

HUNT FOR PUBLISHER

Just getting started! did check out the amendments and wanted to incorporate them in my test.
Mike

Good to know Mike and welcome to the forum.
Jeff

Hi All :)

It is with pleasure that I announce that both Alberto and Mike have committed to playing 10 official playtests of H of D. Gaming should be fun, playtesting or otherwise, so time wise we are looking at the end of this year for completion of the playtesting phase so Alberto & Mike can 'relax' :) Jeff has just supplied me with an excellent initial assessment of the game and has promised to send in his last 2 official game results. Jeff and Paul please keep active on this website. The other players might need some feedback and I would really like to keep this 'team' together for possible future projects. In the meantime I will keep you entertained with my Blog :)

G.

Sounds good Godfrey ... Jeff

Godfrey,

I'm back.....

Guys, something went wrong with my login & Weebly couldn't fix it so I left the forum & have now re-joined.

Haven't played Hill of Doves since the spring - I intend to play a couple of games over Christmas to see how easy it is to get back into the game after a long lay-off.

Is anyone else still playtesting? Doesn't seem to be much activity on the site....

Anyway, it's good to be back from the dead.
Paul.

Hi Paul,

Glad your back :) I have concluded the playtesting of Hill of Doves phase and have now moved on to getting the game published phase. Just the same, should Alberto or Mike wish to give me feedback on any games they play it would be most welcome. The site is quiet yes but far from dead. Dan Verssen of DVG Games visited the site but 3 days ago! I've been in contact with DVG for over a month now. Here's a brief summary of the correspondence:

11 Oct: DVG send out applications for designer and developer work and I tell them I'm interested.

21 Oct: DVG send me a Non-Disclosure Agreement which I duly fill in and return to them.

17 Nov: Dan sends me a personal email discussing Hill of Doves, DVG Royalty/Up-Front payments, other games I am working on and development and finalization of some DVG games.

I'm glad you and Jeff have offered your services as developers for future projects. Looks like we might be getting somewhere within the boardgame industry.

G.

Here is hoping you get H of D published by DVG as its a game a guy can play a lot and never get bored. As far as future titles? ... I am interested in producing a naval boardgame on the lines or like of Jutland. I know Paul is interested with Jersey and it has merit however right now I have so many projects to complete. Plus we are writing a book.
Jeff

Hi Jeff,

Ah! Another possible game in the pipeline :) JUTLAND has been well covered already and there are no less than 10 different publications on Boardgamegeek. I own an ironclad boardgame, TSUSHIMA Death Ride of a Fleet, by Charles Vasey. Good game, you can feel the tons of iron flying through the air! If you want to design a 'turn of the century' ironclad boardgame I would suggest you check out ALL the games on the period and then try to find a naval engagement/campaign/war that hasn't been covered yet.

This website and forum is available to both you and Paul should you wish to playtest a boardgame. This includes allowing you access to publish material on the website for presentation. I think it makes sense to concentrate our solo boardgame efforts in a single 'place' and I guess to use this website SOLOBOARDGAMES makes sense.

G.

Well I figured as much and yes you are right there is a plethora of naval games out there. I think for now I'll concentrate on writing the book and leave board gaming designing up to you. If the opportunity comes up to play test a game please count me in ... Jeff

Hi All,

I've opened the Results Page (under Reviews) so if anyone has a bash at H of D I would love to receive the results. The more 'official' results we have, the more accurate our conclusions will be as regards the 'multiple play factor' of the game.

Thanks,
G.

I'll have a couple of games over Christmas and will upload the results; as I said previously, this will be a good indication of how easy it is to get back into the swing of H of D after a long lay-off.

But I'm in no doubt about the multiple play factor - as I said in my review, you can maximise your chances of success by playing in a particular way, but you can never guarantee success. And the game is so finely balanced that it provides a wealth of tactical problems. Therefore great replay value - in fact I enjoyed it more the more I played it. Paul.

Don't forget to insert the 2 new Event Cards in the Event Deck and tell me how you get along with the new Step Marker.

Thanks,
G.

GAME RULES

Please post any rule related posts here. Include rule reference number.

Alberto,

Yes it's possible to ensure that there are no ambushes - you need 8+ for an ambush on the camp or operational column so if you put enough cavalry in either or you have a British assault somewhere then the dice can't reach 8. Which is the way I play it. But you can draw an event card that declares an ambush & that always goes ahead no matter what.

It's possible to guard against almost all Boer actions in this game by working out how to stack the dice in your favour - like only launching an assault when you know you have 2:1 superiority. But the event cards are a killer - there's a chance of an event every day - only on a score of 5 or 6 but nevertheless that means a lot of events - and they are mostly bad. You can reduce the chance to 1 in 6 by launching an assault. I therefore try to launch an assault early in the week in order to reduce the chance of an event. Even so you'll roll a six (& therefore get an event) at least once a week on average.

In the last game I played very cautiously, launched no assaults, kept my men in camp & guarded the column so that there could be no ambushes. I just sat tight & built up my supplies waiting for reinforcements with the intention of launching overwhelming assaults later on. However I rolled a 6 for events loads of times and drew a Boer Duplicity card almost every time which meant that town after town fell & the Boers gained independence before I had shifted myself out of camp. F&^££&% event cards! P.

In response to Alberto's comment:

"Also I second the suggestion on how to make easy the game set-up. I will keep the counters separated in SB - OB -TB - Boers bags. Perhaps a little list in each board with the names of the counters should be made to easy up the set-up."

Yes, each set of counters or markers for each board should be recognizable. I have thought of two solutions:

Option 1:

Add an encircled 'S' symbol to each of the 13 Strategic Board markers.

Add an encircled 'O' symbol to each of the 3 Operational Board markers and 12 Ox Wagon Convoy counters.

Add an encircled 'T' symbol to each of the 55 Tactical Board markers.

Option 2:

Each of the 3 sets of counters and markers will be colour-coded.

Option 1 clutters up the counters and markers, Option 2 restricts colour artwork.

Godfrey (or anyone) - can I get a rule clarification please?

When assaulting a main position the Boers get 4 units plus 1 unit for every British company taking part in the assault.

Does that include reserves? I can't find anything in the rules to clarify this.

I have been playing it so that it does not include reserves - I feel that if you matched every British unit with a Boer unit plus 4 more plus modifiers etc then it would be impossible to conduct a successful assault. As it is I play it in the following way - conduct the assault by say 4-5 companies plus the gatling gun (a good force multiplier) with as much bombardment as possible. This ensures a limited number of defenders who are then reduced by artillery so that you should get at least parity on most assaults. Then feed in cavalry reserves to tip the balance.

Paul

Paul ... section 5.15 on page 24 talks about Reserves. According to the rules any reserves in a tactical column may take part in an assault at the option of the British. To the best of my knowledge the British were historically known for relying on reserves and so I like to play it that way!

Jeff

Thanks Jeff - but what I meant was - do the Boers draw a unit for every unit of reserves as they do for every company in the main assault (on a main position). I presume not but it's not clear.

By the way, I played again yesterday (it hasn't appeared on the games played page yet though - not sure why) & won by using the previous successful formula: early assault on Majuba, knock out the Coldstream laager, withdraw, the odd assault on the ridge etc (just to fend off the 'No Assault at Laing's Nek' rule really), withdraw, then take out the Nek etc later when reinforcements arrive. It was a pretty comfortable victory. This formula has worked twice so I'll try it a couple more times. Waiting around to build up strength has failed miserably twice too. The former strategy limits Boer opportunities for ambushes & events to a bare minimum while the latter strategy really opens the British up to those nasty surprises.

Paul

Hi All,

Just back from trekking :)

Assault Card - 'Commando Strength Table' says: "+1 counter for each COMPANY assaulting a main position."

Rules - Page 24 - '5.15 Reserves' says: "All naval brigades, cavalry troops, artillery sections and the ox wagon convoy are collectively referred to as RESERVES."

Is this clear enough or am I missing something?

G.

thanks - I thought so but just wanted to check

P

Ok, 6 games played and 3 wins to each side so far. That doesn't look like a 'broken' game to me. There is however a way to maximise your chance of success and that's to play methodically, taking no risks at all, ensuring that you always have a preponderance of force in all locations and never leaving outposts isolated.

In the last game (which I lost) I decided to play ultra aggressive. Things went badly from the start and never improved. Once things start to go wrong it tends to snowball and it's hard to recover. Where I've won games it has been as a result of methodical play. Do that & get a bit of luck and I think you win. Too much caution or too much aggression and you get beaten.

That's the verdict so far anyway!

Paul.

Paul, the advantage of a night assault is the modifier for '+1 counter for each supporting objective' does not apply, see Assault Card:

Modifiers for daytime assaults only:

+1 counter for each company assaulting a main position (Night assaults are not permitted against The Nek or Table Mountain).

+1 counter for each supporting objective (An objective is supporting another objective as long as it is Boer controlled, it is not under assault, it is not night and no more than two intervening hexes separate the two objectives).

-1 counter for each overlapping assault (If the British have any night assault options remaining then they may attempt a single night assault).

Hi All :)

Please read official rules update no. 8 under Amendments.

G.

Night Assaults - yes I worked it out after I'd written to you - in fact I used them in game 10 & they were very effective - especially in assaults early in the game where there would otherwise be lots of supporting objectives; launch an attack against a farm at night & you are guaranteed a walkover - I only committed a single company to the assault and they went in unopposed. Still lost the war though!

Paul.

Paul: Ehm...what's my mug shot doing on your post?

GENERAL DISCUSSION

Posted Sep 27, 2011 by Godfrey

Hi :) I have been playing boardgames solitaire for 40 years. I own 71 boardgames and have played them all. I have created solo systems for the majority of my 2+ player games. I have been a member of the Solo Wargamers Association since 1976 and was the Solo Boardgames Editor of the association's magazine the Lone Warrior for a number of years.

Posted Sep 28, 2011 by Paul_Le_Long

Godfrey, I just signed up for playtesting - looks a great game. I'm particularly interested in the strategic/operational/tactical phases & interplay. Looking forward to trying it out. Best of luck with it.

Paul

Posted Sep 28, 2011 by chorney.jeff

Hey Godfrey I signed up and I believe this game is going to generate a lot of chatter on Lone Warrior. I haven't played a decent boardgame for awhile so I look forward to this one ... Jeff

posted Sep 28, 2011 by chorney.jeff

This sounds interesting! Godfrey I am assuming this has a lot to do with the Boer War correct? If so I might be interested in writing an article for Lone Warrior regarding your boardgame and its testing there of etc. I started out in this hobby as a boardgamer 40 years ago. Please check out my current Blog <http://forhonourssake.blogspot.com>
Jeff

Paul did you sign up here or on the Lone Warrior blog.

Jeff

Not sure what Godfrey wants, anyway I signed up and what do think about you and me co-writing an article in L.W. about this game?

Jeff

here. do you want me to put something on the SWA blog as well?

Hi Jeff and Paul :) I thought I was going to end up sitting all alone on this cold marble slab in this gloomy forum hall for eternity, so thanks for joining me :)

Well I think it's still early days to publish any official review. I was thinking of keeping it all hush, hush in the forum until we decide that Hill of Doves is 'fit' for the public, though discussion in LW or the SWA blog wouldn't do any harm I guess. Top priority now is for me to get a copy of the game to you both so you play it.

Okay we will play a few games and see where it leads. I am okay with hush hush for now. I look forward to receiving the game and BTW thanks for being generous !!!!

Jeff

Fine by me - I'd be happy to co-write an article or something for the blog - when the time is right & we get the go-ahead from you Godfrey.

I'm sure there will be plenty of others joining our happy little band in the next few days.

Paul.

Well I had in mind in the region of 4-5 members so when the time comes to invite some boardgame company's 'top brass' to this website they would find a good sized, active gaming community happily killing Boers :)

I'm in a bit of a dilemma though because ideally the game should be playtested by all concerned simultaneously but recruitment is slow. You've both mentioned writing articles in the SWA Blog and the LW. Once you've played a few games that might not be such a bad idea because it might generate an interest in the game and thus a potential for further playtesters.

Besides recruiting in the SWA I'm a member of DBA Online: <http://www.dbaol.com> and have asked the other players of this club if there is anyone interested in playtesting my game. No response yet though, they're all into chariots and phalanxes and stuff like that big time :(There is a large wargames club on the island but strategic historical boardgames aren't big here so the players lack the experience required. I'm trying to contact one Maltese guy though who I think might be up to it. Do either of you know a society, club or whatever where you think we might be able to recruit? Always keep in mind the problem of copyright infringements so we have to choose carefully where we recruit and being, or becoming, a member of the SWA is still a requisite. But first thing first and that's you play Hill of Doves.

You might want to try the chaps on Boardgame Geek. So you don't get bombed with a ton of e-mails I would send a

quick e-mail to their editor first and see if a few of the 'Elites' there would play-test your game. Hit <http://boardgamegeek.com/>

BTW if they like your game there would definitely be market potential on the site Jeff

Yes I know all about Boardgamegeek having surfed the net for months checking out I think just about every boardgames company in existence. I have come to the conclusion that Dan Verssen Games:<http://www.dvg.com/> is the best company around at the moment. I bought their Field Commander Alexander Game to infiltrate. What a cracking game! I played it for a couple of months and then sent Dan a playing aid - FCA Foraging & Resistance Tables which he liked. I then mentioned that I had a boardgame which I would like to be playtested and then get published by DVG. Dan was very helpful and this is what he had to say:

"You're in a tricky situation. A game needs testing to be good, but you can't get testing without showing it to people. In the end, you need to decide if you want to take the risk of your design getting stolen or not. If you show it to people, it might get printed or stolen, or you can keep it safe forever at home and never get it stolen or published. It's a decision all game designers face. Thank you for the offer, but we don't have time to work on any additional projects right now. We will probably have more free time at the start of the new year. Sorry about this".
Well it's not a flat no right? :)

I would rather avoid Boardgamegeek for now believing it to be a wolves den of 'wanna-be' game designers who would go to any dastardly lengths to get famous. I (we) will enter the corrupt halls of Boardgamegeek in all our glory when we have Hill of Doves published...by Dan Verssen Games :)

Yes you are correct about possibly having this pirated off of the internet. Dan has a good reputation and his company is credible. Let's see how many from Lone Warrior take up the challenge for now! You are right he never said no outright. As well an article by Paul and myself will generate some interest after we play it a few times. Looking forward to it Godfrey!

Jeff

I'm afraid I don't know of any other appropriate groups - I'm a soloist because I'm basically misanthropic!

I do agree though that boardgame geek, while being a great resource for researching what games are out there, looks like a den of vipers to me as far as some of its online community is concerned.

I'd stick to the SWA for now - maybe other members will step forward for playtesting soon. If not then Jeff & I can certainly write an article for LW which will definitely spark some interest. It seems to me that it's all about generating momentum and it is early days yet, certainly too early to despair and push the boat out too far. Baby-steps would be my advice.

It also strikes me that whatever Jeff & I think of the game when we play it, it looks to contain some innovative ideas - as I said earlier the simultaneous strategic/operational/tactical approach looks particularly interesting. And innovative ideas are what SWA members seem to really crave; more so than other gaming communities as far as I can tell. SWA members are also inveterate tinkerers - if anyone can put your game through its paces, find weaknesses and offer suggestions, patches and alternatives, it's them. How about asking Rich to print an appeal for playtesters in LW? You might get a few people who have missed it on the blog. And it might persuade people that it has a bit of momentum behind it - people like to jump on to a moving bandwagon sometimes rather than get on at the foot of the hill.

Anyway - I'm looking forward to playing the game - bring it on!
Paul.

Yes, after a few games, an article in LW would be appropriate. I wouldn't go for a final judgement though, since I still consider Hill of Doves as 'a work in progress'. LW Oct-Dec '11 is already out so maybe we could consider LW Jan-Mar '12 or more likely LW Apr-Jun at the rate Rich churns them out :) Posts in the SWA blog can be presented at any time. I can't write the reviews though because I'm biased :) so it's up to you two.

I will ensure that if Hill of Doves is published, the SWA will have a prominent mention and I will also emphasize that the game was playtested by our association. Your names will be listed down under playtesters too, though any misanthropically members among us might not wish that :)

Hi: Seems I'll be the first DBAOL member to test this. I have some experience in boardgames. so maybe I can help.
good luck!

Hi Beto (Alberto)! Great to see you here. So you've decided to lay down your spear and take up a Martini-Henry for a change? :) Now fill in the order form on the Hill of Doves page and I will post you a copy of the game. If you are not a member of the SWA don't worry, I'm sure DBAOL members are people of integrity as well :)

All: Have re-posted the topics :) 'HI :)' by me and 'This Sounds Interesting!' by Jeff and replies at the top of this topic so as to delete them as stand alone topics. Spring cleaning :)

Hi ya guys, another DBAOL guy here ;-)

A quick plug first, check out-
www.forlornhopegames.co.uk

Now on with the serious stuff ;-)

Looking forward to getting a copy of the game to test with a couple of mates (I say with, we'll be passing it around I expect). The only solo game I think I've ever played was Chainsaw Warrior ... I expect this to be somewhat different... Fewer chainsaws for a start.

Gary

Hi Gary :) See The Shipment Topic

All: You may now post your game results on the Playtesting page.

I am half way through reading the rules. I also have done a little homework to refresh my recollection of the tactics et al First Boer War. Last reading I did was Featherstone's Books:

Victorian Colonial Warfare: Africa, from the Campaigns Against the Kaffirs to the South African War (1992) Twice!
and

Omdurman 1898 : Kitchener's victory in the Sudan (1994)

Weapons and Equipment of the Victorian Soldier (1996)

So far the tactics and time lines seem relevant. I also took the liberty of cold laminating the 3 boards so if I spill any tea or coffee while I am playing they will not become damaged. They look good laminated BTWJeff

My interest in the First Anglo-Boer War goes all the way back to when I first read Donald Featherstone's chapter on the subject in his book Colonial Small Wars. Here is my list of reference books:

Colonial Small Wars 1837-1901 by Donald Featherstone (1973)

McGonagall and Tommy Atkins by David Phillips (1973)

Handbook for Colonial Wargamers by Ted Herbert (1976)

Osprey Majuba 1881 by Ian Castle (1996)

When I started designing and developing Hill of Doves 9 years ago, I did not have internet, so all my initial research was done using books and magazines. The game was in a high state of development by the time I got internet, but so far, having surfed the net, I seem to have gotten it right.

Well, that's the completion of Phase I - Recruitment (massive forum iron doors creak shut).

I'd like to thank the four of you for volunteering to playtest H of D, I really appreciate it! I'd just like to emphasize that I've been playing around with the game for nine years and am in absolutely no rush to get Phase II - Playtesting completed. Take your time, play at your own pace and stay active in the Forum. My target is each of you post 10 official game results so, with at say a game a month, we're talking about 10 months. So just relax, I know you all play 10 different games at once and have a life as well :)

As some of you know, I have an [online shop](#). Don't know if any of you are interested in wargaming, but Warlord Games are launching a [new Zulu range](#), including a model of Rorkes Drift :-) I can get hold of these so if anyone is

interested let me know (enquiries@forlornhopegames.co.uk). They are due out mid-end of November I think.

Anyway, only posting this as it seems relevant to this game :-)

Okay time to keep my word and get on with play testing Hill of Doves. Tomorrow morning the game comes to work with me and I will play 1 hour per day on my lunch break. This gives me a total of 5 hrs. per week to devote to the game so I should get in 2 games per week if all goes right. That way in a month from now I'll have 8 games done and then I'll report. I will take Paul's advice and go right for the jugular and head for Lang's Nek. So some good games coming about for the "Better Sort of Chap."

Jeff

Jeff, just be warned that the 1st time you set the game up it takes ages so you will need to keep the game set up as you don't want to be setting up & putting away after every hour.

After a few games set-up time decreases rapidly - I've got it down to only 10 minutes now. But the 1st time it took over an hour.

Paul

Yes I actually have it down to a science now and I am fortunate that I can leave it set up in my office. Regarding the set up one thing I have thought about is if Godfrey had 3 screen shots of the boards in his set-up instructions showing where all the pieces go that would help greatly in set-up time for newbie's.

Jeff

Jeff: Good idea about screen shots of the boards. This will be incorporated in with Amendments, Design, No. 4: "Diagrams to aid in set-up to be included." Did the 3 separate boards help in setting up at your office?

Yes they did and I finally am catching on to the concepts. 2 games done. First victory to Boer's but just barely. Second victory to Boer Army with night assaults being the game changer. BTW I am messing around with your rules ;-)

Jeff

Jeff: Please only post results of games where you didn't "mess around" with the rules otherwise your results will not paint a true picture of the game as is. I'm keeping an eye on what your up to on your Blog :) Interesting articles on Gatling Guns and Battle of Majuba. As a matter of interest, the 92nd Highlanders had khaki jackets not red.

OK will do. So it's good that you keep me honest. Next 6 games will be by the book. Regarding the 92nd I have seen different pictures of them in Red and Khaki. I am wondering if the Red uniform is dress only. Do you know?

British soldiers fought in scarlet tunics for the last time at the Battle of Gennis in the Nile Campaign of 1884-85 although regiments sent from India were in khaki drill.

The British Army, introduced khaki drill for Indian warfare from the mid-19th century on.

British infantry continued to wear scarlet tunics on parade and for off-duty "walking out dress", until the outbreak of the First World War in 1914.

Thanks Godfrey. Also have you had a chance to re-work your idea's/intention for a quick play instructions section?
Jeff

Jeff: Well, at the moment I'm compiling all the Rules and Design changes under Amendments above. The idea is to complete the playtesting stage and then work on updating the game afterwards.

Okay sounds good. In the end the game will be great!
Jeff

K so here is a few thoughts from today. For quicker set up have 1 counter for Indian Column and put markers to side as they fall down. On the Durban put 2.1-2.6 as reminder. On Fort Amiel put 3.1 to 3.10 and 3.16-3.17 as reminders. On Schuinshoogte put 3.7. On Double Drifts put 3.2. On Mount Prospect put 3.4 to 3.15. Put 5.10 by any tables or

Mountains as a reminder. Have a score sheet made up for: tallying modifiers, any hits on companies or reserves, and reminder for drawing event cards as they make the game! On the tactical board or Battle board list the segments of battle as a quick reference in numerical order. From a strategic point regarding British troops, Cav, etc. Capture Laing's farm, reinforce with troops and supplies, take the Kop, reinforce, build sangers, set up guns and bombard Table Mountain then take it. Then go after Joubert Laager then go for the Nek. As long as there are no successful ambushes by the Boers or bad event cards this seems to work well. As far as movement on tactical board goes one designated marker for a company works well and the rest I just stack to the side on the battle board. I think a score sheet would work well as I have to journal my moves etc. In case I get called away. Your thoughts !!! Jeff

I keep the Indian Column counters on one side but leave the Dido British Ship Counter on the Strategic Time Track.

I wouldn't print rules references on the boards. Once the rules are learnt, this would mean lot's of extra numbers in view cluttering up the boards.

Modifiers are tallied on the Firepower Track. Hit allocation is instantaneous in the Casualties Segment with counters simply being flipped, placed in hospital or destroyed so I can't see the scope of writing the number of hits down first.

I can't envision playing the game without continuous reference to the Game Sequence Card which makes missing "Event Segment - Make an Event Roll and if successful draw a single event card and follow the instructions" rather difficult. I use a small ruler which I place on the Game Sequence Card, under the segment I'm presently playing and slide it down to the next segment when I'm done. I would have liked to have a box near each segment for a marker which a player uses to remember what segment it is but due to space restraints haven't incorporated it. I'd still like to though so will add it to the Amendments.

The following could be added to the Battle Board but I fear it would not be much help because of the large numbers of actions in each segment. I think it would be 'safer' to resolve battles referring directly to the Assault Card or Ambush Card.

BRITISH ASSAULTS

BOER DEPLOYMENT PHASE

Night Assault Commando Strength Segment
Bombardment Segment
Commando Strength Segment
Isolated Segment

INDIVIDUAL ASSAULT PHASE

Start Bombardment Segment
No Boers Segment
Boer Firepower Segment
Cease Bombardment Segment
Boer Outpost Consolidation Segment
British Firepower Segment
Reserves Segment
Firepower Quotient Segment
Result Segment
Casualties Segment
British Routed or Retreat Segment
Boers Overrun or Fall Back Segment

CONTINUATION PHASE

Night Assault Completed Segment
More Assaults Segment
All Assaults Completed Segment

BOER AMBUSHES

BOER DEPLOYMENT PHASE

Commando Strength Segment

Isolated Segment

No Boers Segment

INDIVIDUAL AMBUSH PHASE

Boer Firepower Segment

British Firepower Segment

Bombardment Segment

Firepower Quotient Segment

Result Segment

Casualties Segment

British Overrun Segment

Boers Flee or Driven Off Segment

CONTINUATION PHASE

More Ambushes Segment

All Ambushes Completed Segment

If there is a large stack on the Tactical Map, I keep the Tactical Column counters on one side but leave the commanding General or Regimental HQ counter on the map.

I prefer not to incorporate score sheets and the like into a game design because personally I find it tedious having to write things down while playing a boardgame.

Hey Godfrey thanks for the tips. I never thought about using a ruler on the GSC under the present segment. That is a great idea! As far as the numbers on the board you are right however maybe some little reference markers a guy could put on the board might help us old guys. A nice little cut out of a soldier with numbers on it would be keen. As far as a marker for the segment's a little printed wheel on the board with a pointer might be a nice addition for tracking. Thanks for typing up the (BRITISH ASSAULTS and BOER AMBUSHES) stuff as I have printed it off to aid in play as I want to give you an accurate response of games played. BTW I am really getting into the game with more time to spend on it.

Just completed game 7 - 3 hours including set-up (just 10 mins). British victory but extremely close - best game yet - real nail-biter; I was down to my last cartridge and the Boers were only one step away from independence on the diplomacy track!

Great stuff.

Paul.

Good stuff Paul. I am into a close one right now and a British victory will depend on, or, if, ... I receive some ammo and reinforcements as I am getting close to Boer independence as well ... Jeff

2 games by the book so far and both battles are Boer Victories. First game the Boer won independence. The second game the British lost control of their camp and the Boers defeated them.

Tomorrow night I play game 3.

Jeff: Could you send me your game results using this website's Game Results page please?

I can't log into the game results for some reason ... please advise

Jeff: Have you been using the password I sent you?

I have my computer set to log in automatically so maybe best to resend password to chorney.jeff@gmail.com and I'll give it another go ... Thanks Godfrey!

Jeff

whoa! game 8 was a British walkover! God, I'm a brilliant general!

Seriously though....I decided to try an ultra-conservative approach again - it has always failed in the past so I wanted to see if it always would.

I launched no assaults at all until all reinforcements came up. This did result in more events but none were too bad (a few raids on supply dumps and some Boer duplicity). Negotiations were going badly but not disastrous. On the whole I got lucky.

But once I had my whole army in camp (& I had enough supplies by this time too) the British were irresistible - all assaults were very easy because I had so many reserves - and reserves are the key in assaults. Each assault was conducted with 5 companies & with all cavalry, naval brigades & artillery in reserve. This combination easily crushed Boer opposition. Only one assault (on the Nek) was close - but even with a Boer strength of 26 (about as high as it ever gets) the British had enough firepower to overcome them.

Interesting result - ultra-caution is actually a high-risk strategy but this game proves it can work - though you do need to switch to ultra-aggression once you have the troops ready.

Paul.

Looking to play Game # 6 this weekend.

Jeff

Jeff: Just to confirm since the results were entered within a minute of each other and all 3 games ended on the 21/3 - 27/3. That's 3 separate game results right?

Yes 3 separate games! Looking to start another one today if possible or tomorrow for sure ... Jeff

Jeff, your self control regarding playing H of D to the book is appreciated. I was wondering though, what exactly are you itching to modify/change/add? I would be interested in knowing.

I have been in touch with Michael McVeigh, also of the SWA, and he will be commencing playtesting shortly, having just received the game from Gary.

Paul has recently completed his 10th game and sent me an awesome Hill of Doves Assessment. There is so much material on H of D in this blog (For Honour's Sake). I was wondering how best to use it. I could cut and paste all relevant material but I think a Hill of Doves Assessment from you as per Paul would be ideal. When you feel ready, you could compile all the material you've written on H of D into a single article. By the way, Paul intends to keep on playing, posting results and being active on the H of D website even though he has submitted his assessment.

The idea is Mike will also compile a Hill of Doves Assessment on completing a minimum of 10 games. I will then publish all 3 (or 4 if Alberto ever returns from his expedition up the Amazon!) on the H of D website and we can discuss the articles together. The next stage would be to invite a publisher to view the H of D website.

Godfrey

I sent you a reply on my Blog. In the mean time please use what ever you would like on my Blog ... Jeff

STILL POSSIBLE TO JOIN IN

Godfrey,

First is it still possible to try out Hill of Doves? I am an SWA member

Regards

Mike

Hi Mike,

Thanks for showing interest in my game. Well I would love to add you to my group of playtesters here and now but I'm in a bit of a dilemma. I have 4 copies out already, delivery dates were Paul 5/10, Jeff 13/10, Forlorn Hope 22/10 and Alberto 2/12. Up until today I've only had 4 game results posted which I thank Paul for. The idea is for each playtester to post 10 game results which would mean 40 games which should give us a good gauge of the replay-ability of H of D but the team is way behind this target. I guess this could be an opportunity for one of the other playtesters to drop out if he has second thoughts and Mike can have that copy?

Mike, please stay active in this forum and await replies from other players.

Best regards,

Godfrey

Godfrey

I'm struggling to find the time to play the game. If Mike thinks he's going to be able to fit some games in I'm more than happy to stick my copy in the post to him.

I'm a bit miffed that I've not been able to do more with this, but 2 kids & 2 businesses is proving quite a lot to handle at the moment :-)

Gary

Gary,

I understand how it is, that's why I left my wife and am on the dole :) Your offer to hand over your copy of H of D to Mike is much appreciated. I will reimburse you with any postage you incur. We will see if he responds here in the forum else I will hunt him down through the SWA. Though you didn't actually complete a game you still gave feedback which I'm grateful for. Hope this works out because I really would like more game results coming in. Hopefully you will be able to purchase a published copy of H of D one day and then play it at your own leisure.

See you on the ancient battlefields,

G.

G

If there's anything I can do to help once you get beyond the play testing, let me know. No need to pay the postage, it's the least I can do, and it's a tax deductible expense ;-)

Gary

Hi Gary,

I have contacted Richard Barbuto, editor of The Lone Warrior, to get in touch with Mike McVeigh as regards you sending your copy of H of D to him. He should be sending you an email. I'm off trekking for a few days...bye all :)

G.

Cheers Godfrey.

Have a good time and don't get lost ;-)

G

Hello All,

I am sorry for my absence of play testing. My blog seems to take up a lot of my time, writing for Lone Warrior as well, and life in general. I had hoped to get a bunch of games in over the Christmas holidays but # 1 son had me re-building his transmission on his car and # 2 son had a few mechanical problems on his truck. Anyway hope to give it a go here at the end of the month as I have a bit of time off.

Jeff

GAME DESIGN

25/10 Gary: "Have printed references on the counter and board that are only used during set up so you look for counters with a symbol or letter and match them to the deployment/initial set up locations."

NFF (Natal Field Force), NC (Naval Column) and IC (Indian Column) printed vertically on left of unit symbol on each British counter?

25/10 Gary: "I'd prefer 2 firepower rows, one for Brits, one for Boer, just means you don't have to lift the counters

up to see what's underneath."

I think a single 10-box Track is ample for 4 markers?

25/10 Gary: "What about taking a lot of the background and story out of the rule book and putting it in it's own booklet. This way you only have the stuff in the rule book that you need to play the game, but you have all the background information there to read at your leisure."

27/10 Jeff: "What really messed me up is the contents is at the end on the back cover. I would put the contents section inside the front cover and then game set up. I found that I was bouncing around all over the place trying to get the concepts down and I agree with shredder a quick how to play should be up front to get going and then describe the phases."

Well I could compile the 12 pages Introduction, 4 pages Example of Play and 1 Page Contents List into one booklet and the 12 pages Rules into a second booklet?

Godfrey,

I had a go at it last night and I love the detail. This game is not for a beginner. So if you are targeting a mature audience you are bang on. Some suggestions: The tactical board should have bigger hexes. I found trying to stack counters on a small hex awkward. Also stacking the 18 counters under the Dido ship counter felt awkward as well. Maybe it's just me but as a visual person I like seeing things spread out. Q ...Regarding operational column's can cavalry and cannon be attached to I.E. Colley or are they treated separate? Some design thoughts: Make the 3 boards hinged so they fold up. Look at bigger hexes and instead of stacking counters look at a Kriegspiel approach with just one block counter and tally results in counter boxes around the edge of your board. Or take a Risk approach with little 6mm or 10mm figures, horse, cannon, rockets, wagons, little plastic model ships etc. Also it would be really cool if you went with a 3D map design and had elevation with removable built-up plastic or cardboard mountains. Your thoughts? Otherwise love the game!!!

25/10 Gary: "Have printed references on the counter and board that are only used during set up so you look for counters with a symbol or letter and match them to the deployment/initial set up locations."

NFF (Natal Field Force), NC (Naval Column) and IC (Indian Column) printed vertically on left of unit symbol on each British counter?

Sounds the sort of thing I was looking for. Do you have the artwork electronically, if so, send a copy over.

Q ...Regarding operational column's can cavalry and cannon be attached to I.E. Colley or are they treated separate?

My understanding (although it was more a guess as I didn't find a definition) is that these are support units. I've not got the rules in front of me but if I remember correctly there are 2 types of unit you can put in a column, those belonging the regiment (i.e. company 1, company 2, HQ, but I can't remember the term used :) and support units. My assumption was that artillery and cavalry are support as they are not members of these regiments.

some other stuff Jeff said :-)

Yes, bigger hexes, but there is a trade off with space

2. 3d would be ace, but much more expensive (although.....) also means you need much bigger hexes as much of it is lost with the contours.

3. Not played Kriegspiel but that's an interesting idea, although I prefer to have things where they are rather than having too much searching, so it would have to be done well.

4. Little plastic models would look great, but are only useful if you don't have to identify individual elements, which this game is all about.

Well I could compile the 12 pages Introduction, 4 pages Example of Play and 1 Page Contents List into one booklet and the 12 pages Rules into a second booklet?

I was thinking 2 booklets

1. The introduction, back story, full unit definition and description etc Everything you don't need to actually play the

game.

2. The rules, contents, some of the same stuff (such as unit list) but in less detail. Example of play would go at the back of this booklet.

There is no reason why there can't be some repetition between the 2 (or 3) booklets, but only where relevant, and the rules needs to be very concise giving you what you need, the other one can be much more flowery.

PS I hate this Weebly thing. my browser doesn't always display the forum, I have a nightmare logging in as there are about 700 different ways of doing it, then it takes me somewhere else entirely with no visible way back in :-)

Hey Shredder set yourself up a Gmail account then it's a piece of cake to log in

No thanks. I'm a grumpy git like that :-)

G

I was limited to A4 size paper and card (210 × 297 cm or 8.27 × 11.69 ins) due to the limitations of my printer. Once we get to Phase III - Print Updated Version, patience Gary :), we can rectify the problems of space. As an example, DVG mounted boards are 279.29 x 431.63 cm or 11 x 17 ins which would increase the overall size of all components on the 4 boards by approximately 140%.

Jeff, I thought about having a plastic model of Majuba Mountain but prefer to draw a line between board gaming and figure gaming. H of D could be used as an aid for a solo figure campaign though. There are some great-looking models of British Infantry in Warlord Games Zulu range which Gary has mentioned under General Discussion.

Hello Everyone, Real life got in the way for a while but I have found some time to play Hill of Doves - in fact I just completed my first full game yesterday.

I'm really enjoying the game. But I did have a few problems at first. First set-up took a long time (about 2 hours) & I found it a bit fiddly and confusing - lots of checking, rechecking & flipping back & forth in the book. I can see from the comments here on the blog that I wasn't alone.

The other problem was that I didn't really know what my aim was - I think the booklet would benefit from just a paragraph outlining what the player is striving for - which is basically to get supplies up to the camp in enough quantity so that you can start assaulting the Boer positions on the tactical map before things start to unravel on the strategic front. You don't have enough forces to do much damage to the Boers before reinforcements start arriving but you won't get far with small scale piecemeal assaults, you've got to hit them with overwhelming force. So essentially you won't get far with assaults at first because you don't have either the men or the supplies. But you can't just wait & do nothing because the Boers will start to gain ground strategically if you do.

That's the tactical problem in a nutshell I think. Which needs to be explained up front. I've worked that out but it took me a while to do so (and I have a PhD in history so I'm not stupid). It would have helped to just have a clear outline of that given at the start.

Anyway - I decided to play through the operational phase a few times in order to get the hang of it. Strategic phase is easy. For the tactical phase I played through a few assaults (whoa - it's tough to win isn't it).

Once I got the hang of things & felt I understood what was going on I started a proper game last weekend. This time set-up was just 20 minutes and I played through the 1st week in about an hour - as I got more used to things I was going more rapidly through the steps so the game speeded up & I had a lot of fun with it. In all the full game took maybe 10 hours; but I was still learning the ropes as I went so I can see that once you are used to the rules it would be playable in an afternoon.

One problem for me is that I have nowhere to keep it set up (my cat likes the game too!) so I have to keep packing it up & setting up again....but I'm getting quicker now so it's not so much of a problem. One thing: I find it easier to note my supplies on a separate piece of paper & to do the same when working out firepower for assaults.

This is a hard game to win - I started with a couple of small assaults before realising that you have to build up your

strength in manpower & supplies before you can make an impact on the enemy. But in building up strength the weeks slipped by and the strategic situation fell apart with the politics marker moving ever closer to independence. Once reinforcements came up though I started playing much more aggressively - but kept getting beaten up at main positions. Taking outposts though was easy. But then I ran out of ammunition....just before one more town fell & the politics marker hit independence in the last week of February. Next time I'll make Majuba Hill my primary target, just like Colley did. What could possibly go wrong.

Ok - long post after weeks of silence, sorry. But I really enjoyed the game. It was slow to set-up & complicated & fiddly so you need patience at first in order to get to grips with it. A few tweaks here & there as suggested on this forum would improve things for the newcomer. Once you get into it, the game's a winner - the trick is persuading the newcomer to stick with it.

Paul

Don't worry, I'm not going to bore you all with a description of every game I play but I've just played the game through for the second time & there were a few things of interest I think.

This time set-up was just 10 minutes. The whole game lasted exactly 6 hours - a longish time but not terrible as it did go almost the distance, lasting 11 weeks out of a possible 12. This sort of confirms my view that any problems with the game are linked to initial set-up and getting to grips with the concepts and fiddly components. Once you get used to the game it flows nicely and you can just concentrate on the tactics.

How did I win this game?

- i. I made sure I was assured of a 2:1 superiority in assaults. So you take no hits on British units. But this is expensive in ammunition. In fact keeping the forces supplied was the biggest problem I had this time around.
- ii. Overlapping assaults are also effective - at one stage I launched 4 simultaneous assaults: this resulted in 3 minor positions having no opposition so my troops simply rolled in unopposed.
- iii. All assaults on main positions - The Nek & Table Mtn - must be supported by loads of artillery.
- iv. Keep a cavalry escort with the ox wagon to ensure that it doesn't get ambushed.
- v. Keep the ox wagon going as fast as you can so that you never miss a supply drop on a Sunday.
- vi. Try to secure objectives as quickly as possible in order to prevent ambushes.
- vii. Try to launch an assault each week as this shores up the strategic position - it ensures that towns don't fall to Boer sieges. Also launch an assault early in the week if you can as this decreases the Boers' capability to launch an ambush.

Event cards are a nightmare - even if you've occupied virtually all positions, destroyed the laagers etc the event cards can still throw you - 'Boers Raid...' cards can still recapture unoccupied objectives. This is very frustrating - as guerrilla warfare should be. In fact ambush is the biggest enemy - I had to take & retake Majuba Slopes & Hill 3 times. Boer ambushes were really frustrating, I had to delay the final assaults (which would have won the war) because I used up my meagre ammunition supplies fighting off ambushes.

A great, truly absorbing game - nice one Godfrey.

Paul:

I've added further proposed amendments to improve game set-up on the Amendments page.

Yep, I knew that about events & secure objectives - guerrilla war is frustrating! That was one of the reasons why I had to capture Majuba 3 times.

I know Colley didn't get hints & tips but he did get shot in the head as a result! I still think it's a good idea to give new players an idea of what they should be aiming for. Colley had to work it out himself but he did have a lifetime of military experience to help him. Maybe don't give players loads of detail but a couple of lines would really help.

I think a string of victories is unlikely - I do feel like I've unlocked the tactical problem but there are still loads of things that can go badly wrong - I got lucky last time & had to do some fairly desperate things - cold steel charge with only a 50% chance of success; ran out of ammo at one point and would have been battered if I'd been ambushed right then; my 1st assault (in week 2 I think) against the slopes with just my starting troops & artillery firing case shot at point blank range with the slopes having 5 supporting objectives....touch & go every time. If any of these things (&

more) had gone wrong I would have lost - I only had 1 week to spare as it was.

Nevertheless I'm going to try the same strategy again to see if I can make it work every time:

Early assault on the slopes followed immediately by an assault on Majuba Hill; destroy the Coldstream laager; withdraw & assault O'Neill's Farm, Ridge etc and secure those objectives. Then simultaneous assaults on everything else except Table Mtn (which will be isolated) when the Indian Column arrives.

Paul.

I intend to add something like the following to 1.16 General Course of play:

"The player's position is tricky. At first it is difficult to get far with assaults due to shortages of both men and supplies, but at the same time, just waiting for reinforcements and doing nothing is not really an option because the Boers will start to gain ground strategically. So it is important to get both men and supplies up to the British Camp speedily and in enough quantity so that assaults can commence on the Boer-held objectives before things start to unravel on the strategic front. Just the same, until reinforcements start arriving from Durban, there are not really enough forces available to do much damage to the Boers. But then again, small scale assaults are risky but on the other hand, objectives hit with overwhelming force can result in a wastage of ammunition."

Please feel free to add or change. Once were happy with the 'game in a nutshell' paragraph, I will post it on the proposed Amendments page.

That sounds about perfect to me.

Can I make another suggestion? The ox wagon - can't remember the rule number as I'm at work & don't have the book in front of me - once it reaches the camp the rules say something like 'place the wagon back in fort Amiel'. Which has a 'do not pass Go' feel to it. I haven't been playing it that way; I've had the wagon (with escort) physically travel back to the fort. This makes it more difficult - more chance of ambush, more chance of not making it back before supplies day on Sunday. But it feels more realistic & it is fun & tense - can you turn the convoy around in a week going from fort to camp and back again in time? If the drifts are blocked this can really develop into a race against time - I've not missed getting the wagon back to the fort before Sunday yet, but I've had some close scrapes! It makes an already difficult game a bit harder but makes up for it with increased tension.

Just a thought.

You said "I think the booklet would benefit from just a paragraph outlining what the player is striving for". I could add something, but up to now thought it better not to help a player along with game tips, preferring a trial and error approach. After all, Colley didn't have the luxury of a briefing such as your 'tactical problem in a nutshell' paragraph.

"'Boers Raid...' cards can still recapture unoccupied objectives." You are aware that occupied objectives can also be recaptured? "Rule 3-12: If targeted by a 'Boer Raid' event card, companies and reserves in a secure objective may be ambushed and an unoccupied secure objective may change control in the Event Segment." (I have edited this paragraph, see Amendments).

Many thanks for some great feedback. You've really grasped the concepts and that's good because it means the Rules Booklet is working.

Let's just hope you don't have a string of British victories now because it will mean you've cracked the game!

Yes Paul I understand your train of thought re-convoys but my fault, I didn't explain enough in the rules. I found no reference to there being any shortages of wagons for the British. Also, the Boers would not carry out a high-risk ambush, let alone raid, to destroy just 15 empty wagons. Returning the ox wagon convoy counter back to Fort Amiel represents a fresh convoy being prepared at the fort, irrelevant as to whether the empty wagons of the previous convoy have returned or not. Please see proposed Amendments, Rules Nos. 6 & 7.

OK so I took a hard look at the game design this am and here are my suggestions: Get rid of the 3 boards and go with one board roughly sized at 18-5/16" X 18-7/16" boxed to 9 1/2" X 18-3/4" folded up (industry standard). Put the tracking discs on the outside of the map on edge of board in designated turn tracks. Open the sizes of hexes up a bit.

If you want anything to do with naval operations a coastline is in order with docking and staging area at port. Stage all troops here initially and move all directly to Fort Amiel on first turn phase (forget the time lag it makes the game boring). Bump the instruction booklet up to A-4 (8 1/2" X 11") same as your sequence and assault cards etc. Instructions should start with nice graphic for cover page in colour, then contents, starting the game, playing the game, then describe the action phases, moral checks, retreats, withdrawals, etc. The event cards are dull and in need of some graphics. I just posted a blurb on my Blog on the Funny Little War event cards so check it out! The instructions are in need of more diagrams regarding set up and playing. I looked at this game as if I was a first time player and instructions jump all over the place so a little more organization is needed here. I like the idea of providing some history behind the era and battle in particular. You could weave this in during explanation of rules I.E. the Boer Army was known to utilize snipers and commando warfare. You as a British captain need to be aware of this when out on patrol or when in camp and defend accordingly.

Check out my Blog <http://forhonourssake.blogspot.com/> <<<<< for pictures of event cards or e-mail me at chorney.jeff@gmail.com
Jeff

Jeff, what an awesome Blog! :) You've given me some inspiration there to set-up something similar. It would help with my present dreadful gaming time management!

We've had some previous discussion in this forum as regards the presentation of the boards, rules booklet and the event cards. The present version of H of D is the limit of what I can publish with the technology and art skills I have. The game needs better artwork and presentation but that will come when playtesting is over and hopefully H of D will be published for the general public. Any potential publisher will want a copy of the game though, so if I print any other copies I will try and incorporate some of the ideas in this Forum as regards design. Personally I like the 3-board system, it allows a player to set-up the game according to space available. I agree that the boards should be larger than A4 though, which will increase hex/box sizes proportionately.

As regards 'Naval Operations' I can't really see what your getting at. There was no Naval War, mainly due to the fact that Laing's Nek is 250 kilometres from the Indian Ocean and the Boers didn't have a fleet. The only contribution by the Royal Navy was firstly HMS Boadicea docked at Durban on 5th January and sent a Naval Brigade, a Gatling gun section and a rocket tube section to the front and secondly between the 25th and the 30th January the 2/60, 92nd, 15th Hussars and another Naval Brigade were landed at Durban and sent to the front. Also the 58th, 3/60th, N/5 and 10/7 had been stationed in Natal/Transvaal since the Zulu War hence them being mobilized quickly and starting the war at Fort Amiel. I think I have accurately portrayed these events in the strategic phase.

Sorry Godfrey if you misunderstood me. The naval operations I was referring to was indeed the deployment of guns, supplies, munitions etc. to the front from Durban. So I am assuming the initiation of this is just at the beginning Start Naval Jan 3 to Jan 30 roughly. So if that's it then us old Salts like myself are left wondering how we are to support the gatling guns, cannon, and rockets that were limbered up to the front etc (part's and maintenance) or is the supply of troops enough? Also I am wondering about casualties and if anyone was transported back to HMS Boadicea and Dido or were they just treated at a field hospital and left to die there? I can't for the life of me see Naval officers standing by while their men are being slaughtered, just an observation ... Jeff

Men from her crew of also took part in the 'Transvaal Affair' (First Boer War). On 6th January 1881, 4 officers, and 124 petty officers and men were landed from HMS Boadicea, along with two Gatling guns and three 24-pounder rocket tubes. Lead by Commander Romilly, they fought in the battle of Laing's Nek on 28th January. Lieutenant Cochran (of the Boadicea) and 40 seamen with the gatlings and two companies of Infantry remained at the laager. Four officers, including her captain, Commodore Richards and 84 seamen with the rocket tubes advanced with General Colley's column. The British advance was beaten back with heavy casualties due to the excellent Boer marksmanship. The Naval brigade fired rockets against the Boer counter attack to their right but had to withdraw after being engaged from three sides. Despite the high casualty rate in the infantry, the Navy only had two men killed as they were lucky enough to have the shelter of a stone wall around their position. After 8th February, 50 more men from HMS Boadicea and HMS Dido equipped with two field guns were landed under the command of Lieutenant Ogle (of HMS Dido). On 27th February, Romilly's detachment fought at the battle of Majuba Hill, another defeat for the British. Like the rest of the British forces, the Naval Brigade suffered heavy casualties, the Boadicea lost Lieutenant Trower and 10 men and Commander Romilly and 5 men were fatally wounded and 10 others injured. Three men from HMS Dido were killed in this action and 3 more wounded. In total 33 of the 64 naval personnel present were casualties. General Colley, the commander of the force, was also killed.

GAME SHIPMENTS

Jeff and Paul, your games are on the way :) I've sent them by registered air mail so you should receive them in your respective post offices shortly (Noddy stuff). Please inform me when you get possession of them.

Sounds Good. Regarding the naval stuff I played a lot of table top naval games when I was a boy. I also have a rule set called Smoke on the Water which I plan on using for some Cival War Ironclad battles and maybe a future article for L.W. I'll provide some input here. I will let you know when the game arrives and thanks for blessing me with a new game Jeff

Thanks Godfrey - I'm looking forward to playing the game & I'll let you know when it arrives.
Paul.

Godfrey,

The games was waiting for me when I got home from work yesterday - at first glance it looks great. I haven't read through the rules fully yet - just had a quick skim - but I'll give it a full go over the weekend. I guess the first few times will just be getting to grips with the rules & gameplay. I'll let you know once I've mastered the rules.
But first impressions are good!
Paul.

It's good to hear the game arrived. I'm glad you like my presentation and I trust the packing was sufficient to avoid any damage. Start a topic at some point so you can post any feedback. In the meantime, enjoy the game! :)

Alberto: In reply to your query in DBAOL I guess it shouldn't be a problem re-Argentina, I'll just post you a copy by registered air mail to Buenos Aires. A copy of H of D has already been received in England and one should 'hopefully' be received in Canada shortly. I am printing your copy and should be able to post it to you this Monday. Best of luck to your Pumas in the New Zealand game! :)

Alberto: Okay, I have just posted your game by registered air mail. Please tell me when you receive it.

Hi Gary, a warm welcome to you (and your mates) in this ancient forum hall :) I'll start work on your copy this evening. I will inform you here when I've posted it. Fear not lads! the forlorn hope is here! :)

Hello Godfrey,

The game arrived today. First impressions are: Rules Booklet well laid out, easy to follow, & nice examples. Event cards look good! I like your markers and the 3 board system is thinking outside of the box ... Well Done Mate! I also like the different colours for the reference, sequence, ambush, and assault cards. I have some time this weekend to start reading the rules. I am in a course for the next few days so nothing will happen till the weekend. Everything arrived intact with no damage ... thank-you!

Jeff

Cheers Godfrey ;-)

I was just looking at your picture (I assume that's you) did you ever play Kingsage?

My memory is crap so I may even have spoken to you about this before :) G.

Jeff: Great news that the game arrived and was also undamaged, my packing seems to be working :) Thanks for the positive first impressions.

Gary: No haven't played Kings Age, don't tempt me :) I checked out Chainsaw Warrior on Boardgamegeek, that's one solo boardgame I actually didn't know about! Looks interesting...

You've never heard of Chainsaw Warrior?

Blimey, you haven't lived mate :-) Classic Games Workshop (if you like that sort of thing).

G

Gary: Okay, I've sent your game this morning by registered mail. Please inform me when you receive it. Well, as regards Games Workshop, I have a Space Marine Chapter, a Chaos Fantasy army, Blood Bowl and Man o' War.

I've had boxes of wargaming figures arriving all week. It's like all my Christmases coming at once ;-)

Cheers

G

Arrived :-)

I assume you are looking for constructive criticism rather than just singing the praise of the game and mutual back slapping :-)

I've had a quick (3 minutes) look while the kids are writing their Christmas lists :-) it looks good. Obviously the print quality is because of the printing method so I won't really comment on this other than a quick question on how the artwork was put together? some of the numbers & headings look like they are images rather than text? I'm happy to have a look at any artwork files and images you have if you want me to.

I like the images, I assume there is nothing there that infringes copyright issues.

I'll try and have a game over the weekend and get back to you.

Nice job Godfrey.

G

Well the original game was put together with just a typewriter as far as technology goes. That included the counters, reference cards, boards, chits instead of event cards and original draft of the rules. I literally cut and pasted for a couple of years as I developed the game. When I finally got myself a computer and printer I learnt how to use Microsoft Publisher and Paint and scanned all the counters and maps and worked on them one pixel at a time and typed in all the text. The end product is what you have received.

As regards copyright infringements I honestly don't know if I've used any image I shouldn't have, counters, boards and event cards are my artwork. Since Hill of Doves has just reached the playtesting stage I haven't been worrying too much about these aspects. Even as regards presentation I have reached the limits of what I can produce at the apartment. If, after playtesting, we conclude that the game is good enough to be put on the market then we can discuss how best to go about it. Gary, your knowledge re-artwork and printing could come in very handy but my initial plan was to approach a specifically boardgame company with very high quality presentation like DVG and to try and get Hill of Doves on their pre-order program which is currently 250 copies for the game to go to the printers. But I'm totally new to this market so am open to any ideas.

As regards constructive criticism/singing the praise as I said: "The idea is to attempt to 'crack' the system which means finding a way to win every game. A 'cracked' solo game becomes unplayable so I have to ensure my system generates a challenge every time." So try everything in the (rules) book to find a flaw :) Also do the numbers make sense? I would also appreciate feedback regarding the rules booklet, is the English okay? are the individual rules clear? that sort of thing. i.e. you proof read it as you go along.

Please excuse:

- 1) The orange counters and markers should actually be khaki - original idea was orange for Holland!?!
- 2) The Boadicea and Dido ship silhouettes on the counters have 3 funnels when actually they should have 2 - naval gaming isn't one of my strong points.
- 3) Pink is not the colour for the Quick Reference Card - not exactly a martial colour.
- 4) Rules were slightly damaged during printing - darned guillotine!
- 5) One of the copies has a couple of slightly damaged counters and markers.

If, in the future, you decide you want to keep the original game in pristine condition as a collector's item, no problem, I will knock up some replacement game components for you. I will sort out the above five flaws for future prints of the game.

Received and understood ;-). g.