

From the Nightstand

We recently added a new feature to our website (www.gmtgames.com) — the GMT Reading List. We asked the GMT Team to give us input on which books they are currently reading or they are using as design resources. Don't forget to check our website periodically for the latest list—and the game they inspire. — Stuart K. Tucker and Mitchell Land

QUICK REVIEWS

From Ray Freeman

Hata, Ikuhiko and Yasuho Izawa, translated by Don Cyril Gorham, *Japanese Naval Aces and Fighter Units in WW2*. Not very detailed, and the section on aces is really thin on detail. Some of it reads like old high school yearbook descriptions of the personae. However, many pictures and the only real overview I've seen (I'm not a real scholar on this) of the IJN fighter air units. The book makes it obvious that the IJN moved personnel around like musical chairs. The same aces keep turning up everywhere in different units. Battle casualties and claims appear to be highly distorted. Apparently, little cross-checking or filtering of data was done by the authors. A good basic reference, but not an entertaining read.

From Rodger B. MacGowan

Bury, J.B., *History of the Later Roman Empire* (Volume 2). Excellent book on the Justinian period. Insights and detailed reports on the battles found in the Cataphract game. A must if you are a GBoH player.

McElfresh, Earl B., *Maps and Mapmakers of the Civil War*. The most important book on the subject in many years— a must for those interested in the creation of battlefield maps, the map artists who did the work, the American Civil War and the impact of maps on the actual battles themselves.

From Alan J. Ray

Strassler, Robert B., ed., *The Landmark Thucydides, A Comprehensive Guide to the Peloponnesian War*. A well-annotated translation of Thucydides work. The editor provides copious maps cross-referenced to the text. A must for readers new to reading ancient authors.

Diodorus Siculus, *The Library of History* (Volumes V, VI and X, Loeb

Classical Library). Diodorus covers much the same ground as Thucydides and Xenophon, but preserves the viewpoints of other ancient authors whose works are lost to us. For the later Hellenistic period, he is often the only source.

From Stuart K. Tucker

Grant, Michael, *A Guide to the Ancient World: A Dictionary of Classical Place Names*. While it may miss a few obscure battle locations, this is a great reference for map-making game designers interested in the Ancient period spanning from the Indus R. west to the Atlantic. Grant gives you brief histories of the places as well as their ever-changing (primarily Greek and Latin) names. Geographic features are usually only mentioned within passages on towns, though.

Dodge, Theodore Ayrault, *Hannibal*. First, you must recognize the bias of your author, then you can enjoy this and squeeze it for all its value. Dodge is appropriately critical of Livy's lack of understanding of military issues, but all too often regurgitates and misquotes Livy's numerical estimates. Dodge's admiration of Hannibal is effervescent, but appropriate, given the sheer deeds Hannibal's enemies are willing to record for the historical record. He provides a useful set of strategic overview maps in which to place the context of Hannibal's movements and Roman dispositions (though we may question some of his locations of province boundaries and road nets). Dodge is an "8 Double Legions at Cannae" man who regurgitates Livy's figures for losses; Go figure. Delbruck did, all for the better.

Lazenby, J.F., *Hannibal's War* (University of Oklahoma Press, 1998, 2nd edition). This update of the 1978 book is an excellent synthesis of all the primary source materials on the war. Lazenby compares and contrasts how Livy, Polybius, Appian, Plutarch and many others wrote about each significant episode in the war—and where the truth may fall. With a superb bibliography and notes, this book also brings together many scholarly writings and provides an understanding of the political machinations behind the actions of the Senate. Lazenby falls short a bit in the area of tactical battle analysis, providing few insights into the choices of battle commanders. After you've read Livy, you should read Lazenby. His notes will launch you into other areas of the literature which catch your fancy. You may

ON CATAPHRACT

From Alan J. Ray

Procopius, *History of the Wars* (Volumes I-V, Loeb Classical Library). Procopius provides an eye-witness account of the campaigns of Belisarius and an overview of the Justinian period. His detailed account of the siege of Rome (he was there) provides great insight on what it was like to be engaged in this form of warfare on a daily basis.

Treadgold, Warren, *A History of the Byzantine State and Society*. A 1000- page comprehensive modern history of Byzantium, this is a must-read for anyone interested in the topic.

Treadgold, Warren, *Byzantium and its Army, 284-1081*. Well-written, detailed assessment of the Byzantine Army—a wargame designer's delight.

From Stuart K. Tucker

Procopius, *The Secret History* (Penguin Books, 1981 reprint). You have to like a state-sponsored historian (see Alan Ray's list above for what Justinian thought was being written) who later turns around and tells all about the vicious side of Byzantium.

Issac, Benjamin, *The Limits of Empire: The Roman Army in the East*. This has a lot to say that may enlighten you about "the Persian problem" in the game JUSTINIAN.

Luttwak, Edward N., *The Grand Strategy of the Roman Empire: From the First Century A.D. to the Third*. You can't go wrong reading Luttwak's work on the Roman Army.

also find reasons to hate the abridger of your copy of Livy. Excellent appendix materials on Latin terms and consul years.

Scullard, Howard H., *A History of the Roman World From 753 to 146 B.C.* (Barnes & Noble Inc., reprint 1964). Superb sweeping overview of the period.

Manages to not gloss over key points, but instead highlights the key strategy issues in the Hannibalic war. Balanced references to authors with differing points of view. Whets the appetite for Scullard's difficult-to-find *Roman Politics*.

Peddie, John, *Hannibal's War* (Sutton, Hong Kong, 1997). Though sloppy in some places with his source material, and lacking anything significant to differentiate his angle on the material from the literature, Peddie does stick out his neck to criticize Hannibal's strategic ability, particularly with regard to the management of the Sicilian campaign (ignoring Carthage's responsibilities here).

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The Raven: WAR GALLEY Scenarios

Tyndaris — 257 BC

Rome vs. Carthage
(First Punic War)



Map

The game uses the “sea” map. Tyndaris is about 15 miles west of Mylae, on the northeast coast of Sicily. Carthaginian side is hexrow xx00 (west). Roman side is hexrow xx28 (east).

Balance

This is another contest up of Punic seamanship versus the Roman Raven and marines. However, the Roman fleet enters piecemeal, with a crack squadron of fast ships going in first, and alone. The Carthaginians are favored here.

Playing Time and Difficulty

This battle should take about 3-4 hours to finish. The Difficulty Rating is 3.0.

Ship Scale

1 counter = 1 galley. This scale is used to present the interesting battle between the advance guards. The entire fleet of either side did not come into action before the battle was decided.

Initial Deployment: Romans

The Roman player receives the following *Red ships*:

- 1 Heptares (ID 4)
- 7 Quinqueremes (ID 1-7, ignore engines)
- 16 quinqueremes (ID 50-65, corvus capability)
- 2 Cataphracted Triremes (ID 1-2)
- 8 Cataphracted Triremes (ID 31-38)

The Roman receives the following **Squadron Commanders**: Regulus (Admiral), *Agricola, *Drusus, *Octavian.

The Roman fleet is deployed as follows:

Advance Guard: Regulus with

the heptares at 3513-3514, quinqueremes (1-7) from 3214-3215 to 3414-3415 and 3614-3615 to 3913-3914 and triremes (1-2) at 4013-4014 and 3113-3114.

Reinforcements

The following galleys arrive as reinforcements:

- **Agricola’s Squadron:** 4 quinqueremes and 4 triremes arrive at 2227-2228 in line astern.
- **Drusus’ Squadron:** 8 quinqueremes arrive at 3627-3628 in line astern.
- **Octavian’s Squadron:** 4 quinqueremes and 4 triremes arrive at 4827-4828 in line astern.

The Roman player rolls a die every turn to determine arrival for **each** squadron. On turn 1, the squadron arrives on a roll of 1, on turn 2 the squadron arrives on a roll of 1-2, and so on.

Initial Deployment: Carthaginians

The Carthaginian player receives the following *Green ships*:

- 18 Quinqueremes (ID 11-28)
- 8 Cataphracted Triremes (ID 1-8)

The Carthaginian receives the following **Squadron**

Commanders: Hamilcar (Admiral), Hanno, *Gisgo.

The Carthaginians are deployed as follows:

Hamilcar’s Squadron: Under sail, 10 quinqueremes trailing from 3601—3600.

Hanno’s Squadron: Under sail, 8 quinqueremes trailing from 1601-1600.

Gisgo’s Squadron: Under sail, 8 triremes trailing from 5401-5400.

Special Rules

Wind

The wind is blowing directly towards the east, (at the back of

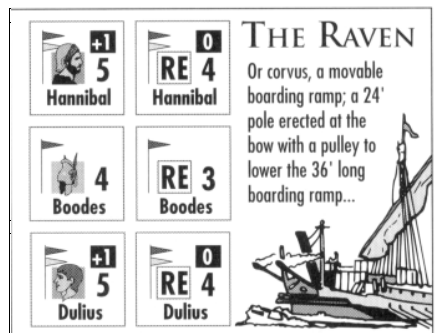
the Carthaginian fleet). Place the wind direction marker in hex 5900, pointing at 5901. The wind is steady, players **do not** roll for changes in wind speed and direction.

Corvus

The “Grappling Effects: Corvus” rule from *Ecnomus* is in effect for quinqueremes 50-65, but **not** for quinqueremes 1-7.

Victory

The Roman player wins when he has at least 70 VP, and that number is at least twice that of the enemy. The Carthaginian player wins when he has at least 90 VP, and that number is at least twice that of the enemy. If neither of the above happens, and/or the players halt play by mutual agreement, a minor, indecisive victory goes to he who has the most VP.



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He further faults Hannibal for abandoning Spain before it was secure (again ignoring the responsibilities of other Carthaginian officers during the war). He maintains that elephants aren't worth what they eat and shouldn't have been marched over the alps.

OTHER RESOURCES

From Gene Billingsley

- John Antal's *Proud Legions: A Novel of America's Next War*

From Bill Ramsay

- Joseph Balkoski's *Beyond the Beachhead*
- Carlo d'Este's *Decision in Normandy*

From Mike Welker

- Alan Clarke's *Barbarossa*
- Chandler's *Campaigns of Napoleon*
- Schom's *Bio of Napoleon*
- Keegan's *First World War*

