

Table 1

S&T #142
Articles

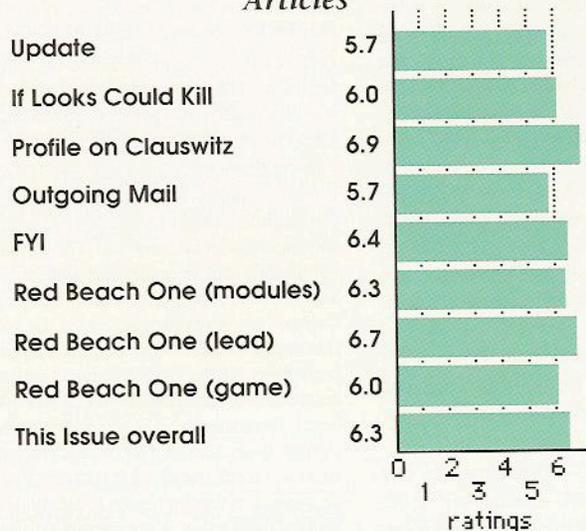


Table 3

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Articles

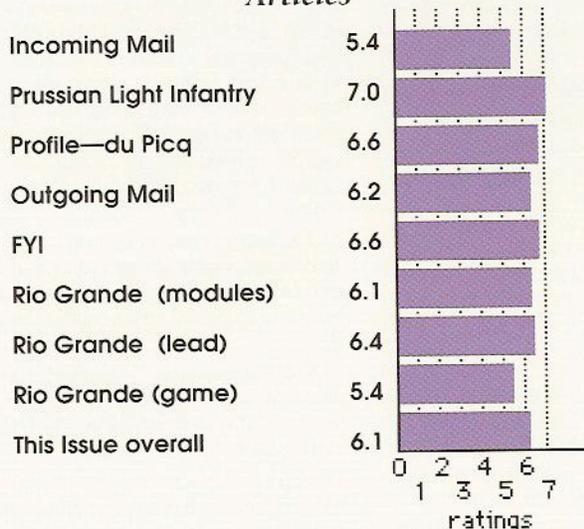


Table 4

Median	Era
3	Ancient
2	Dark Ages/Renaissance
2	30 Years War and Pre-Napoleonic
2	Napoleonic
2	Civil War/19th Century
2	World War I
3	World War II
2	Modern
1	Future/hypothetical
1	Editor's Choice

Finally, among the game proposals, the ever popular Obscure War Series lives on with Balkan Wars and Boer War making the cut. Joining them were Blood on the Tigris, Hundred Year's War, and all four Empires at War

games. We're considering a special series of games with four folio-sized games of which the Empires at War games might become a part. Send in your feedback from this issue to express your preference.

Next issue, we're going to have a round-up of feedback results on the recent game proposals and when all those games are likely to be published. With the number of game proposals we've added to the production line, *S&T* is set for many, many issues to come. For the moment, we're going to ask your indulgence (and assistance) in rating some game proposals that have come in that are definitely not going to be published in *S&T*. Your input this issue will be very helpful in determining priority for the games proposed as well as the potential vehicles of their publication.

Please feedback at least once a year!

HANNIBAL: THE SECOND PUNIC WAR

Designer: John Sutcliffe (lives in UK)

Developer: Dennis Watts

Final Developer: Joseph Miranda, editor of *S&T*

Errata Editor: Kirk Schlesinger, assisted by Joseph Miranda

MAP

The Strait (solid blue line) between Sicilia and Italia at Messina/Rhegium also serves as the boundary between the Adriatic and Tyrrhenian Sea Zones.

Naval bases touched by a Sea Zone boundary (dashed blue line) are considered to be in ALL adjacent sea zones, both for purposes of naval movement and interception.

Rhegium's naval base is located to its west on the map; Crotona's naval base is located to its northeast; Brundisium's to its north. Ignore the name "Crotona" printed above the Rhegium Naval Base.

Rhegium's Naval Base is considered to be in both the Tyrrhenian and Adriatic Sea Zones, in the same way that Syracuse is in both the Adriatic and Libyan Sea Zones. Messina is a Coastal area that only borders the Tyrrhenian Sea Zone, not the Adriatic.

COUNTERS

One of the Carthaginian Allied cavalry veteran units is backprinted with "regular" on the reverse; this is an error—it should be "veteran" on the reverse.

Macedonian cavalry: Ignore the "3" on the front of the counter.

Elephants: change the counter with a strength of "III" to strength "IV." (this is noted in the counter manifest, also).

RULES

2.1 (Clarification) Coastal spaces are indicated by wavy BLACK lines adjacent to each space's box.

2.4 Playing Pieces (clarification) — The "D+1" indicator on the reverse (disorganized) side of Veteran units indicates that one is added to the Leader's Rally rating when checking for Rally of a Veteran unit; see rule 13.11 (d).

5.4 (clarification) Land areas that do not contain cities are controlled by one side if the area contains only land combat units belonging to that side. Non-city areas containing land combat units of both sides, or no land combat units at all, are not considered under anyone's control. Fleet units are ignored. Neither side ever controls sea zones, although the player who controls a city also controls its Naval Base. Control of cities, Naval Bases, and non-city land areas affects retreat before combat and flight after combat (13.3, 13.12 [c]).

7.0 Recruiting — General Rule (clarification): This section applies only to the Recruiting Segment of a player's turn. The recruiting player is free to choose the type of unit(s) recruited (infantry, cavalry, fleet, or elephant) within the limitations of rules 7.1 and 7.2. Recruiting on the March occurs during the player's Action Segment; see rule 18.0. Newly recruited land units must be placed inside a city (If there is not enough room in the city, then excess units must be eliminated as per the Stacking rule). New fleets are