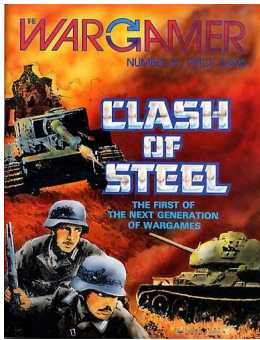


Clash of Steel



Wargamer Vol.1 No.31 May 1984 New Copy, may have rusty staples from long-term storage. This corps level game of the Russian Front in World War II uses the same map as 3W's earlier Sturm Nach Osten (also designed by Coatney). The double-blind system uses two maps so neither player can see the units of his opponent. Movement is handled by calling out hex numbers when a unit enters into "enemy territory". Players use markers to show the location of enemy units.

Rating: Not Rated Yet

Price

Price £5.95

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Manufacturer [WORLD WIDE WARGAMES \(3W\)](#)

Description

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Wargamer Vol.1 No.31 May 1984

GAME:

Clash of Steel (by Keith Poulter)

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ARTICLES:

Clash of Steel - K.Poulter
- Game System and Strategy

- Examples of play
- Strategic Options & Scenarios - L.Coatney

Challenging the Future

- Review of Assault (GDW) - J.Burt

A Hitchhiker's Guide to Computer Wargaming - M.McLaughlin, K.Nealon

- NATO Commander (Microprose)
- Germany 1985 (SSI)

A Gleam of Bayonets (TSR)

- Game Review - W.Spitz

Briefing

- Ortona (SimCan) - L.Zoet
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- Johnny Reb, mini - M.Bates
- Alert Force (Close) - J.Vanore
- Charge to Glory (3C) - B.Medrow

G2 / Hobby News - W.Poulter