

SPQR & GBoH INDEX

BY DAVE TOWNSEND

C3i Magazine Index

Issue Nr.1 (SPQR cover)

• **The Battle of Marathon, 490 BC** (p.10) Historical background for the battle by Mark Herman, plus two versions of the battle, one by Herman and one by Richard Berg. The counters were included in **War Elephant** Module. Uses the *Issus* map from **Deluxe Alexander**.

• **SPQR: The World According to Polybius** (p. 16) Historical background for the battles in **SPQR**, by Mark Herman. (Reprinted in this *SPQR Player's Guide*.)

• **Macedonians vs. Romans** (p. 19) History of the design of **SPQR**, by Richard Berg. (Reprinted in this *SPQR Player's Guide*.)

Issue Nr.2 (Arctic Storm cover)

• **Persian Plan for Battle of Issus, 333 BC** (p. 14) By Ulrich Blennemann. Title says it all, though for original **Alexander** game, not **Deluxe Alexander**.

• **Gustavus Adolphus, the Dawn of Modern Warfare** (p. 16) History of the design of **Lion of the North**, by Richard Berg.

• **The Hammer of God, Pt. I** (p. 21) Three highly unbalanced battles of Judean revolt vs. Seleucids, by Mark Herman. Needs components from **SPQR**, **War Elephant**, and **Consul For Rome**.

Issue Nr.3 (Crisis: Korea 1995 cover)

• **From Alexander the Great to Gustavus Adolphus** (p. 8) Introduction to **Lion of the North** system for GBoH veterans, by Peter Perla. Includes mini-game playthrough, putting several units through their paces.

• **The Hammer of God, Pt. II** (p. 14) Three more battles of Judean revolt, by Mark Herman.

• **Macedonian Counterplan for Issus, 333 BC** (p. 18) Persians using setup and tactics from previous issue? Defeat them anyway. By Carl Gruber.

Issue Nr. 4 (Caesar cover)

• **Crossing the Rubicon, 49 BC** (p. 12) History of the crisis of the first triumvirate, with one tiny historical scenario (A Bridge Too Near) and one

larger hypothetical scenario (Battle of Corfinium) for **Caesar**. By Mark Herman.

• **The Battle of Dertosa, 215 BC** (p.16) Background and scenario for **SPQR**, by Dan Fournie.

• **The Great Plains** (p. 21) Background and scenario for **SPQR**, by Richard Berg, and featuring the lovely Sophonisba.

Issue Nr.5 (Deluxe Alexander cover)

• **Rampaging Pachyderms!** (p. 6) Good tactical discussion and example of the use of Elephants, though the author mistakenly believes that velites can Close Missile Volley [9.23] vs. elephants. By Rich Phares.

• **The Battle of Castulo** (p. 12) Background and scenario for **SPQR**, by Dan Fournie.

• **Alexander the Great in Italy** (p. 21) Alternate history and two hypothetical battles of Alexander vs. early Rome. By Richard Berg.

• **The Clash of Swords, the Thunder of Hooves** (p. 26) General tactical guide to **SPQR**, by Jim Werbaneth. (Reprinted in this *SPQR Player's Guide*.)

Issue Nr. 6 (Eighth Air Force cover)

• **The Battle of Telamon** (p. 6) Background and scenario for **SPQR**, by Dan Fournie.

• **Mago: Youngest of the Lion's Brood** (p. 10) History and three scenarios (Celt-Iberia, Po River, and a Zama variant) featuring Mago, the youngest son of Hannibal. By Dan Fournie.

• **Carthaginian Commanders of the 2nd Punic War** (p. 16) Who was who and who was where, by Dan Fournie.

• **The Great Battles of History Series: The Fifty Battles Covered to Date** (p. 48) Outdated (see issue Nr.8 for updated information on GBoH series and the *SPQR Battle Index* in this Guide). By Evan Brooks.

• **Lion of the North Heavy Infantry Loss Chart** (C3i Insert) Helps track Musket/Pike SPs and disruption status. By Michael Lemick.

Issue Nr.7 (Invasion: Norway cover)

• **The Great Battles of Epaminondas** (p. 6) Two battles where Thebes decisively defeats Sparta. Not very balanced, but you get to use that huge 1.5" x 1" counter from **Diadochoi**. By Mark Herman and Richard Berg, who were nice enough to allow me to put the module on-line on my GBoH Website.

• **Foundations of Victory: Reasons for Macedonian Supremacy** (p. 11) A look at Alexander's army, and how its capabilities are reflected in **Deluxe Alexander**. By Jim Werbaneth.

• **Equus: Cavalry Battles of the Second Punic War** (p. 14) Preview of the official module (title says it all). Includes one of the five scenarios, the Ticinus River. By Dan Fournie.

• **The Truceless War** (p. 16) Four new scenarios (Carthage vs Rebellious Mercenaries) from just after the 1st Punic War. Small, without being trivial, not many special rules. Anyone got any ideas on balance? By Dan Fournie.

• **Samurai Record Sheet** (C3i Insert) Track turns, activation points, severed heads, eliminated units, and fleeing clans. Useful. By Michael Lemick.

Issue Nr. 8 (Crisis: Sinai'73 cover)

• **Tyrant!** (p. 6) Background and scenario (Module Preview) for **Deluxe Alexander** – Battle of Crimissos River. By Dan Fournie.

• **Marcus Claudius Marcellus: The Sword of Rome** (p. 12) Background and scenarios for **SPQR** on four battles – Clastidium, Nola, Acrillae and Numistro. By Dan Fournie.

• **Samurai: Warfare in the Sengoku Jidai, 1560-1600** (p. 20) Battle report on Mikita-Ga-Hara. By Steven Carey.

• **Simple GBoH: New Rules for Deluxe Alexander** (p. 31) Official Designer's rules. By Richard Berg.

Index of Magazine Articles on SPQR and the GBoH Series

Non-C3i/GMT Publications

Berg's Review of Games (BROG)

(Volume 2) #6 • **I Saw, I Bought, I Enjoyed** (p.3-5) **SPQR** Review, by David Spangler

#11 • **Roar, Lion, Roar!** (p.5-7) **Lion of the North** Review, by Dave Powell

#14 • **Celebrating a Triumph** (p.7-8) **Caesar** Review, by John Walker

#17 • **The Agony and the Ecstasy of the Ancients** (p.11-12) **Deluxe Alexander** Review, by Timothy Kutta

#23 • **Banzai! Berg-San** (p.7-9) **Samurai** Review, by Mike Siggins, John Leggat, and Carl Gruber

Canadian Wargamers Journal

#31 • **Alexander the Great** (p.34-35) 1st Edition Review, by Keith Martens

#32 • **Juggernaut Roster Sheet** (Insert) Play Aid, by Canadian Wargamers Group

#34 • **GMT's Great Battles** (p.36-38) Counter Manifest + Scenario List, by Keith Martens

• **Marathon Roster Sheet** (Insert) Play Aid, by Canadian Wargamers Group

#38 • **Republican Rome** (p.28-31) Strategy, by Keith Martens

• **Leadership in SPQR** (p.32) Analysis, by Keith Martens

• **Consul for Rome** (p.33) Review, by Keith Martens

#42 • **Pharsalus Play Notes** (p.24-27) Strategy, by Keith Martens

#43 • **Alexander/SPQR** (p.28-31) Counter Manifest + Scenario List, by Keith Martens

Fire & Movement Magazine

#77 • **Alexander the Great** (p.16-22) 1st Edition Review, by John Kisner

#84 • **SPQR** (p.30-33) Review, by Lance Jones

#87 • **The Great Battles of History Series** (p.32-33) Designers Notes,

by Mark Herman and Richard Berg

#94 • **Consul for Rome** (p.28-29) Mini-Review, by Jeff Albanese(?)

Line of Departure Magazine

#15 • **Battle to the Ends of the Earth Deluxe Alexander** Review, by Jim Werbaneth

#17 • **Foundations of Victory, Deluxe Alexander** Analysis, by Jim Werbaneth

#21 • **Sun and Steel** (p.3-10) Analysis, by Jim Werbaneth

Moves Magazine

#68 • **The Great Battles of Alexander** (p.26-31) 1st Edition Review, by Terry Rooker

Paper Wars Magazine

#16 • **Caesar** (p.12-14) Review, by Coley Cowan

• **Five Steps to Greater Battles** (p.16-17) Strategy, by Gene Pearson

#18 • **Africanus** (p.14) Review, by Coley Cowan

#21 • **Great Battles of Alexander: Deluxe Edition** (p.6-7) Review, by Carl Gruber

Vae Victus Magazine (France)

#1 • **SPQR** (p.32-34) Rules Fixes, by Theophile Monnier

• **The Road From Beneventum, 275 BC** (p.34) Scenario, by Frederic Bey

#2 • **Great Battles of Alexander Description**, Short Review

#4 • **War Elephant Description**, Short Review

#6 • **The Revolt of Tacfarinas, 17 AD** (p.39) **Caesar** Scenario, by Frederic Bey

#11 • **Samurai Review**

#13 • **Delium, 424 BC, Alexander** Scenario

• **Mantineia, 418 BC, Alexander** Scenario

Wargame Collector's Journal

#4 • **Future Gem: SPQR** (p.4-5) Review, by Boyd Schorzman

Zone of Control Magazine

#1 • **The Great Battles of Julius Caesar** (p.18-19) Review, by John Walker

• **Focus: The Battle of Thapsus** (p.20-21) Play Example, by John Walker

• **The Great Battles** (p.21) **Caesar** Scenario Notes, by John Walker

#3 • **Alexander (Deluxe Edition)** (p.10-11) Review, by Rick Stuart

• **Tracing the Noble Dust of Alexander** (p.12-13) What's New, by Rick Stuart

• **Dictator** (p.14) Review, by K. Donovan

(Cynoscephalae continued from page 67)

You get the privilege (or burden, if you're a pessimist) of having war elephants. The question is what to do with them. If Philip doesn't use his Elite phase to finish deploying the phalanxes in column, you can attempt a quick kill. Using two leaders will assure that they make it, but may leave your legions without a commander. The other and more conservative option is to move those elephants to aid the Vth legion. They can be commanded by any leader in this battle and their arrival could just be enough to drive off the Macedonian cavalry and save the flank.

The last thing to cover is the Roman left. If you've got the stomach for it, you can try and throw off the Macedonians by charging them head on. What you are banking on is the routing of the weaker infantry on the sides of the double depth phalanx thus exposing their flanks. This may result in his needing to pull back leaders to rally units and therefore slow up his outflanking attack. It's a gamble, but war is not for the weak.

However, in this scenario the Roman player isn't that hurried. With just your initial line commands, you can form a hollow square with the legion. This action will blunt his cavalry flank attack and buy you some time. The disadvantage is the difficulty in commanding it. As units rout, it will be tougher and tougher to find enough individual orders to fill the gaps and rally units. Hopefully, they can survive long enough for the right flank to do their thing and win the game.

Finally, should the situation develop as it did historically do not hesitate to perform the same maneuver as that nameless Roman Tribune did. Taking a page from Scipio Africanus' book, he didn't just think of the Princepes and Triarii lines as reserves for the Hastati. But rather as separate combat formations to move and attack independently at weak points of the enemy line.