

Welcome to The *official* Home Page for



Scale Specialties is proud to host the official web site for the forthcoming release of **GENERAL QUARTERS 3**, a.k.a. **GQ 3**. First introduced to the world of naval war gaming in the mid-1970s, **GQ 1** featured rules to conduct naval battles for the period of the Second World War. With the coming of **GQ 2**, these rules were expanded to include data and enhanced playing for both the First and Second World Wars. The principle design guide lines established for these rules were to keep the “busy” work to a minimum and thereby allow a naval engagement to be undertaken and competed in a reasonable amount of time while maintaining the maximum amount of realism.

The “busy” work at that time was defined as the amount of mathematical gymnastics associated with war gaming rules of the period, coupled with the number of sheets of paper required to keep track of game play, damage, ammunition expenditure, aircraft and ship location and what have you. Math will be found to be the heart of any war gaming analysis and when properly based on a solid foundation of demonstrable results vs. historical truisms, adequate realism will be obtained. At that time, there were several game rule sets available but differentiated by the amount of effort and complexity involved to perform it’s intended purpose – a miniature naval engagement on a table top, living room floor, or as did happen one here in Fullerton, on the Student Union patio area at UC Fullerton. As evolved, well over five years of game testing were performed prior to **GQ 1**’s original release. This had been undertaken to insure the ease of operation and validation of results vs. historical truth and complete ease of use. The author, Mr. Lonnie Gill, had established the goal for these rules to be easy to play and FUN, cut out the unnecessary work and tedium (from the typical war gamers perspective, carry on with the carnage).

The proof of the success of **GQ 1** and **2** may be gauged by the fact that more than twenty-five years after the initial rule set release, there is a continuing stream of new players being introduced to them. They have evolved within the world of the users as the “standard guide”, the bible for naval war gaming if you will by which other offerings along these lines are and have been judged. While early on, the first rule set was granted peer recognition by the presentation, in 1980, of the “H. G. Wells Award” by the U.S. Game and Manufacturers Association (GAMA) as the “all time best 20th Century Naval Rules”, the full acceptance of these gaming instructions must be seen in the fact that they are still alive, well and kicking long after it’s contemporaries have dimmed from memory.

The next logical question the reader would ask then should be, “If these rules have been so thoroughly time tested and survived the rigors and fickleness of the gaming world, why are you doing another set?” Simple answer – additional knowledge and a more complete understanding of the historical happenings. Then also, you would have to know the character of the major game players involved, Mr. Lonnie Gill, principle author, Mr. Norman E. Harms, co-author, and the play testers themselves. The play testers feature a return of several of the original testers from GQ 1 and 2 and new faces as well. The various backgrounds of these individuals are varied and include published military historians (Mr. Gill and Mr. Harms), corporate managers, high school teachers, doctors, engineer/surveyors

and sales personnel among others. The common thread is a love of action-adventure, a deep knowledge of military history and its influence on the surrounding world, a desire to see “what-if-I could change history because I...”, a love (definite love) for the preparation of military miniatures to be used for the playing pieces (and we must admit a flare to produce pieces just to see if they can be done, i.e. single and tripod masts on 1/6000 scale model ships); the desire and ability to research matters related to the overall presentation and the sharing of this knowledge. Acknowledgment will be given to all individuals who have been engaged in the play testing of the new rules, **GQ 3**, when they are released. Their efforts have been and are very important.

With the passage of time, many items related to the history of the Second World War have become available to the realm of the common man, that is to say the military classifications; “Restricted, Secret, etc.” have been removed. This in turn has allowed scholars, historians and the like access to these documents for a re-review of the development of historical matters. Many of the old ideas have had to be changed in light of new revelations and some assumptions made, as others must be viewed in new light but light not yet substantiated by complete official release. Not all is known and officially it never will be in many places. But how could this affect a set of naval war gaming rules? Reports prepared by various national naval departments have provided a clear idea of what the results of such and such damage conditions has been or results of specific operational conditions. Some of these items have not amounted to more than a footnote in an historical presentation, but items which, after having been stated, explain matters in a more complete manner. These in turn have been incorporated into many of the new histories of these periods as well as military, and in particular naval, historians having revisited and presented anew the cause and affect of battles and how they came to be, why they failed for the loser or succeeded for the victor. Most of the research material used for **GQ 3** was not even published when the former parts of the rule set was originally printed.

So it is, faced with much new information, it became necessary for us to revisit **GQ 1** and **2** and apply modifications to reflect this higher degree of understanding. In actuality, the core group of the original play testers have been “tweaking” the rules ever since they were originally released. This must be chalked up to the fact that true military modelers/war gamers are just never satisfied and always looking to improve and perfect their play and their product, but all the more so when new facts are revealed.

The new **GQ 3** is intended to incorporate the new information into the rules BUT still maintain the basic simplicity of the rules which have been it’s strength over the years. It will introduce some new ways of doing things and more things to do, if you desire. Historical realism is the driving force and will be maintained and performed in a manner not requiring two set of arms and hands, a calculator and reams of paper. Fun is another key word which will be maintained. While you may not “enjoy” the results of a particular die roll for damage results, everyone got there the same way. **GQ 3** is not intended to detract from the previous two booklets; rather it supplements, expands and will raise realistic results to a higher level of sophistication.

When originally published, the choices of naval ship/merchant ship models were far more limited compared to those which are available today. **GQ 3** will support the “*classic scales*” of 1/1200 & 1/1250 and 1/2400 but present material to include the comparatively new 1/6000 scale offered by Hallmark in their Figurehead model line. Further, taking advantage of the numerous type of naval vessels, including the Dutch Navy, German, British and Japanese armed merchant cruisers, coastal forces, landing craft, minesweepers and layers, tugs and auxiliary support vessels, a far broader spectrum of naval involvement will be achieved.

Along these lines, the following pages will let our supporters know what we are up to in the development of **GQ 3**. This also shows how you can have some extra fun by publishing the results of your gaming activities. In this case we are presenting the current results of our “*Mediterranean Campaign*” offered as newspaper articles, written by the players. Well at least we offer the British players perspective, the Italians haven’t as yet accepted our offer to put it up on the web site (we even offered to just publish it in newspaper form) and you will note the it is an American newspaper and they are *neutral*. Just to print out a little “newspaper article” should be easily attainable with the use of available computer software. Propaganda can be fun. Thus far, the thread of the story is correct as presented, the numbers may or may not have been issued as “fact”; we do have Empire security to think about. The “**Med Chronology**” is prepared by the game master, Mr. Gill; these facts are more in keeping with true (and sometimes sadly faced) facts as transpired.

What hasn’t been reported yet has been the sinking of an Italian cruiser by an Italian battleship and in similar light, the loss of a British destroyer to the same cause – ramming/collision! Some rules you just can’t do away with. Think

it didn't really happen during the war? Well sorry to report (excluding *RMS QUEEN MARY* and *HMS CUROCOA*) it did, and more than once in the real world.

We'll try to keep you up to date with developments. And as to when these rules will be released – REMEMBER we control the rumors and the truth will be found right here. The release date has not yet been chosen. It is, and will be, totally dependent upon the fact that when they are ready and the author's are happy with the results, it will be made available. As for an approximate date, well, we're looking for the end of the year. We completely desire this effort to be as well crafted as the originals so that they too will stand the test of time.

In the meantime, enjoy the war from the safe distance of your monitor. The full "campaign" will include some land actions which will utilize **TacFire**, Mr. Gill's forthcoming land warfare rules for micro-armour (and larger) scales. Stay tuned here for the announcement of **TacFire's** release but remember the tanks only go as far in the desert as they have fuel. That's up to the Navy as all fuel must be shipped in. To paraphrase – "No branch of the military is an island."

Update – 01. March 2000

A demo game of TacFire was presented as Orccon 2000 during the conventions three day run over the President's Day holiday. The Game simulated was a 1950's Korean War scenario. When gaming ended, it was a tie. Do we expect a rematch? Maybe, but in the meantime we have been advised that the publisher has taken the rules to the printer and we hope to be able to offer these through our standard web site products listing.

On 18 March 2000 at the **Games University** convention presentation, a demo game will be offered at 10 am for all participants of the con. We hope that many of the participants will/would like to learn the how, inside tips and tricks of the trade and take on the opposition. The battle to be played will feature the combined Allied forces in the Java area attempting to repulse a Japanese landing assault force. This operation will feature a night and possible daylight operations and in the light aircraft combat. Gaming items will be provided by Mr. Gill and Mr. Harms and should feature 1/6000 scale models of the ships and 1/1200 scale aircraft models.

Scale Specialties show schedule for the year 2000 will be found in the "Real Time/Space Coordinate" section of the web site. Not every show will feature demo games but we hope to present more in the future. Again, stay tuned for more updated information.

Comments are always welcomed. This isn't a one way street. We are looking for information to answer very definite questions which arise as various portions and parts of this new puzzle game come together and need specific information to determine courses of action. For that right now you might ask what? Analysis is being made of the range of light and light return from illumination by star shells and searchlights. Info need be accompanied by proper documentation of source material. We have already had some response from one or two noted naval war gaming personalities. To mention one, Mr. David Manley of the UK. Thanks Dave.