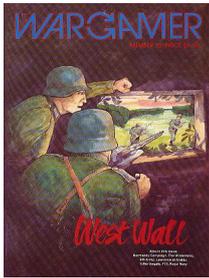


West Wall



Wargamer Vol.1 No.35 Nov 1984 New Copy, has rusty staples from long-term storage. A double-blind wargame, this divisional scale game covers the advance into Germany following the Normandy invasion. 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 £6.95

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

Description

New Copy, has rusty staples from long-term storage. Cover intact and perfectly legible.

Wargamer Vol.1 No.35 Nov 1984

GAME:

West Wall (by Ty Bomba)

A double-blind wargame, this divisional scale game covers the advance into Germany following the Normandy invasion. 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.

ARTICLES:

Breaching the West Wall - J.Prados

- Historical background for the issue game

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- Game Review - M.Bates

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Napoleon at Lutzen (Wgmr-32) - scenario - B.McWilliams

Building the West Wall

- Developer notes - M.Brownell

- Designer notes - T.Bomba

A Hitchhiker's Guide to Computer Wargaming - M.McLaughlin, L.Franks

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- An alternative strategy for Lawrence (3W) - J.Gordon

A Double Dose of Double Blind

- Review of GDW's Normandy Campaign and

8th Army - L.Hoffman

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- Killer Angels (WEG) - N.Muir

Lesnaja

- the missing pieces... - P.Englund

G2 / Hobby News - W.Poulter