



## Chart of Common Graphic Symbols and their Use

Symbol	Name	Description of Use and Remarks
	Lateral Boundary ...for a Battalion ...for a Company	Defines the limit of operations between adjacent units.
	Line of Departure Phase Line (PL Fish)	Designates the line at which operations begin: the jump-off point.  Phase Lines are used to control the actions of several units. They can be used to coordinate the units, and to define different phases of the operation.
	Unit Location (here a Battalion)	Used to mark a unit's location on the map.
	Objective in this case, OBJ Green	Denotes the area to be taken by an attack or held by a defense. Obtainment of the objective is how operations succeed.
	Axis of Advance, in this case, Axis Red	Denotes the general course of movement of the assigned units. Units are free to move anywhere within the bounds of the axis of advance.
	Direction of Advance	Gives the exact path the movement must follow. This control measure is much more restrictive than the axis of advance as the units must take exactly the path under the arrow.
	Area to be screened by Smoke	Denotes the use of smoke. A good idea is to record the time to use it with the symbol—such as “Fire when advance reaches PL Cod Piece.”

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### 1. Rules Help.

We are usually available to answer your rules questions, one on one, by phone most business days (and frequently during off hours).

Call (217) 896-2145.

If we aren't there, leave word on the answering machine and we'll get back to you as soon as we can. That's a promise.

### 2. On-Line Help.

We are on GEnie. If you are, you can find us in Category 4, topic 43, page 805. I check in most days and will be able to answer your questions.

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### 3. Mail and Fax

We will be happy to answer your letter and Fax questions, too. We turn them around as soon as possible. I'll Fax a response directly to the number you give. Mailed questions are answered in as much depth as I can think of (phone questions are easier to handle in that regard, as we get to go back and forth with you) and we do not require things like SASEs or Yes/No format.

Fax: (217) 896-2880

Write: The Gamers, Inc.  
500 W. 4th Street  
Homer, IL 61849

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While we attempt to maintain the continuity of our series rules—to eliminate repetitive rules learning—we do allow them to develop further after publication. The rules remain stable, not static. We do not publish games and then forget them! Refinement depends heavily on the active participation of the players of our games and feedback has an effect on what we do and how we do it.

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## The Gamers

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