de Camp (ADC) Experience  | Nic Birt              | 16 |
| Principles of War (rulebook review)  | Lars Boye             | 20 |
| How Good Is Your Intelligence?   | Marvin Scott          | 21 |
| Computer Corner ( <i>101: 101<sup>st</sup> in Normandy</i> - Empire Interactive)   | Graham Empson, editor | 24 |
| You've Got to Get It Up, Guys!   | Kenn Hart             | 26 |
| <i>Warhammer Ancient Battles (WHAB)</i> - Games Workshop (rulebook review)   | Kenn Hart             | 27 |
| When a Skirmish Force Becomes an Army  | Kenn Hart             | 28 |
| Shenandoah PBM Report  | George Arnold         | 30 |
| PBM Games Service Check  | Chris Morris, editor  | 30 |
| The War Goes On  | David Barnes          | 31 |
| Battlefields (magazine and book reviews): ( <i>Battlefields Vol.1, #7; Monty's Ironsides; The Fighting Wessex Wyverns; The Black Bull; Churchill's Desert Rats; Monty's Highlanders; Red Crown and Dragon; Monty's Marauders; Life in Japan at the Time of the Samurai</i> ) | David Barnes          | 32 |
| The Battlefield Walker's Handbook by Donald Featherstone (book review)   | Kenn Hart             | 32 |
| Worth Reading Games Workshop for... (magazine review): ( <i>White Dwarf 215;223;225;229</i> )  | Jonathan Aird         | 33 |
| Armies of the Nineteenth Century-Asia 1, Central Asia, and the Himalayan Kingdoms by Ian Heath (book review)   | David Barnes          | 34 |
| More Reviews ( <i>The Hebrides War</i> - Mike Hughs; <i>The Pity War</i> - Niall Ferguson; <i>The Regeneration Trilogy</i> - Pat Barker, <i>The Age of Napoleon #29; Slingshot #200</i> )  | David Barnes          | 35 |
| The Civil War CD-ROM from Guild Press of Indiana (computer game review)  | George Heath          | 37 |
| Forum  |                       | 38 |