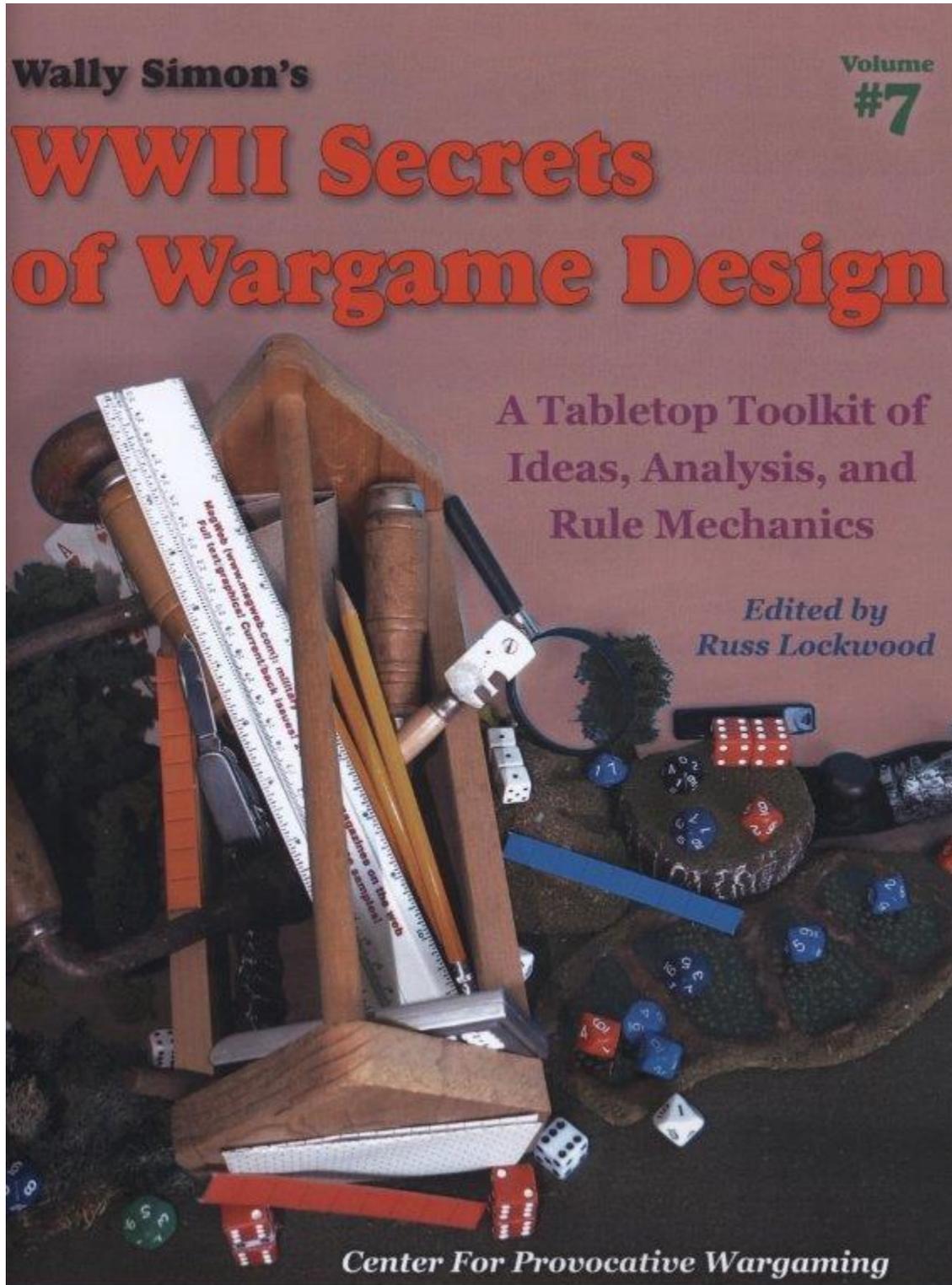


**Wally Simon's WWII Secrets of Wargame Design, Volume #7**  
**Edited by Russ Lockwood**  
Reviewed by Rich Barbuto



Simon's *Potomac Wargamers Review* was the thinking wargamer's magazine. Russ Lockwood offers this volume specifically addressing Simon's work on World War II concepts and rules. Of course, as true of all of Simon's game mechanics, the ideas are transferable to many conflicts, not just WWII. The back cover summarizes what the reader gets. "Stuffed full of ideas, concepts, and rules mechanics covering wargaming action across all eras, they offer provocative wit, wisdom, and imagination to help you tweak an existing set of rules or create your own rules to make a better wargame."

In the very first article, "The Zen of Armor Combat: To Hit or Not to Hit," Simon offers a fairly straightforward system to determine if one tank hit another, and if so, what damage was inflicted. He then compares and contrasts five popular rules for armor engagements. He notes the complexity of the rules and the scale of the action (one tank firing at one target? A group of tanks engaging another group?)

"WWII Battalion Skirmish: Casualty Filter, Rally Areas, and Reinforcement Cards," introduced a game that required only a handful of figures and simple terrain. Simon has a way of deriving fairly easy-to-apply rules. For example, each turn a player draws two reinforcement cards. However, many cards do not bring in reinforcements; they are chance cards to inflict casualties on the enemy.

"Oregon Beach" is a solo game on one of D-Day's fictional beaches. Three 20mm figures on a stand represent a company. Three companies compose a battalion. Simon augmented the battalions with anti-tank and heavy weapons capabilities. The featured game pitted nine Allied battalions against seven defending battalions. The defenders were situated in towns. Both sides could call in airstrikes, with a low probability that aircraft would actually show up.



Other article titles are:

"Armor Firing and Damage: Single Die Throw System"

"US Invasion of Vladivostock: Goofettes a Plenty"

"Skirmishing with 54mm Figures: Poses, Actions, and Sustained Fire"

"A Trio of Bridges: Time as Command and Control Increments"

"Command Strike at Dawn: Skirmish Raid"

"Pacific Carrier Battle: Quick, Simple, and Random"

"City Fight: Block by Block in Stalingrad"

"Island Invasion: Naval Bombardment, Efficiency, and Reaction Points"

Town Skirmish: Suppression Fire and Reaction Chart"

"Two 15mm Battles: Dispersal, Initiative, Ploy, and Clock Die Op Fire"

In this last article, Simon allowed a unit to maintain initiative as long as it was successful. An unsuccessful die roll resulted in initiative passing to the other fellow. Op Fire referred to opportunity fire.

These articles are for those who like to try out new rules or to modify their current rule set.

This volume is 44 pages of goodness in 8 ½ by 11 format. It is available for \$19 through [onmilitarymatters.com](http://onmilitarymatters.com)