

# Advance & Retreat

News & Information from Blue Guidon Games

• Issue Number 1

• April 2002

## A First for Everything

Welcome to the first issue of *Advance & Retreat*! Several years ago, before desktop publishing *Fire in Mississippi* under the Blue Guidon banner, I had created a short newsletter for my gaming friends called *The Consim Digest*. *TCD* was a place to preview some of the games in my collection, publish short articles related to military history, and summarize the action from games that we had played. After several issues, real life proved busy enough and *TCD* silently faded away.

But since publishing *Fire in Mississippi*, I've always wanted to go back and do another newsletter. Not only would it be a way to keep folks up-to-date on the latest happenings with Blue Guidon Games (as infrequent as they seem to be), but also just to keep in touch with friends regarding wargaming in general. The problem with *TCD* was that it had some production cost to it as well as the postage necessary for mailing. But the PDF format of electronic publishing has provided a way to avoid that and the means to distribute it via email and the internet. Therein lay the impetus I needed to produce my newsletter – *Advance & Retreat*.

My purpose for *A&R* is to provide the latest news from Blue Guidon Games, information on the wargaming hobby and military history, and the opportunity to promote other DTP publishers. *A&R* will be printed on an as-need-to basis and will be complimentary. Just a couple of pages that will hopefully be fun and informative to read.

I'd like to personally thank several gamers who have been instrumental in my recent efforts in the hobby. First, hats off to John Kranz, the force behind ConsimWorld, for giving gamers their own corner of cyberspace. Kerry Anderson of the Microgame Design Group, the trailblazer and mentor

for DTP wargaming from my perspective. Rob Markham, another "big gun" in the consim design arsenal. The dynamic duo of Bill Gibbs and John Burt who produce the tremendous magazine *Paper Wars*. And finally, the gamers that I've had the privilege to sit across the table from: Andrew, Jim, Jeff, Karl, Rob, and Brian. "Ba-boom-bang!"

### Nothing New Under the Sun

King Solomon wrote "That which has been is that which will be, and that which has been done is that which will be done. So, there is nothing new under the sun" (Ecclesiastes 1:9). And so it goes with *A&R*, which is also the title of the memoirs of Confederate General John Bell Hood originally published in 1880, a year after his death. Hood's *Advance & Retreat* is a lengthy apologetic from a commander whom many agree was of immense value as a divisional leader but an utter failure at army command. The book is an interesting read and provides some insight into the man who was handed the fate of the Confederacy in the West, an unenviable task which proved to be disastrous. For Hood, it was a far cry from the days under the command of Robert E. Lee. For every victory he had been a part of, there was now a defeat. For every triumph, a disaster. For every advance, a retreat. These are the bitter ingredients of war.

### Blue Guidon News

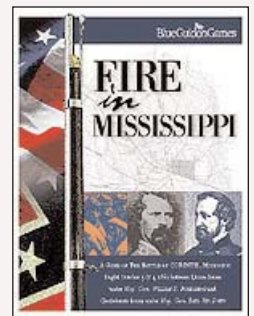
It's been a long time coming, but it looks like the second printing of *Fire in Mississippi* will actually happen. It's taken a while to get things in place here in Florida, but the components will soon be rolling off the assembly line. I'll post more information on the Blue Guidon discussion folder at ConsimWorld as well as put it on the BGG

BlueGuidonGames

What's been on the reading table at BGG staff HQ? As of late, Joseph Harsh's *Taken at the Flood: Robert E. Lee and Confederate Strategy in the Maryland Campaign of 1862* (Kent State University, 1999) has been getting a lot of eye time. Includes wonderfully detailed analysis of Lee's campaign correspondence.



Gen. John Bell Hood



website. Thanks to everyone who has acquired the game and those who have been patiently waiting for the reprint. I hope to have the ability to accept payments via PayPal as well.

Once *FiM* is in the bag, it's sister game, *Thunder on South Mountain*, will be readied for playtesting. This is a tactical look at the Battle of Turner's and Fox's Gaps on September 14, 1862, as Union General McClellan tried to move quickly and take advantage of a stroke of impossible luck: the discovery of a set of General Lee's orders detailing his invasion into Maryland. Upon knowing that Lee's forces were spread across a broad front, McClellan pushed forward to seize the gaps through South Mountain. At Turner's and Fox's Gaps the Federal corps of Hooker and Reno tangled with a mixed bag of Southerners under D.H. Hill.

Beyond that, several other ideas wait in the wings. *Milcamah* will be a collection of four battles from the Bible, quite different ground than the soil of nineteenth-century America. Getting back to that setting are *Bermuda Hundred*, a treatment of Butler's campaign in 1864, and *Old Dominion*, the Civil War in Virginia. I also have ideas for a new tactical system that would explore battles such as Drewry's Bluff, Third Winchester, and Cedar Creek.

## WEBSITES TO VISIT

### ConsimWorld

<http://www.consimworld.com/>

### ConsimWorld Expo 2002 featuring MonsterGame.Con 2.0

<http://www.consimworld.com/expo/index.html>

### Microgame Design Group

<http://www.microgamedesigngroup.ca/>

### Markham Designs

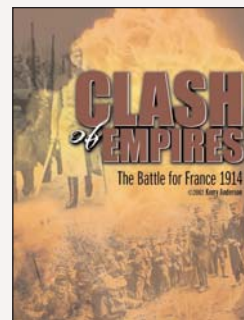
<http://markhamdesigns.tripod.com/>

### Paper Wars

<http://paperwarsmag.tripod.com/>

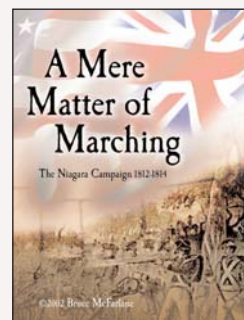
## Upcoming Efforts from MDG

I've once again had the privilege to work with Kerry Anderson and the Microgame Design Group crew on a few more DTP wargame covers. Look for the release of *Clash of Empires: The Battle for France 1914* (designed by Mr. Anderson) and *A Mere Matter of Marching: The Niagara Campaign 1812-1814* (Bruce McFarlane) within the next few months.



## Monster Wargaming

ConsimWorld.COM is pleased to announce, in association with the industry's leading game publishers, CONSIMWORLD EXPO 2002, featuring MonsterGame.CON 2.0, May 29-June 2, 2002 in Tempe, Arizona. Riding upon the heels of our successful MonsterGame.CON 2001, which many consider "the ultimate gaming experience," we are pleased to deliver an expanded, enhanced venue featuring expanded coverage of smaller game titles as well. The mission of MonsterGame.CON 2.0, a CSW Expo exclusive, is to provide a dedicated venue for one to participate in the monster game of their choosing. A single game title. With today's demanding schedule and responsibilities, many gaming enthusiasts find themselves hard-pressed to find the time or colleagues necessary to orchestrate such an



ambitious multiplayer undertaking. Such desire is usually relegated to never-realized dreams, or result in games being played over a disjointed, extended period. But no more! ConsimWorld Expo delivers a truly memorable gaming experience, delivering the realization, "I finally got to play that game!" For more info visit the website.

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<http://blueguidon.tripod.com/>

Please send any correspondence by email to the shady figure standing by the banyan tree playing "Amazing Grace" on the kazoo:

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