

# DESIGNER'S NOTEBOOK

## Lost Victory: Forced March Rules

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The following rules were in the rulebook, but were taken out because they made the game play a little longer

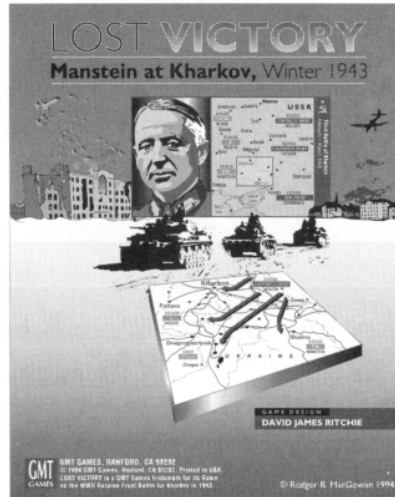
[20.5] Forced Marches

[20.51] A unit can increase the number of MPs it can spend in its Ops Phase by making a forced march.

[20.52] Any time during a stacks movement, you can announce that the stack is making a forced march and the number of MPs of additional movement it is attempting.

[20.53] For each forced march, make an immediate march check. Roll a die for the stack making the forced march; if more than one unit is marching, roll once for the stack. Modify the die roll as follows: -1 for each MP of extra movement after the first 2; -2 if the ground is drifted or muddy; -2 if skies are stormy. Interpret modified die roll results as follows:

- If the result is equal to or greater than the number of extra MPs of movement being attempted, each unit in the stack gets the full number of MPs with



no ill effects.

- If the result is greater than zero and less than the number of extra MPs of movement being attempted, each unit in the stack gets a number of MPs equal to the modified die roll result. Roll a die at the end of the stacks movement; if the

result is a 1 or 2, the entire stack is disrupted.

- If the result is zero or negative, the stack gets no additional MPs and is disrupted at the end of its movement.

[20.54] Individual units can't spend more than half again the number of MPs in their printed MA during an Ops Phase. They can try to gain any number of MPs by force marching, but can't spend any MPs they gain in excess of this limit.

[20.55] HQs, armored trains, partisans, heavy tanks and unsupplied motorized units can't force march.

All other units can force march.

[20.56] If some units in a stack you want to force march can't force march, you must split the stack at the moment you announce the forced march. Only the eligible units force march, and only they are affected by the march check.

### Inside GMT Continued From Page 3

The good news of this arrangement is that I get to have a lot of creative input as to how the **Alexander** game turns out, along with Mark Herman (who's contributing his enormous design skills), Richard Berg (who's helped the Erudite folks significantly with his insights into the details of combat during Alexander's day), and an excellent team of programmers and artists at Erudite. The other piece of good news is that by having a job in the computer game industry that allows me to stay put here in Hanford, I can keep producing games for GMT without having to depend solely on its revenue to live (and times have been real lean in the boardgame business in the past year or so). The downside of the arrangement is that I have now rejoined all the rest of our team as a part-timer and have even less time than before for GMT projects. So I

guess it's not so surprising that our game production schedule this year has suffered.

### The Future

So GMT is back in the situation we've been in for most of the company's six years of existence wherein all of us are doing the creating and producing of the games and magazines as a second job when we can squeeze it in. It's not the optimum way to run a company, but it's really the only way we can make it work given the economic situation in the boardgame business. As I hope you've noticed with our last couple of games, **Glory** and **Samurai**, we are not allowing this part-time restriction to diminish our commitment to turning out quality games, in fact quite the opposite. We believe that we have done some of our best work most recently, and look forward

to getting our fall games in your hands so you can see for yourselves. Some have asked us "Why bother? Why not just shut down the company and save yourselves a lot of time and trouble?" Well, the truth is, although I have been sorely tempted a few times, all of us here at GMT really like creating and playing wargames, and want to keep doing it as long as we can keep making quality games that bring insight and enjoyment to other gamers. Despite our limited time and busy schedules, we think our best work is still ahead of us and hope that you'll do what you can to continue supporting GMT Games and the wargaming hobby in general. Until next issue, enjoy the magazine and the games!

