

>**Warhammer** is a miserably simple game from a tactical point of view, but its  
>purchase system is galaxies ahead of the ASL DYO system.

I can see it now.

MMP releases "Army Books". Each book describes a single nationality, with rules that contradict the game. Vast amounts of paper are spent describing "action" in a way to appeal to the 10 year old, so that they'll want to buy the latest accessories. Each leader now gets a name (irregardless of counter color), and the only modifiers available are -2 or -3. The counters will be sold separately, with the -2 leader costing \$8.95, and the -3 leader costing \$14.95. Squads will be sold in blister packs of 10, with you needing 12 squads for a platoon. Support weapons are sold in the same pricing scheme as leaders. To show their value to the hobby, MMP will publish squads that come twelve to box, but they will be printed on thinner cardboard, and the printing isn't as clear, but since you now only need one box, the price will go up 50%.

MMP then proceeds to release the next army book, with the new, improved -4 leader. Gotta have one. \$22.95. Squads get bumped to be 9-6-9's, and if they have to take a MC, they get to roll a d6 for "armor save", or no damage.

Next "Army Book" introduces the Chaos Dwarf SS with their Rapid Fire Cannon that's a 128L, ROF3, and 5 portage points. The new counter is sold in individual blister packs for \$28.95. Crew counter sold separately. The games will shorten, with each scenario lasting a maximum of three turns. As part of the accessory series, you'll get Official MMP Counter Storage Trays, which are indistinguishable from Planos except that they cost \$9.95 each. All the players of the game are told to not let anyone play who does not have the "official" accessories.

The counters come printed in black and white, so that everyone must color their own. The highest praises are heaped on the most unrealistic Technicolor ones. MMP will not let anyone play with uncolored counters, since that is "not showing the full potential" of the system.

Every three years the entire systems gets thrown away, obsoleting your Current investment in counters, rules removed to make the system comprehensible to 6 year olds, and the cycle begins anew.

And is the purchase system galaxies ahead of the ASL DYO system? Well, at least in ASL I can get a pair of 88L AA Guns that will work against your infantry, your tanks, your trucks, your planes, eliminating the guessing of the other players forces. No, the sad thing about the ASL DYO system is that your chances of winning are greatly improved by buying nothing more than infantry.

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Been there, beat the habit.