

Tactical Armour Command

TAC (from Avalon Hill) is available for the Atari, Apple, IBM PC and Commodore 64 computers and simulates armoured conflict during the Second World War. TAC can be played by one or two players who select from five different scenarios, and manipulate British, American, Russian and German forces



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the NORAD radar defence system in the Cheyenne Mountains, Wyoming (featured in the film *War Games*) is to continually assess, update, and evaluate the relative capabilities of the United States and the Soviet Union and to aid in the preparation of a response to any new developments.

Of course, war gaming for the amateur general has been somewhat less sophisticated. In order to create the appropriate degree of complexity, the war gamer has had to resort to sheets of tables, voluminous books of rules and innumerable dice. The sheer amount of hard work necessary to play war games has tended to restrict their appeal to a relatively small group of enthusiasts. However, with the arrival of the home computer and the availability of war game programs, all the tedious 'staff work' has disappeared and left in its place an absorbing game that offers both excitement and challenge, the equal of any other type of computer game currently on the market.

An immense variety of games are available. It is possible to recreate or simulate practically any type of warfare from the Ancient Greek to a theoretical clash between NATO and the Warsaw

or attempt to outwit Hitler by thwarting his invasion of Russia in 1941. The games set in outer space offer even more opportunity for invention. Not only do you manoeuvre fleets of starships round the galaxy, you also specify the type of ships you want. Compromises have to be made, of course. If you want more speed you may have to sacrifice weapon systems, and better protective screens could reduce the fuel supply. You have to



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Legionnaire

This simulation of warfare between Caesar's forces (you) and the barbarians (the computer — Apple or Atari) is played in real time. Infantry, cavalry and other forces are represented by symbols, which can be selected and moved by means of the joystick-controlled cursor (white square). The game is produced by Avalon Hill

Pact sometime in the future. You can fight air battles, sea battles, wars in outer space, and even wars between mythological empires. The scope is limitless.

Historical games give you the chance to discover where Napoleon went wrong at Waterloo

choose the compromise that best suits your style of fighting a campaign.

Unlike their conventional counterparts, computer strategy games need no special skill or knowledge, and most come with short notes and hints for beginners. However, it's worth knowing