

PIMPER'S
ALL THE
WORLD'S
WARGAMES

1953-1977
Addenda

Published by THE GAME
COLLECTORS
GUILD

of the AMERICAN
WARGAMING
ASSOCIATION

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Editors' Notes

This pamphlet represents the addenda and corrigenda to PIMPER'S ALL THE WORLD'S WARGAMES 1953-1977. We include here nearly 100 overlooked games, as well as extra information about a number of games previously listed. The definition of the boardgame used by Jeff Pimper in his original index has been adhered to here: we have included a number of games, such as "Urk", which are marginally wargames. The basic requirement is that a wargame must have a map, a set of pieces, and a set of rules; game variants are in general not listed as separate games. Further, the game topic must be warfare in some sense: as a rule, capture-type games such as chess or checkers are not included.

The material in this pamphlet is based substantially on games in the Phillies and Bromley collections. The editors are also grateful to Eugene Suchora and Lou Zocchi for their comments and suggestions on an earlier version of this listing.

With this release, editorship of PIMPER'S ALL THE WORLD'S WARGAMES passes from Jeff Pimper to a committee of senior members of the AWA Game Collector's Guild. The Guild, which is composed of people whose interest in the overall wargaming hobby lies in the field of game collecting, also carries on other activities, which are regularly covered in the monthly AWA Newsletter THE AMERICAN WARGAMER.

In order to be included, a game must satisfy several of the following criteria:

- 1) The game should have some form of gridded map-sheet (squares, hexes, or area type grids).
- 2) It should use some form of abstract counter for unit representation, though units can vary in size from individuals to entire armies.
- 3) Movement should be in discrete units and not over-regularized (e.g. like the knight's move in chess).
- 4) The rules should be specific enough that any new player can figure them out without the aid of a second player or umpire.
- 5) The game should have one or more definite scenarios which are completely independent from each other and from any other game.
- 6) The game must be complete in and of itself, though a few extensions to existing games are also included.
- 7) Borderline games published by established board-game companies are usually included.
- 8) Political games which have gameboards are usually included.
- 9) Computer games are not included.

The abbreviations appearing to the right of the date column are various codes which describe a game's period, scale, last known price, and an out-of-print indicator. The columns have the following meanings:

Period -- game period(s). The time period in which the game occurs. Shown either as a single entry or (if the game covers more than one era) as two abbreviations. The periods are

Ancient (Anc) Ancient and Roman period (pre-300 AD)
Dark Ages (D/A) Dark Ages and Renaissance period)
18th Cent (18th) 18th Century
Napoleon (Nap) Napoleonic
19th Cent (19th) Nineteenth Century
WW I (WW1) World War One (1900-1920)

WW II (WW2) World War Two (1921-1945)
Post 1945 (P/45) 1945 to present
Contemp (Con) present and immediate future
Fan & SF (F&SF) Future and fantasy

Scale -- The scale of the battle represented by the game:

Ind -- individuals (1 man, ship, plane,...)
S-U -- small units (1 squad or fire team, 1 flight, ...)
Tac -- tactical (platoon - company)
Opr -- Operational (battalion-regiment)
L-S -- low strategy (division, map covers a country in area)
H-S -- High Strategy (Corps-Army, map covers a continent)
G-S -- Grand Strategy (covering the entire world)
Ste -- Stellar (covers an entire solar system)
Gal -- Galactic (covers a star cluster)

Price -- in U.S. Dollars

In Print Code:

"X" means that the game is out of print.
"?" means that the game is probably out of print.

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ADDITIONS

TITLE	PUBLISHER	YEAR	SCALE	PERIOD	PRICE
A					
ACAV DRV	JAGDPANTHER	1973	TACTICAL	POST 1945	X
AFRICA	<u>THE WARGAMER #3</u>	1977	HIGH STR.	CONTEMP.	
AIR ASSAULT ON CRETE/MALTA	AVALON HILL	1977	LOW STR.	WW II	13.00
ARSOUF	PANZERFAUST	1969	TACTICAL	DARK AGES	X
ASSASSIN	AL MACINTYRE	1977	INDIVID'L	F & SF	X
B					
BATTLE FOR ROME	FUSILIER	1977	OPER.	WW II	DM13.60
BATTLE FOR SAIGON, 1975	DER KREIG SPIEL ZITON	1975	OPER.	CONTEMP.	X
BATTLE OF SALAMIS	SPARTAN SIMULATION GAMING JL.		INDIVID'L	ANCIENT	X
BATTLE OF SCHARPSBURG	WESENBURG	1976	OPER.	19TH CENT.	X
BATTLE OF SHARPSBURG	DER KREIG SPIEL ZITON		OPER.	19TH CENT.	X
BATTLE OF THERMOPYLAE	<u>LA VIVANDIERE VOL. 1, #4</u>	1974	TACTICAL	ANCIENT	X
BATTLE OF THE PYRAMIDS	DER KREIG SPIEL ZITON		OPER.	NAPOLEON	X
BITTER WOODS	GARY STAGLIANO			WW II	X
BLLENHEIM	<u>THE WARGAMER #4</u>	1977	OPER.	18TH CENT.	
C					
THE CANADIAN CIVIL WAR	SIMULATIONS PUBLICATIONS, INC.	1977	LOW STR.	CONTEMP.	12.00
CODENAME: OPERATION AVALANCHE	WEST END GAMES	1976	OPER.	WW II	8.00
COHORTS	TACTICAL STUDIES RULES	1977	TACTICAL	ABSTRACT	10.00
COMBAT MOONBASE	D. CASCIANO	1977	INDIVID'L	F & SF	1.60
CYPRESS WAR	POTOMAC GAMES/REGIMENT MAG.	1976	OPER.	CONTEMP	X
D					
DESTRUCTION OF SPI CENTER	GREG COSTIKYAN	1970	INDIVID'L	CONTEMP	.50
DIEN BIEN PHU	<u>COMBAT V.1 #3/WELLINGTON WARG.</u>	1977	OPER.	POST 1945	2.99
DIEN BIEN PHU	HOYER	1968	TACTICAL	POST 1945	X
DIEKPLOUS!	D ELIM	1970	INDIVID'L	ANCIENT	X
E					
EDGEHILL, THE FIRST BATTLE	<u>COMBAT V.1 #2/WELLINGTON WARG.</u>	1977	TACTICAL	DARK AGES	2.99
EDGEHILL	PERFIDIOUS ALBION #13	1977	OPER.	DARK AGES	X
EGYPT: DAVID VS. GOLIATH	TAURUS GAMES	1975	OPER.	WW II	X
EPAMINONDAS	ARIEL	1975	INDIVID'L	ABSTRACT	16.00
F					
FIGHTING SAILS	AHIKS	9/70	INDIVID'L	18TH CENT.	X
FLODDEN	PERFIDIOUS ALBION				
FRANCE, 1944	SIMULATIONS CORNEJO				X
G					
GOODBYE CRUEL WORLD-WORLD WAR	4½ CHEADER'S DIGEST	1977	GRAND STR.	CONTEMP.	X
GROENIGHE VELTE	EDI-AR				
H					
HOME BEFORE THE LEAVES...FALL	<u>COMBAT V.1 #4/WELLINGTON WARG.</u>	1977	HIGH STR.	WW I	2.99
HYPERSPACE	ALLEN B. CALHAMER	1969	INDIVID'L	F & SF	

TITLE	PUBLISHER	YEAR	SCALE	PERIOD	PRICE
I					
IMPERIUM	GAME DESIGNERS WORKSHOP	1977	GR. STR.	F & SF	10.00
THE INDIAN OCEAN ADVENTURE	GAME DESIGNERS WORKSHOP	1976	HIGH STR.	WW II	9.00
INVASION CUBA	DER KRIEG SPEIL ZITON	1976	OPER.	CONTEMP.	X
THE ITALIAN CAMPAIGN	HISTO GAMES	1975	LOW STR.	WW II	8.00
ITALIAN VICTORIES IN WWII	FLYING BUFFALO, INC.	1977	OPER.	WW II	X
L					
THE LAST DAYS IN SAIGON	BASEMENT WORKSHOP/BRIDGE MAG.	1975	OPER.	CONTEMP.	1.50
M					
MACHIAVELLI	BATTLELINE	1977	HIGH STR.	MEDIEVAL	X
MADAME GUILLOTINE, 1ST ED.	GAMETESTERS		INDIVID'L	18TH CENT.	
MADAME GUILLOTINE, 2ND ED.	FANTASY GAMES UNLIMITED	1976	INDIVID'L	18TH CENT.	4.00
MADRID II	PANZERFAUST	1968	LOW STR.	WW II	X
MANOEUVRE	ARIEL	1973	INDIVID'L	CONTEMP.	16.00
MERCENARY	FANTASY GAMES UNLIMITED	1977	HIGH STR.	DARK AGES	10.00
MEXICAN WAR	LIFER VOL.1 #2	1973	OPER.	19TH CENT.	
MICRO SCI-FI	TABLETOP GAMES	1977	INDIVID'L	S & SF	
MINDEN	PERFIDIOUS ALBION #2	1976	OPER.	18TH CENT.	X
N					
NEBULA 19	MISHLER CO.	1977	GALACTIC	F & SF	10.00
O					
OCCUPATION OF THE RHEINLAND	LA VIVANDIERE VOL.1 #2	1974	LOW STR.	WW II	X
OPEN FIELD BATTLE	RAYMOND J. HARPER	1977	INDIVID'L	18TH CENT.	
OPERATION GIGANTIS	PHIL ORBANES	1965	HIGH STR.	CONTEMP.	X
OPERATION ZHUKOV	PERFIDIOUS ALBION #11	1976	TACTICAL	CONTEMP.	
ORBIT WAR	FANTAC GAMES	1977	STELLAR	F & SF	7.50
ORGANIZED CRIME	KAPLOW GAMES	1974	INDIVID'L	CONTEMP.	
OSTFRONT '41	R. GARBISCH	1973	LOW STR.	WW II	X
P					
PACIFIC	WILD HAWTHORN	1975	HIGH STR.	WW II	
PLAN MARTIN	BILL SOMERS	1976	LOW STR.	WW II	X
PRE-DREADNOUGHT ERA	LARRY SMITH	1977	INDIVID'L	19TH CENT.	5.00
R					
REBELLION IN ROMANIKA	TOM WEBSTER	1972	SMALL UNIT-	CONTEMP.	X
RED SUN RISING	SIMULATIONS PUBLICATIONS, INC.	1977	LOW STR.	WW I	15.00
RUSSIA: 1812			OPER.	NAPOLEON	X
RIVETS	METAGAMING	1977	INDIVID'L	F & SF	2.95
S					
SADOWA	FUSILIER	1977	OPER.	NAPOLEON	
SAINT QUENTIN	PERFIDIOUS ALBION #10	1976	OPER.	WW I	
SALERNO: OPERATION AVALANCHE	WEST END GAMES	1977	LOW STR.	WW II	8.00
SAN JACINTO	KLAAS TADEMA III	1966	LOW STR.	19TH CENT.	X
SANTIAGO		1970	INDIVID'L	19TH CENT.	X
SEA KILLER	PERFIDIOUS ALBION #14,15		INDIVID'L	CONTEMP.	X

TITLE	PUBLISHER	YEAR	SCALE	PERIOD	PRICE
SECOND EMPIRE	DIMENSION SIX ENTERPRISES	1977	GALACTIC	F & SF	
SIAM	POTOMAC GAMES	1976			X
SICILY	CHEATHAM MANGUS	1970	OPER.	WW II	
SOLAR WAR	STUART TREMBLY/VORTEX VOL.1#6	1971	INDIVID'L	F & SF	
STAR EMPIRES	TACTICAL STUDIES RULES	1977	IND./GAL.	F & SF	7.50
STAR WAR 2250	MCEWAN MINIATURES	1977	GALACTIC	F & SF	10.00
STARMASTER	SCHUBEL & SON				?
STERNKRIEG	SARTORE & ROWE	1977	GALACTIC	F & SF	
T					
TIMBUKTU	IMPERIUM PUBLISHING	1977	HIGH STR.	DARK AGES	
TOKYO EXPRESS	SOPAC	1977	INDIVID'L	WW II	10.00
U					
UP BUNKER HILL	NORTHWIND				?
UPSCOPE	SIMULATIONS PUBLICATIONS, INC.	1977	INDIVID'L	WWI/CONT.	14.00
URK	DUNICK INDUSTRIES	1977	INDIVID'L	ANCIENT	X
W					
WACHT AM RHEIN	KENNETH J. PARSONS	1974	OPER.	WW II	X
WAR OF THE HALAGOLANDISCH SUCCESSION--JIM CONNELLY		1966	OPER.	CONTEMP.	X
WAR COLLEGE	PANZERFAUST #46	1971	HIGH STR.	CONTEMP.	X
WARSAW PACT	PERFIDIOUS ALBION #7	1976	TACTICAL	CONTEMP.	X
WEHRMACHT	FUSILIER	1977	HIGH STR.	CONTEMP.	
WILD WEST	TABLETOP GAMES		INDIVID'L	19TH CENT.	
WILSON CANYON (SCORCHED EARTH)	GALACTUS	1972	HIGH STR.	F & SF	X
WORLD WAR II: EUROPE-AFRICA	MARK DUMDEI		HIGH STR.	WW II	X
X					
XERXES: THE PERSIAN INVASION OF GREECE-- DER KREIG SPEIL ZITON		1976	OPER.	ANCIENT	X
Y					
YELLOW TAVERN	BATTLELINE		INDIVID'L	19TH CENT.	X
#					
1812	CANADIAN WARGAMER	1968	LOW STR.	19TH CENT.	X
1830	EDI-AR				?
4000 A.D.	HOUSE OF GAMES/WADDINGTON	1972	GALACTIC	F & SF	

CHANGES

TITLE	PUBLISHER	YEAR	SCALE	PERIOD	PRICE
1. <u>Albuera</u> by Perfidious Albion is actually: RED, WHITE, AND BLUE	PERFIDIOUS ALBION #5	1976	OPER.	NAPOLEON	X
2. <u>Atlantis</u> should be:	PANZERFAUST VOL.2 #6	1968	HIGH STR.	CONTEMP.	
3. <u>Atlantis 12,500 B.C.</u> by Excalibre is:			HIGH STR.		
4. <u>Battle of Ligny</u> by Panzerfaust is:			OPERATIONAL		
5. <u>Battle of the Atlantic</u> is:	PANZERFAUST	1969	HIGH STR.	WW II	X
6. <u>Battle of the Crater</u> is:	LA VIVANDIERE VOL.1 #3	1974	OPER.	19TH CENT.	
7. <u>Battles of Patton</u> is actually named: THE MAJOR BATTLES & CAMPAIGNS OF GENERAL G.S.PATTON					
8. <u>Campaigns of General MacArthur</u> is named: THE MAJOR CAMPAIGNS OF GEN. DOUGLAS MACARTHUR					
9. <u>Commando</u> should have	D-ELIM	1970	TACTICAL	CONTEMP.	X
10. <u>Holocaust</u> should have:	JAGDPANTHER		GR. STR.	CONTEMP.	X
11. <u>Operation Greif</u> was also in <u>The International Wargamer</u> Vol. 3 #4					
12. <u>Pentac</u> by Midwest Gaming Review is:			INDIVID'L	F & SF	
13. <u>Phantom Star</u> by Tony Watson is:			STELLAR	F & SF	
14. <u>Poland, 1939: The First Battle</u> by Jagdpantner is actually <u>Poland, 1939</u> and has 3 editions.					
15. <u>Russian Front</u> is:	SPARTAN INTERNATIONAL	1970			
16. <u>Saipan Minigame</u> is actually named <u>Saipan and Tinian</u>					
17. <u>Second Galactic War</u> by Third Millennia has the alternate name of: <u>Empire I</u>					
18. <u>Star Probe</u> by TSR is:		1973	GALACTIC		
19. 1944 is:		1972			

DELETIONS

TITLE	PUBLISHER	REASON
BANZAI	ABWEHR	NOT RELEASED
BREAKOUT	PANZERFAUST	DOES NOT EXIST
CAMPAIGN	INTERNATIONAL WARGAMER	NOT A WARGAMER
CAMPAIGN GAME	US GAME SYSTEMS	EXISTENCE DOUBTFUL
CONQUEST	HISTO GAMES	EXISTENCE DOUBTFUL
GAZALA	FLYING BUFFALO, INC.	NON-EXISTENT
KESSELSCHLACHT		DOES NOT EXIST
OBLITERATION II	HAUSSER	A HOAX
PEARL HARBOR	JAGDPANTHER	A PROPOSED VARIANT ONLY
WESTERN DESERT CAMPAIGN	MOORE	IF IT IS REAL, IT IS NOT BY MOORE

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ADDITIONAL ADDRESSES:

Bridge Magazine
Basement Workshop, Inc.
22 Catherine Street
New York, New York 10038

Greg Costikyan
1675 York Avenue
New York, New York 10028

Dimension Six Enterprises, Inc.
Englewood, California 80110

Raymond J. Harper
4400 Todd Road
Sebastopol, California 95472

Kenneth J. Parsons
International Simulations, Ltd.
4105 Monterey Drive
Racine, Wisconsin 53402

R. Sartore & Associates
407 Cocoanut Avenue
Sarasota, Florida

Spence & Gable Games
2105 Caster Avenue
Bakersville, California 93304

Klaas Tadema III
5100 Beech
Bellaire, Texas 77401

Wild Hawthorn Press
Stonypath, Ounsyre
Lanark, Scotland