

withdrawal. The occasional isometric battlefield view illustrations, such as the one of the Battle for Fort du Roule, could easily be transposed almost directly to the tabletop.

The characteristic full double-page illustrations are as dramatic and as informative as ever. (And hands up: who has got Hotchkiss H 39s, Somua s 35s and Char Bs in their German forces as one picture shows us?). Overall, Zaloga revisits a campaign most will be aware of with a refreshing vigour, while also providing a useful introduction for the novice.

Jeremy Sutcliffe

## HORNET LEADER: CARRIER AIR OPERATIONS

Designed by Dan Verssen, published by DVG, RRP \$89.99

### Multi-Play

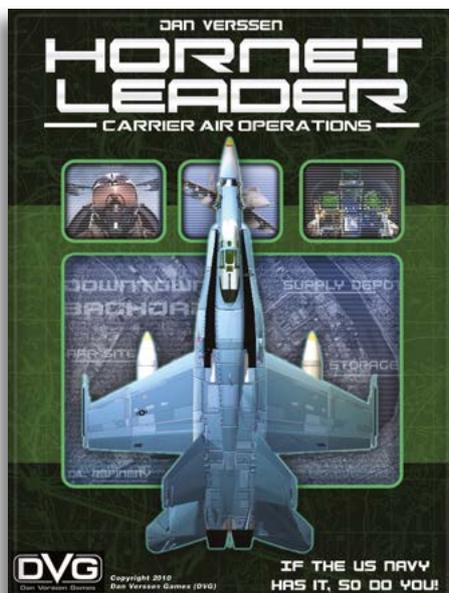


After being out of print for way too long, the progenitor of the highly successful *X Leader* series – *Hornet Leader: Carrier Air Operations* is back.

*Hornet Leader* is a solitaire/team play game that spans all aspects of US naval aviation throughout the service life of the F/A-18 Hornet from 1983 to the present day. That means you don't just have Hornets – you also have AV-8 Harriers, F-35 Lightnings and – the plane that will always hold a place in my heart, due to watching *Top Gun* and playing *AfterBurner* too much as a kid – the F-14 Tomcat. As with its successor games *Phantom Leader* and *Thunderbolt/Apache Leader*, if you're into aerial wargames, you'll feel like the proverbial 'kid in a candy store' when you first pull your forces together.

The game places you in command of the pilots and aircraft of a squadron of U.S. Navy strike aircraft in hostile campaigns around the world. This means you're in charge of assigning who flies where, what missions to prioritise, and when to rest up pilots who look like they're suffering from too much "stress" (a game stat denoting a combination of physical tiredness and combat fatigue). The aircraft and weapons available for each are a big part of the game – so is requisitioning them. Should you pay out for the AIM-54 Phoenixes this mission, or should you save the points to launch an all-out JDAM attack on a larger facility?

The AI that controls the enemy fighters and ground targets is a simple algorithm, but at the same time is always challenging, and the cards and dice frequently throw in regular problems



of their own. One of your planes being shot down en-route to the mission, for example; or the recon being off and the AAA not being in the position you were anticipating.

In terms of replayability, you're not going to be disappointed, with eight campaigns included (all playable as either the US Navy, or the US Marines) and numerous different squadron combinations, this is a game that will keep you occupied for years to come.

For those of you coming from either *Thunderbolt/Apache Leader* or *Phantom Leader*, much of the core engine of the game will feel familiar, but there is certainly plenty of challenge here. The game more closely resembles *Phantom Leader* than *Thunderbolt/Apache Leader*, but an attempt to use similar strategy to what you have been using in Vietnam will cause you to come a cropper. This is a whole new ball game, and you'll stumble and fall a few times before you manage to start scoring victories. This isn't just a facelift – this is a different challenge!

*Hornet Leader: Carrier Air Operations* is a truly great solitaire game, and if you are into modern aerial warfare, it is an essential purchase. A modern classic.

Brad Harmer

## PRUSSIAN FUSILIERS OF THE WAR OF AUSTRIAN SUCCESSION AND SEVEN YEARS WAR: UNIFORMS, ORGANISATION AND EQUIPMENT

By Dr. Stephen Summerfield. Published by Ken Trotman Publishing. ISBN 978-1-907417-56-6, £39.95

This is a natural sequel to the author's 2013 volume on the Musketeer regiments

of the same period, a second edition of which is, I understand, currently being produced. The format is slightly smaller than the other volume, but the production values are equally high. Once again, regiments are grouped by area of geographical origin, and each entry is lavishly and beautifully illustrated with colour drawings of uniforms and flags, detailed designs of Fusilier and Grenadier caps, and the intricacies of lace which are so much a part of this period.

There is an excellent table (No. 3) showing the twelve different facing colours used by the Fusiliers, together with another one (No. 5) providing the same information on the colours used for waistcoat and breeches. My only criticism of this volume comes down to these tables, where an unexplained duplication (IR55 is shown with two different facing colours), and some omissions (IR33-38 do not appear to have worn breeches and waistcoats!) shows a lack of attention to detail which is so much at odds with the ethos of the whole of the rest of the book. The omitted details can be found elsewhere within its pages, but that rather defeats the purpose of the tables.

Dr Summerfield finally lays to rest the issue of the identity of the colour 'Sulphur Yellow' which has, following Bleckwenn, often appeared on wargames tables (including mine!) in the guise of IR35 clothed in a rather garish light green. The colour is revealed as a very light, strawish yellow (much more fetching), as demonstrated in the magisterial volume produced by Daniel Hohrath showing all still extant examples of Prussian uniforms.

As an unexpected but welcome bonus, the book also contains details of the

