Avalon Hill Philosophy Part 54

This issue of the GENERAL is somewhat of an experiment. In the past, when we've put all our eggs in the same basket so to speak with an issue concentrating on just one game the results have been either wildly successful as in Vol. 11, No. 4 (PANZERBLITZ) or disappointing as was the case with Vol. 12, No. 3 (JUTLAND).

Generally speaking, we've found that the more scattergun the approach the more popular the issue. Most of our readers would rather see many smaller articles on a wide range of games as opposed to major studies of just a few—which they may not own or be interested in. But there are always those who favor the opposite treatment and, although in the minority, we'll never forget them entirely. This issue represents one such effort to appease that faction. The one thing we'll always cling to in publishing the GENERAL is the right to experiment with different approaches to avoid falling into a rut formed by strictly adhering to a single format.

This particular issue might well have been renamed CIVIL WAR ILLUSTRATED or ANGIOLILLO & HAMBLEN, INC., we had gone through with our original intent of including Richard's Campaign Game variant of CHANCELLORSVILLE. Discretion proved the better part of valor however and we backed away from a total Civil War issue with some regret. As a result, Richard's excellent work will appear in a later issue.

Joe Angiolillo's efforts should keep our Civil War buffs occupied for quite awhile, however. All the historical trimmings aside, Joe's efforts will enable ambitious readers to replay four Civil War battles utilizing the CHANCELLORSVILLE mapboards and rules with his adaptations and counters. The latter have been laid out in such a way that they fit exactly over the standard AH blank ½ counter sheet which you can purchase from our parts dept. for $1.00 plus the usual shipping charges. A liberal coating of rubber cement or a dab of white out on a razor blade will leave the industrious reader with five Civil War games where once he had only CHANCELLORSVILLE.

Readers will notice that we've begun to number the insert pages as integral parts of the magazine. Many readers have been reluctant to cut out the insert and we don't suppose that numbering the pages will lessen this any. However, the four page insert in the center of the magazine is just that—an insert. We will continue to use it for printing forms and advertisements but we will no longer leave it in your hands. We will mail it to those who have requested it. Authors of published material are eligible for remuneration in the form of free AH merchandise. We don't promise anything but we are always interested in obtaining quality material and invite you to try your hand if you feel you can meet our standards.

ORIGINS II

It's hard to believe that it's already time to preview the events to be seen at ORIGINS II. Yet, this issue contains the official pre-registration forms for the Second National Wargaming Convention to be held July 23rd, 24th, and 25th at Johns Hopkins University. We urge you to make your reservations as soon as possible.

We have made arrangements for ORIGINS to travel to other cities in future years and therefore are not holding anything back in making this farewell convention effort a truly memorable one. With a year's experience behind us, we are determined to correct last year's problems and have an unblemished national show in '76.

Included in this issue are pre-registration forms for entrance, lodging, and the various competitions to be held at ORIGINS. You are urged to carefully read all details contained herein and then mail the respective forms with check(s) for full payment ASAP. We have on-campus lodging for only the first 550 pre-registrants. In addition, many of the activities are limited solely to pre-registration and will be closed to those not so pre-registered. Still others will be limited to entrants and once that number is obtained the events will be closed. Competition will be the focal point of ORIGINS so don't be left on the outside looking in. Make plans to pre-register in at least one event.

Due to the failure of other participating companies to give us full details on their planned events, we cannot accept pre-registration for only some of the events at ORIGINS II. Hopefully, we will be able to pass on information pertaining to other events in the next issue. You will be able to register for these later added events at the con, however.

PRE-REGISTRATION

Admission to ORIGINS II will cost $3.00 per day or $8.00 for the weekend when paying at the door. Pre-registration will be limited to admission for the entire weekend and will cost $6.00.

The increase is due both to inflation and increased services. Whereas, last year things were done as cheaply as possible, the 1976 event will be 1st class in every way. All checks should be made payable to Interest Group Baltimore (with the sole exception of the JHU dormitory fee).

All pre-registrants will be mailed a 32 page program convention and plastic badges which they must wear at all times while at the show. Therefore, pre-registrants will have no lines to wait in. You'll be able to walk in off the street with your badge and automatically be admitted. You will need to sign in at the registration desk and brave whatever lines may exist.

Hopefully, lines will be much less of a problem this year. Keys for JHU housing will be picked up directly at the dormitory from JHU officials. Neither I.G.B. nor AH officials will have any hand in housing matters. Trained professionals will be on hand to handle the check-in
FOUR ROADS TO RICHMOND

by Joseph A. Angiolillo Jr. with Richard Hamblen

THE RIVER OF WAR

by Richard Hamblen

In eastern Virginia, all campaigns led to the Rappahannock near Fredericksburg.

To understand why this was so, it is necessary to look at a map and talk a little bit about the unseen strategic realities in Virginia.

Starting south from Washington D.C. and the Federal base at Alexandria (as any Federal army would have to begin), the most promising route of invasion followed the line of the railroad to Richmond. In the contested region of northern Virginia this route followed the railroad through Centreville, Manassas Junction, Warrenton and Culpeper Court House before it ran past Cedar Mountain and into Orange Court House and the road south to the North Anna river and Richmond.

This route was attractive because it had the railroad available to support a supply line and because where it crossed the Rapidan and Rappahannock rivers, at Warrenton and Cedar Mountain, those rivers were easily fordable. If necessary a flanking column could even be sent upriver to outflank any defense along the river line.

An invasion farther inland was unattractive because the terrain was rough and there were not enough roads to support a supply line, especially in bad weather. The Bull Run Mountains formed a shield that ran beside the railroad from Centreville down to the upriver area. Beyond the Bull Run Mountains was the Shenandoah Valley, and the Shenandoah was a treacherous place dominated by easily-defended passes. An invasion down the Valley would be headed away from Richmond anyway, and it would be running the risk of being boxed away from defending Washington. The main Federal army never set foot in the Valley throughout the war.

On the other side of the railroad line there was another route of advance that should have been insignificant as well. This route was down near the Chesapeake Bay and the lower Potomac, where the rivers grew great enough to severely hinder maneuvering.

Just south of Alexandria, this route entered the box formed by the Occoquan, Potomac, and Rappahannock Rivers, an area that contained such important towns as Stafford Court House, Falmouth, and Aquia Landing on the Potomac. This area was deeply within the Federal sphere of control in Virginia—with major rivers hindering movement in every direction the area was just a trap for a Confederate army. The trap was worse for the Confederates because the rivers in their front were no obstacles than the river in their rear—the Occoquan was a much smaller river than the Rappahannock, to the west there was open ground aiding any attack from Warrenton, and the Federals could strike from across the Potomac through their fleet. The tactical disadvantages of the position were so evident and so dangerous that the Confederates never tried to hold it with a sizable army and only dared to hold it at all when they were utterly certain of being able to retreat to Warrenton. As a result the Federals built a major depot at Aquia Landing and maintained it throughout the war, a secure supply line coming down the waters of the Potomac. (On the Chancellorville mapboard the road leaving at WW37 would come to Aquia Landing in a few hexes.)

South of the Potomac there were areas more suited to a Confederate defense. The possible route of invasion divides nicely into two regions of terrain south of the Rappahannock. From Fredericksburg east the terrain was open but the Rappahannock was deep and could not be forded; west of Fredericksburg itself was the Wilderness, a tangle of woods and underbrush that reached nearly to Orange Court House. The Wilderness was the area of possibilities and danger, for here the Rappahancock could be crossed in many places, but there were few roads and a battle turned into a complex, unpredictable thing where the Union army’s extra manpower did not count for much. If an invader could get past these areas he would come next to Spottsylvania Court House and a road south, but moving across the coastal lowlands he would find more wide, deep rivers blocking his way to Richmond.

Clearly the railroad line offered fewer obstacles to an advance. Yet in the end, although Federal armies were always willing to maneuver along the line of the railroad, when they finally moved south to fight they always came to the Fredericksburg area.

The reason why this had to be is hidden in the nature of the strategic balance in Virginia. The Federal army's size was balanced by the Confederate army's speed, and both of these factors tended to drive the Federals down towards the Fredericksburg route.

The size of the Federal army had three effects. First of all, the Army of the Potomac was an army that very definitely marched on its stomach and had to have a secure supply line. Throughout the war it was continually the largest accumulation of humanity on the continent, outside of the cities, and it often had present twice as many men as any other front line army, Confederate or Union. Manpower massed on that scale had special limitations on it: to keep all its human, horse, and cannon mouths fed it could not rely on the chance business of foraging off the land (especially in war-ravaged Virginia), it had to have a secure supply line to keep it functioning. Confederate eruptions onto that supply line could cripple the army's ability to fight for its advances and could end a campaign by themselves. Such a large army had to have a supply line.

The size of the Federal army created other problems as well. An army that size overloaded the road networks, forcing the army to march in small groups on many roads, and an army moving in many columns must march deliberately and with care if it is to keep its cohesion. The very size of the Federal army forced it to move slowly just so it could stay coordinated in front of the enemy.

Lastly, the size of the Army of the Potomac made it all the more valuable and irreplaceable. To lose Washington D.C. would be a catastrophe, but to lose half of the Federal front-line soldiers in existence in one campaign would be an irreparable catastrophe, a consideration which weighed on the mind of every commander of the Army of the Potomac and increased their caution accordingly. It might be possible to abandon your supply line in a conquer-or-die maneuver with a smaller army out
west, but it would be madness to play conquer-or-die with Robert E. Lee when the stakes were the Army of the Potomac.

All of these consequences of the size of the Federal army—the need for a secure supply line, the slowness in maneuver, and the avoidance of risks—were magnified greatly by the Confederate Army of Northern Virginia’s greater strength, its ability to move and strike swiftly and far.

Under such circumstances a Federal advance along the line of the railroad was fraught with dangers. Confederate raids striking from behind the scenes on the Bull Run Mountains could descend at will onto any supply line through Centreville (the raids were so unstoppable that the whole area became known as “Mosby’s Confederacy” later in the war), and sometimes such raids would turn out to contain a whole Confederate Corps trying to bag the entire Union Army!

So in the end the Federals were never willing to chance a great battle with such a long overland supply line behind them. Raids would weaken their ability to win a battle, and in the event of a defeat or even a stalemate they would face the threat of a Confederate super-raid cutting off the retreat of the whole army.

Descending near Fredericksburg things were not so risky. The Potomac with its friendly Federal fleet was near, and a short and perfectly safe supply line could run to Aquia Landing and then out to sea. The threat of Confederate maneuvers was cut down by the difficult terrain, and if the Federal attacks also became that much harder it was a cheap price to pay for the twin luxuries of steady supplies and a safe retreat after a defeat.

So, at last, one after another the Federal commanders of the Army of the Potomac came to the same conclusions and came down to Fredericksburg to fight. And Robert E. Lee was always there to meet them.

Which, in the end, might have been a mistake. Lee could make the Federals lengthen their supply line again merely by retreating to the good defensive positions behind the North Anna river, and once again the Federal commanders would have to face the threat of a raid coming down behind them. For Lee it was in miniature the question that plagued the Confederacy as a whole—whether to sacrifice ground in the interests of a possibly devastating counterattack.

The General

The new commander, Ambrose E. Burnside, submitted a plan of advance for approval before he even formally assumed command of the army.

On November 14, 1862, Lincoln approved the plan.

The next morning the Federal Army was marching.

It might be wise here to look at the opposing armies at that instant.

The Army of the Potomac was spread along the line of the railroad to Culpeper. Lee’s Army of Northern Virginia was divided into two equal sections, half under Longstreet guarding Culpeper and the other half in reserve farther away in the Shenandoah Valley, threatening to erupt through the passes onto the railroad supply line.

The Federal army was positioned primarily for defense. Four army corps were near Warrenston, half-heartedly threatening Lee and Longstreet across the barrier of the upper Rappahannock, but three more were back watching Jackson and hanging the passes at Harpers Ferry and above Centreville. A final corps—the III—was just rejoining the army after a prolonged convalescent stay in Pennsylvania.

The Army of the Potomac was composed of many elements with differing histories, and combining its old strength with new arrivals it was going into this campaign with its power at a wartime high.

The heart of the army was the troops that McClellan had organized and that had gone with him to the Peninsula Campaign: the II, III, V, and VI corps (the IV corps had been wrecked and discontinued on the Peninsula, its troops going to fill out the VI corps). Added to them was the IX corps, only one division of which had made it to the Peninsula. There were also two corps formed on the Western theater, the two corps that had been left to garrison the Shenandoah and West Virginia, the XI and XII corps. Finally there was the alien IX corps that had made its reputation—and Burnside’s—in a campaign down in the North Carolina sounds.

The army’s command was a mixture of old and new as well. To ease his administrative duties Burnside had organized four corps into four miniature armies called “Grand Divisions,” each miniature army containing two corps with artillery and cavalry support. The artillery reserve was still kept separate. To staff the eight corps and four grand divisions Burnside had three corps commanders and the four divisonal and brigade commanders from the Peninsula-era army (Siegel commanded both the Reserve Grand Division and the XI Corps); for six of them Fredericksburg was their first campaign in corps command.

The Army of Northern Virginia was more conventionally organized, but it had been somewhat reorganized as well. Jackson’s Corps was unchanged with the two Valley divisions and the oversized brigade of Lieutenants of Lee’s corps. The street’s Corps had been shifted to form more balanced divisions with incompetent commanders needed out. The artillery of the whole army had been overhauled, with the understrength or inefficient batteries merged into the others, although new batteries had not yet been organized into battalions, a reform that was to come after Fredericksburg. For commanders of his two corps and nine divisions Lee had two corps commanders and four division commanders who had held their positions since the Peninsular campaign—and of the new men, three were Kelly, Hood, and Pickett.

Lee’s command was much better led than the Federals’. The Union general since Antietam had many stragglers, recovered wounded, and new recruits had joined the army. The Army of Northern Virginia was going into the campaign of Fredericksburg with its effective strength at a wartime high.

The Campaign of Fredericksburg

It was a close decision, and in fact Lee did offer to let the Federals across the Rappahannock a few times, but the Federals were always too wary to fall into any trap. Lee only offered the opportunity when he had forces perfectly positioned to raid into the difficult river country.

And as the war went on, and Lee’s force and his ability to counterattack dwindled, he became more and more willing to be satisfied to defend with the advantages of the Rappahannock and the Wilderness, accepting the morale advantages of stopping every Federal attack at the Rappahannock, and making the Federals fight for every inch of territory rather than gamble on a chance raid in the river country.

So in the very end the road to Richmond led past Fredericksburg, by mutual consent. In men, money, and powder spent there it was, and is, the most valuable section of real estate in America.

Prologue to Fredericksburg

In the first place the problem was political.

Due to the political nature of the Civil War the northern politicians were deeply committed to victory, distrustful of the military establishment, and very aware of their own power in a volunteer war effort that was run on popular support. The political factors were far more important than the military’s conduct of the war.

The politicians were untutored in military science, however, and they were unwilling to blind trust their expert advice (they distrusted the peace-time officer corps because of the southern sympathy known to exist there). As a result the politicians were forced to think in the simplest and most obvious terms: advance or inaction, obedience or disobedience, victory or defeat. The politicians were going to take an active part in the war, and the generals were going to have to deliver in a most obvious fashion; this was the political pressure that lay on them always.

The political factors, and the political pressure, were all enormously magnified in the fall of 1862. The Emancipation Proclamation, revered and controverted at that time, had sent the political stakes through the roof. At the same time the politicians were at the end of a year of trying to get their army to win any kind of a battle. Finally, on November 5, 1862, McClellan, “Young Napoleon,” the most beloved commander of the Army of the Potomac ever had (and the best, according to Robert E. Lee), was removed from command for refusing, one last time, to advance and fight.

The master was gone, replaced by a longtime subordinate, Ambrose E. Burnside.

Everybody was very sensitive to what the political pressure was saying: Advance! And fight! (Note of some interest: On November 6, before he received word of his dismissal, McClellan routinely ordered that all the military stores at Harpers Ferry be sent to Washington. Among those stores was the pontoon train of the army. Keep an eye on those pontoons . . .)

The Campaign of Fredericksburg

The army of the Potomac was moving too fast, failed because it moved too slowly, and finished by not being able to move at all.
The General

On November 14, Lincoln’s approval still warm in his pocket, Burnside sent out his orders. The Grand Divisions were set up. A message was sent up to Washington asking that a pontoon train be sent to Fredericksburg at once. Sumner’s “Right Grand Division” was ordered to Fredericksburg to meet the pontoon corps.

...Mistake. The campaign was starting too fast. With no one paying special attention amidst the general shifting of stores, the order to send the pontoon corps from Harpers Ferry had not been received until the 12th. The pontoon trains were just arriving in Washington on the 14th. The message came back that it would take a few days to get a pontoon train together.

Burnside didn’t listen. Franklin’s Grand Division marched on the 16th, the VI Corps coming from Jackson’s front and the I Corps from Lee’s. The artillery reserve followed the next day, with Hooker’s Grand Division bringing up the rear. The whole army was moving for Fredericksburg.

In Washington the pontoon train was casually assembled. Casually? No one had thought to tell the commander of the train why they were needed. Going through channels fighting red tape, he gradually requisitioned the horses and wagons he needed.

In military science there is an axiom about “converging columns”; the rule is, don’t depend on two independent columns arriving at the same place at the same time.

For Burnside, one column was his army. The independent column was the pontoon train.

The entire cutting edge of the Army of the Potomac, three Grand Divisions and the artillery reserve, were in position opposite Fredericksburg by November 19. That day the pontoon train started from Washington, its commander worrying about manhandling the clumsy things down the rough roads.

Lee had not been idle. Deducing accurately from the Federal corps marching across his front, he had started two divisions and a cavalry brigade for Fredericksburg on the 18th, and on the 19th he sent the rest of Longstreet as well. Lee knew he had been flanked—there were only two batteries and two regiments to oppose a Federal crossing at Fredericksburg—and he expected he’d be forced back to defend on the next river to the south, the Rappahannock. He could not maneuver, and how could he fight?

Burnside was ready to cross. Early on November 21, the pontoon train was finally moved down to Fredericksburg, so at last he could be supplied and move to another line and try again. But in front of him was the whole army of Northern Virginia, entrenched in an awesome position.

By all military rules Burnside should have just closed the campaign and gone into winter quarters. He couldn’t maneuver and how could he fight? BUT ... from above there came the pressure. Advance and fight! We have had enough waiting! Burnside remembered McClellan’s decapitated career. And Burnside was nowhere near the powerful figure that McClellan had been. Burnside always believed in following orders, he’d even submitted his plans for approval and hadn’t budged until they were approved ...

ADVANCE AND FIGHT!

On December 11, 1862, the Army of the Potomac was crossed into Fredericksburg, where two days later it assaulted the Confederates on the heights.

About that Confederate General Joe Johnson had the final word, when he heard about the battle from afar: “What luck some people have. Nobody will ever attack you or I in such a place.”

Two days later, under cover of darkness and storm, the Federal army stole back across the river.

The campaign of Fredericksburg was not yet over, however. Despite the catastrophic reaction to the battle (Kentucky almost seceded), the political pressure continued from above. Nine of the eighteen divisions that had crossed the river were almost unscathed, and in addition both the army and the garrison at Washington had additional troops that had not even been near the battle.

The Reserve Grand Division had been left behind to guard Harpers Ferry and the approaches to Washington. It had started to move south at the same time that the main army began crossing the Rappahannock, and the XI joined the main army just after the battle. The XII Corps was left around Centreville, but it was just a few days’ march away and Burnside could call it in whenever he wanted it. In addition a convoy of unassigned regiments was released from the defenses of Washington and marched down to Burnside along the Maryland bank of the Potomac. They crossed to Aquia Landing the day of the battle.

So, numerically, the Army of the Potomac was in acceptable condition. Morally, however, it had been crippled. The junior officers were ughast at the stupidity and carnage of the battle, and had had the additional shock of seeing Burnside practically fall to pieces after the first day’s catastrophe. Now, with the season growing even later Burnside was still talking about advancing.

Worried delegations of officers began to slip into Washington to have some confidential discussion with the War Department.

Lee, meanwhile, was perfectly willing to wait it out on this line if it took all winter. Hampton’s cavalry brigade was stationed up by Kelly’s Ford, and regularly it started up and roused the miniature supply road that came down the Virginia bank of the Potomac. That’s where he’d been while the battle of Fredericksburg had been going on, and after the battle he continued the raids, culminating in a massive expedition of all the brigades led by Stuart himself on December 27.

Burnside was about to start another movement when a warning message from Lincoln stopped him.

Finally, on January 20 Burnside was moving again. It was clear that he would never be able to win through at Fredericksburg, so at last he was listening to Hooker’s advice. This move would be
via the fords upstream. The whole army was set into motion, the XII Corps was ordered to march down to the main body.

Lee saw this move and started his columns to intercept.

... And on the 20th of January it rained. On the 21st it rained. The pontoons, moving to the fords, became hopelessly bogged down. The artillery became immobile in the mud. It rained. The infantry itself finally slowed, unable to move. This was the famous "Mud March," and it finished Burnside. The army finally turned around and squished its way back to its winter camps on the 22nd.

In the last place the problem was military. Burnside had claimed he was inadequate to lead an army, and he had set up the Grand Divisions to take over the administrative work load. They failed him. Supply became irregular, sanitation became a problem. Morale plummeted, aided by the catastrophe at Fredericksburg and the exhausting debacle of the march in the mud.

The army rotted beneath Burnside's feet. The Army of the Potomac was unable to be used as an army. It could not move. The campaign was ended.

On January 25th Burnside was removed, and the army went into winter quarters, healing itself and waiting for the spring.

THE BATTLE OF FREDERICKSBURG

December 13, 1862 was a cool, crisp morning in the hills surrounding Fredericksburg, Virginia. Fog blanketed the Rappahannock River, cloaking the charred buildings of yesterday's skirmish. About 10 o'clock the rays of the sun struggled through the fog to reveal an unbelievable spectacle. To the right of the city, in the plains below, 50,000 Federal soldiers of Franklin's Grand Division awaited the order to attack. Rank upon rank of marching soldiers, their standards flying and couriers galloping between regiments, offered a blue contrast to the white light of flashing bayonets against the rising mist. The panorama must have resembled a blue blanket covered with new snow.

In the city itself Federal troops of Summer's Grand Division were busy massing in the streets. Although their positions were obscured by burned buildings, the rumble of artillery in motion informed the Confederates that something was amiss.

Beyond the Rappahannock, Stafford Heights rose above the riverbank, commanding the plains on the Confederate side of the river. Iron barrels of the Union artillery reserve speckled the ridge from the dam above Fredericksburg to a mile on the right. The largest dots, obviously the Federal siege guns, occupied the center of the ridge. Two divisions of infantry guarded the pontoon bridges to the south at Franklin's crossing.

In front of the Union position, between the Confederates and Union lines, the plains were broken by small ravines and streams. Hazel Run and Deep Run were definite obstacles, flowing through ravines hidden by woods and thick undergrowth. Although fordable in places, the ravines were "psychologically" unfordable. In warm weather most soldiers would accept a thorough drenching, but in the dead of winter water would freeze to a soldier's skin, producing cold, pneumonia, and death. The Confederates knew this only too well, and their burned bridges over Deep Run, Hazel Run, and the drainage ditch behind the city. The Canal, unlike the creeks, was actually unfordable. This was a blessing to the defenders who only needed to defend the bridges.

The Confederates defended on wooded, sloping hills and wooded ridges, redoubts, and rifle pits. By far, Marye's Heights was the strongest position on the field. Other prominent features included Stansbury Hill, Telegraph Hill, Cemetery Hill, and Prospect Hill, all of which rose 40 to 50 feet above the surrounding plains. To the right of the Confederate position was a marshy land, frozen solid by the cold temperature.

To take these positions Burnside had released the six corps of the Army of the Potomac (the other two corps, the XI and XII were in the rear guarding the approaches to Washington). Burnside considered himself a sort of Army Group Commander; he would stay on the other side of the river and send only the most general directions to the generals commanding at the front. The battle would develop depending on how these commanders interpreted these orders.

In Fredericksburg itself, on the Federal right, the commander was Edwin Sumner, whose most obvious qualities were his straightforward aggressiveness and his loyalty. On the left the Federal commander was W. B. Franklin, a general from the McClellan clique and a conservative attacker, in the McClellan mold. The junior among the Grand Division commanders was "Fighting Joe" Hooker on the other side of the river, but his responsibility was limited to sending up the reserves as they were needed. The battle would develop depending on how these commanders interpreted those orders.

On December 12, Burnside sent up his orders to Sumner and Franklin: on the right and on the left the Grand Divisions were to advance to occupy the commanding terrain behind Fredericksburg. No specific directions were given; no mention was made of the Confederates who happened to be occupying the hilltops.

From this evolved the battle of Fredericksburg. Franklin moved first, sweeping down the river and up to the Confederate positions. Meade's crack division of Pennsylvania Reserves led the advance, two brigades abreast and one in reserve. On his right came Gibbon; on his left, along the riverbank, marched Doubleday. In his front there were ravines and the Richmond road and advanced Confederate batteries, barring the steady advance.

"The gallant Pelham," the daring commander of the Confederate horse artillery, led the first Confederate reaction when he galloped out with two guns and held off the whole advance for half an hour by threatening to rake the advancing Federal flank. Overwhelming masses of artillery were brought up and he was driven away, but he had gained half an hour and a great name.

Finally the Federal advance had reached its full extension. The VI Corps was back guarding the bridges; reinforcements were starting across the river to bolster the advance. In front of the Federals massed Confederate batteries concentrated their fire from both flanks, protected by A.P. Hill's massive Confederate division deployed along the line of the railroad embankment.
THE GENERAL

Slowly but surely, as the morning passed, the Federal batteries silenced the Confederate artillery. Finally they were quiet, just as Birney's division of reinforcements came up to support Meade.

At that moment Meade led his Pennsylvania Reserves towards the Confederate line. It was 11:30 a.m.

Unbelievable as it may seem, there was a gap in the Confederate line between Lane's and Archer's Confederate brigades. The marshy ground was rugged and densely wooded. In the summer it would be practically impenetrable, but the cold weather had blown the Confederate front and so had become embroiled in a fruitless standoff with A.P. Hill's leftmost brigades. And Franklin had delayed in ordering up any other supports! Birney's division came up just as Meade fell back, and together the Federal divisions fought their way back to the Federal line and beat off the Confederate counterattack. Birney and Sickles, arriving late, took over Meade's and Gibbon's positions in the line; Meade's and Gibbon's divisions were through. The Pennsylvania Reserves would have to try to rebuild their strength in the defenses of Washington; the wrecked division was transferred out of the army within a month.

The attack marched up in brigade columns. A canal drainage ditch traversed the field, and the Confederates had dismantled the bridges, forcing the attacking columns to go to the left, directly towards the stone wall.

From the time they left the cover of Fredericksburg's buildings the Federal attackers had to cross 800 yards to get to the stone wall.

French's division did not get within 60 yards of the stone wall before what was left of its men dove to the ground for cover. Hancock's division came marching through the disorganized remnants.

One officer of Hancock's division made it to within 100 feet of the stone wall. The Confederates found him there the next day. It was the farthest Union penetration.

Hancock's division went to the ground with 40% casualties.

Howard, channeled to the left by the drainage ditch, came in across the ground the other divisions had covered. It stopped far from the wall, but at least it was not totally wrecked.

The II Corps was no more. But the attacks were not over.

Meanwhile, on the Federal left, Meade was still in the midst of the Confederate position and wondering just where his supports were.

Then Early's division struck with the Stonewall brigade on its left and Meade fought his way back out of the swamp.

As he came out into the open, fierce Confederates boiling out of the woods after he found out what had happened to his supports. Gibbon, deployed to his right, had missed the hole Meade had blown in the Confederate front and so had become embroiled in a fruitless standoff with A.P. Hill's leftmost brigades. And Franklin had delayed in ordering up any other supports! Birney's division came up just as Meade fell back, and together the Federal divisions fought their way back to the Federal line and beat off the Confederate counterattack. Birney and Sickles, arriving late, took over Meade's and Gibbon's positions in the line; Meade's and Gibbon's divisions were through. The Pennsylvania Reserves would have to try to rebuild their strength in the defenses of Washington; the wrecked division was transferred out of the army within a month.

And the Federals came, towards the stone wall. From every angle the roar of Confederate artillery and musketry fire rose. French's division led, followed by Hancock's. Howard's division was hurried up out of Fredericksburg (where it had been relieved by Whipple), and made ready to go in on the right of the main attack. This was the II Corps, the corps that never lost a gun nor a flag, led by commanders who would all lead corps before long.

The attack marched up in brigade columns. A canal drainage ditch traversed the field, and the Confederates had dismantled the bridges, forcing the attacking columns to go to the left, directly towards the stone wall.

Had they been spared, they would have been able to pierce the Confederate line in the middle. But the attacks were not over.

Meade swept away Lane and Archer and sent Gregg's brigade spinning, its leader mortally wounded.

All of this Meade had done alone. As his division paused and wondered where its reinforcements were, the Confederates started to react. Jubal Early's division and the Stonewall division started forward, as Gibbon hurried forward and tried to catch up with Meade's attack.

In Fredericksburg itself, meanwhile, the Federals had spent the morning bringing up troops and getting them into position. Then, at noon, the sound of firing wafted up the river from Meade's fight. The battle was beginning. The orders came down from Sumner: go in.

The II Corps stepped out and headed towards the only part of the Confederate line they could get to—a little stone wall at the base of Marye's Heights, the hill behind Fredericksburg.

The Confederates did not give Gregg this ground for a month, and they were ready. The stone wall itself hid Cobb's brigade, and Ransom's entire division was farther up the hill and hidden behind the protected rear slope, as reserves. Along the crest Longstreet had concentrated the artillery from two divisions plus both reserve battalions from his reserve artillery. The famed "Washington Artillery" was directly behind and above the stone wall; Alexander's battalion was to the north, Cabell's battalion was across Hazel Run to the south but placed so that its fire could sweep the approaches to the stone wall.

The attack marched up in brigade columns. A canal drainage ditch traversed the field, and the Confederates had dismantled the bridges, forcing the attacking columns to go to the left, directly towards the stone wall.

From the time they left the cover of Fredericksburg's buildings the Federal attackers had to cross 800 yards to get to the stone wall.

French's division did not get within 60 yards of the stone wall before what was left of its men dove to the ground for cover. Hancock's division came marching through the disorganized remnants.

One officer of Hancock's division made it to within 100 feet of the stone wall. The Confederates found him there the next day. It was the farthest Union penetration.

Hancock's division went to the ground with 40% casualties.

Howard, channeled to the left by the drainage ditch, came in across the ground the other divisions had covered. It stopped far from the wall, but at least it was not totally wrecked.

The II Corps was no more. But the attacks were not over.

Meanwhile, on the Federal left, Meade was still in the midst of the Confederate position and wondering just where his supports were.

Then Early's division struck with the Stonewall brigade on its left and Meade fought his way back out of the swamp.

As he came out into the open, fierce Confederates boiling out of the woods after he found out what had happened to his supports. Gibbon, deployed to his right, had missed the hole Meade had blown in the Confederate front and so had become embroiled in a fruitless standoff with A.P. Hill's leftmost brigades. And Franklin had delayed in ordering up any other supports! Birney's division came up just as Meade fell back, and together the Federal divisions fought their way back to the Federal line and beat off the Confederate counterattack. Birney and Sickles, arriving late, took over Meade's and Gibbon's positions in the line; Meade's and Gibbon's divisions were through. The Pennsylvania Reserves would have to try to rebuild their strength in the defenses of Washington; the wrecked division was transferred out of the army within a month.
Franklin was convinced of the futility of attack; on the left the battle was over, except for the artillery duel.

On the right the IX Corps was preparing to go into action. Sumner was an impetuous attacker. Burnside had ordered him to stay, personally, on the other side of the river, for fear the loyal old soldier would try to personally lead an attack. The order probably saved Sumner's life, but he was not at the front and could not make his own appraisal of the strength of the Confederate position. He had to go by reports—and his orders. He still meant to occupy the heights behind Fredericksburg.

Sturgis' division was sent in on the heels of the II Corps and did no better. The call went out: we've used up our troops. We need reinforcements! The V Corps started forward, while the IX Corps maneuvered in preparation for the next attack.

In the Confederate ranks all had not gone perfectly. Ransom's division had been shifted forward onto the hill and down into the lines behind the stone wall, but both Confederate generals at the stone wall—Cobb and Cooke—were casualties. More troops were stripped from the rest of the line: Kershaw went down to the stone wall, Kemper and Jenkins were sent from Pickett's division to reinforce the positions all around the stone wall.

In the pause after the repulse of the II Corps, the fight developed into a fierce artillery duel. The Confederate division of regulars. Getty of the IX Corps was in position down to the other side of the river, for fear the loyal old soldier could not make his own appraisal of the strength of the Confederate position. He had to go by reports—and his orders. He still meant to occupy the heights behind Fredericksburg.

The Battle of Fredericksburg was over.

The V Corps was preparing to go forward, Griffin and Humphreys' new division first, followed by Sykes' division of regulars. Getty of the IX Corps was in position as well. (Burns' division had been sent down to guard Franklin's bridge. Franklin still stayed inert, even though he now commanded 60,000 men.)

On the Confederate hill, the firing had exhausted the Washington Artillery's ammunition. Swiftly, as the Federals formed, Walton's battalion limbered up and moved out while Alexander's battalion galloped along the skyline to take its place.

Then the Federals came on. It was 4:30. Griffl's Division came up from Hazel Run but with fire from the front and from across the river it faltered before it got close to the stone wall. To the right, Humphreys was leading his green division right over the ground of the previous attacks. His men were green, but Humphreys was an excellent general; he knew the only way to get to that stone wall was to charge without stopping to fire (a similar attack by Confederates had shattered the Union lines and won the battle of Gaines' Mill). Like a blue tide his division swept into the storm of shot and shell.

The huddled survivors of previous attacks reached up and pulled his men down as they passed, telling them not to waste their lives.

Humphreys' attack fell apart.

Griffin, starting forward after Griffin, saw what was happening and stopped.

Sykes had just formed up and was starting forward when he saw Humphreys' attack fall apart ahead of him. He was immediately ordered to assume the defensive.

The battle was over.

...except, perhaps, in Burnside's mind. He had never been able to handle the pressure on him, the pressure to advance, the weight of responsibility for the fate of his army and his country. Now he had to live with the responsibility for his dying soldiers, and it was made no easier by the fact that the carnage had been hopeless and pointless. He had to have a victory to make it all worthwhile.

So as the soldiers made their way back to their own lines that night, he sent out a final order: the IX Corps was to be formed for an attack on the stone wall on the morning of the 14th. Burnside himself would lead his beloved soldiers in this final attack.

Fortunately, in the clear light of morning his generals talked him out of it.

The whole army stole back across the Rappahannock two nights later during a violent storm.

Lee was disgusted. He'd wanted to bag the whole Union army.

The Battle of Fredericksburg was over.

...except, perhaps, in the minds of Stonewall Jackson and Ambrose Burnside.

Jackson tried first. After Meade's attack and the resultant Confederate counterattack which had tapered away, the fighting on the Confederate right had degenerated into an artillery duel. Advanced Confederate batteries had wrecked havoc on Doubleday's division in particular, while massed Federal batteries kept firing storms of shot and shell into the Confederate positions. Heights across the river. Minor attacks by Early, Taliaferro and Hood had advanced driven back before they could get rolling, with the help of the unanswerable Federal cannon across the river.

As dark approached and the defeated Federal Army fell back in disorder and confusion, Jackson resolved to try again. He formed his vast corps for an attack and sent out probes from the sheltered Confederate positions.

The light Confederate advance was met with such a storm of shot and shell that Jackson was forced to call off the whole attack.

CAMPAIGNS ALONG THE RAPPAHANNOK

The previous account described the battle of Fredericksburg, one of the many failures of the Union Army in an attempt to reach Richmond. Three other battles were fought within 20 miles of Fredericksburg, all for the same reason: Chancellorsville, the Wilderness, and Spotsylvania Court House. In all four battles Robert E. Lee commanded the Confederate forces. In all four battles Lee utilized breastworks in his defense, a tactic not used in the East in a major battle prior to December, 1862.

The four campaigns had other similarities. All four attempted to surprise Lee by a flanking

EPILOGUE TO FREDERICKSBURG

Sumner died that winter, and Franklin was put permanently on the shelf for his lack of aggressiveness at Fredericksburg. He was the last of the McClellan clique, which did him no good when the War Department came to assess his contribution to the failure of McClellan's successor in command, and when he left an era passed away. The revolving door policy in the high command of the Army of the Potomac continued. Sigel was removed, and W. H. Smith, Dan Butterfield, and Stoneman were transferred to other assignments, to be replaced with Howard, Sedgwick, Meade and Sickles. Burnside swallowed a demotion to corps command and with his beloved IX Corps was sent west, once again far from the sun-crossed path of the Army of the Potomac.

Of the seven corps commanders left with the army, only two had commanded as much as a division at the start of the Peninsula Campaign, eight months ago. The rest had all commanded brigades.

It was the time of the young lions, and was fitting the one that roared the loudest—" Fighting Joe" Hooker—would have the first crack at commanding. Hooker was a man with ideas. In testimony before Congress he had already asserted his predecessor's practice of moving the whole army together so that Lee could always deduce where they were going. And Hooker was the man who had repeatedly urged Burnside to cross by the ford above Fredericksburg... The spring might hold some surprises for Robert E. Lee. Lee would certainly have some surprises for Fighting Joe Hooker.

With a sigh of relief the army settled down to wait for the good weather to return.
movement. In the Fredericksburg campaign Burnside ordered Sumner to march to Falmouth. The rapid march (40 miles in 2½ days compared to 5 miles per day by McClellan) left Lee flatfooted. Burnside's subsequent actions reversed his initial advantage. Had he been another Jackson and crossed the Rappahannock, or another Sherman and not started the campaign until he was ready, Lee would have been in trouble. Pontoon or no pontoons the Rappahannock was low enough to ford. The Confederates knew of a ford 100 yards above Fredericksburg that could be used during low tide. Even if the Union army did not know about this ford, it knew of many others further upstream.

In the Chancellorsville campaign Hooker made a brilliant maneuver around Lee's left flank. By tightening security, keeping his plans to himself, and limiting newspaper reporters, Hooker plugged many of the leaks used by Lee to find out the Union army movements. Lee was not only caught flatfooted; he was out-generated. If Hooker showed any aggressiveness at all the Confederates would have had to retire to the North Anna or be crushed.

Because Spottsylvania occurred immediately after the battle of the Wilderness many historians have included both battles in one campaign. On May 4, 1864 Grant began his march southward. The route selected was completely around Lee's right flank. Unopposed in his crossing of the Rapidan, Grant struck boldly on the direct road to Richmond. Lee had no choice but to attack or abandon his position. The result was the battle of the Wilderness. On May 8, 1864 Grant again pivoted his army around the right flank of the Confederate position. Lee interposed his Confederates along the line of march. In the ensuing battle most of Johnson's Confederate division was taken prisoner and many cannon remained on both sides. With Grant's third march to the right of Lee, the battle of Spottsylvania was over. It could be broken into two three day phases separated by a period of rain.

Besides the area, defensive tactics, and offensive strategy involved, the organization used by the Union commanders was somewhat the same in each campaign. At Fredericksburg, Burnside divided the Army of the Potomac into sub-armies called Grand Divisions. At Chancellorsville Hooker's sub-armies were wings commanded by himself and Sedgewick. Unlike Burnside's concept, Sedgewick commanded his wing plus his Sixth Corps. Since the organization was more flexible, this was an advantage. Unfortunately, Hooker's inability and subsequent requisitioning of all of Sedgewick's troops except for one corps and one division, probably lost him the battle. In the Wilderness and Spottsylvania Grant's sub-armies were the Army of the Potomac under Meade and the Ninth Corps under Burnside. Until the consolidation of the Ninth Corps with the Army of the Potomac after Spottsylvania, the Ninth Corps was really a separate "sub-army." Still another similarity was the relative numbers of the opposing forces. In all of the battles the Confederates were outnumbered by just about the same ratio. If we include the Eleventh and Twelfth Corps under Siegel which were available to Burnside during the later part of the Fredericksburg campaign, the Union army outnumbered the Confederates just about 2 to 1 in every case. It is a great tribute to Lee's ability that all of the battles were either Confederate victories or drawn battles. A lesser general would have lost them all.

A MILITARY HANDBOOK OF THE CIVIL WAR

The other aspects that characterized military maneuvers in the Civil War were weapons, tactics, doctrine, chivalry, and leadership. By far the most used weapon was the rifled musket. Not only was it used by most of the troops (the infantry) but it also produced the most casualties of any weapon in use. Although the United States produced most of the weapons, early seizure of US armories within the southern states kept the Confederacy well equipped. As long as the Confederacy could win battles they would remain well equipped. Captured Union weapons taken from battlefield casualties was a prime source of Confederate weaponry. This could not make up for the South's ebbing manpower but it did keep the Confederacy going.

A comparison of small arms would reveal that the 1861 Springfield rifled musket had an effective range of 350 yards, equal or greater than any other Civil War small arm. The 1822 musket used by most of the CSA militia had an effective range of only 150 yards. But effective range was not the only consideration. Rate of fire, weight of the weapon, caliber, and reliability were also important. Obvioulsy the Spencer Repeater was the most cherished small arm since it was a breechloading rifle capable of over six times the rate of fire of the Springfield. Its range was equal to the Springfield and it carried a light, more manageable bullet.

Of the cavalry weapons the ones most often used were the carbine. Confederate units used the Enfield, a muzzle loader; while the Federal units used the Sharps, a breechloading weapon. Both weapons had an effective range of 250 yards but the Sharps had three times the rate of fire of the Enfield. In defense the cavalry were much more powerful since they fought dismounted. Accurate firing on
STRENGTH OF THE ARMIES IN EACH OF THE FOUR CAMPAIGNS

(numbers may vary slightly from unit counter combat factors to be consistent with design techniques used in the CHANCELLORSVILLE Game)

<table>
<thead>
<tr>
<th></th>
<th>UNION (strength interpretation excluding officers)</th>
<th>CONFEDERATE (present for duty)</th>
</tr>
</thead>
<tbody>
<tr>
<td>FREDERICKSBURG</td>
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<tr>
<td>II/ Hancock</td>
<td>5006</td>
<td>I/Anderson 8745</td>
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<td>II/Howard</td>
<td>5414</td>
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<td>I/Pickett 5216</td>
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<td>IV/Sturgis</td>
<td>4630</td>
<td>I/Ransom 4116</td>
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<td>L/Bayard</td>
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<td>A/early</td>
<td>18(3)4(10) 6(20(N)</td>
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<tr>
<td>R/early</td>
<td>6(3)8(10) 2(12)36(N)</td>
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<td>A/rgt c</td>
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<td>A/ft c</td>
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<tr>
<td>A/ft</td>
<td>34(3)8(20)</td>
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KEY:
8(20)—first number is the number of guns; 8

TIMES NEEDED TO CONSTRUCT FORTIFICATIONS AND BRIDGES

<table>
<thead>
<tr>
<th>TYPE OF FORTIFICATION OR BRIDGE</th>
<th>TIME NEEDED FOR CONSTRUCTION</th>
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<tbody>
<tr>
<td>Shelter trench 2' x 1½' deep</td>
<td>10 to 20 minutes</td>
</tr>
<tr>
<td>Gun-pit on crest</td>
<td>1 hour</td>
</tr>
<tr>
<td>Simple field work</td>
<td>6 to 12 hours</td>
</tr>
<tr>
<td>Hasty redoubt</td>
<td>18 hours</td>
</tr>
<tr>
<td>Pontoon Bridge</td>
<td>2 to 3 yards per minute</td>
</tr>
<tr>
<td>Bridging a 10' to 12' wide brook</td>
<td>10 minutes</td>
</tr>
<tr>
<td>100' Military suspension bridge</td>
<td>16 hours</td>
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WILDERNESS

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<td>II/Kellog 6900</td>
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<td>II/Johnson 5400</td>
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<td>II/Rodes 7141</td>
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<td>III/Anderson 6946</td>
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<td>V/Crawford</td>
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<td>III/Ithet 7464</td>
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<td>V/Young</td>
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<td>III/Wilcox 7889</td>
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<td>7740</td>
<td>Cav/Hampton 3217</td>
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<td>VI/Gettys</td>
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<td>Cav/Lee 2822</td>
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<td>VI/Ricketts</td>
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<td>IX/Potter</td>
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<td>IX/Smith</td>
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<tr>
<td>Cav/Wilson</td>
<td>3489</td>
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</table>

SPOTTYSYLVANIA

<table>
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<th>UNION (minus losses from the Wilderness)</th>
<th>CONFEDERATE (minus losses from the Wilderness)</th>
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</thead>
<tbody>
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<td>II/Corps 16769</td>
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<tr>
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<td>V/Young</td>
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<td>VI/Ricketts</td>
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<tr>
<td>Cav/Wilson</td>
<td>3269</td>
<td>Cav/Corps less than 8497</td>
</tr>
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artillery. In effect the attacker was rushing his flank into the defensive line. As one can see, only the front ranks could fire. It does not matter who is moving. This is really a flank attack in reverse.

A third defensive tactic was the mobile reserve. Breakthroughs were quickly crushed by counter-attacking formations. At Fredericksburg this meant building the Military Road behind Jackson’s position (changing it from exterior to interior lines). Even though Meade and Gibbon smashed A.P. Hill’s position, Early’s division was able to counter-attack to restore the situation.

During most of the era the basic offensive maneuver was a closed formation attack, in open terrain against the enemy front, flank, or rear. The basic variation was speed of execution. To aid the attack surprise or artillery bombardment were often used. Jackson and Lee understood the changes in defensive tactics. They used concealed attacks as a viable offensive weapon. At Chancellorsville and the Wilderness Lee was able to overcome numerical inferiority by masking his attacking force in the densely wooded wilderness. The same effect could have been reached by night attacks, but they were not used for some strange reason.

Later in the war engineers were used for offensive maneuvers. Instead of laying pontoon bridges they were digging tunnels and planting explosives. “The Crater” should have been a Union victory. It was sound in theory but slow in execution.

The last major offensive technique, and the slowest and most cumbersome, was siege. Vicksburg and Richmond were both taken this way.

Much of the tactics depended on doctrine and chivalry, a failure to change traditional ideas with the change in weaponry. At first both sides considered the Civil War a war of the “best man” where the “best man’s” ideas would give victory. With Sherman’s march to the sea, Grant’s constant pressure on Lee, and the blockade, the Civil War became the first total, modern war. Most of the chivalry was gone because chivalry affected a general’s common sense. It would have been very simple for the attacker to crawl up to the defender’s position in open order before executing their attack. Similarly, night attacks should have been used to offset the defensive advantage of the rifled musket.

But neither of these methods seemed fair. They did not give the defender a chance to fight man to man in the open. At times even the defender used chivalry. Remarkable, but true, the gaiting gun was still available. It did not improve the weapon because it would be unsportsmanlike to mow down the attacker. This sounds more like a football referee than a general!

On the Confederate side, Polk lost at least one battle because of his old ideas. He had to hold up the attack to eat breakfast. No one should go to battle on an empty stomach!

Leadership is one of the most controversial subjects connected with the Civil War. Most military historians would agree that Confederate corps and army commanders at the beginning of the war were on the average, better commanders than their Federal counterparts. Jefferson Davis did a fine job in his initial choice of commanders. Eventually many competent Confederate generals were killed in battle and the average quality went down. Furthermore, poor Union generals were killed in battle or transferred to less important departments. By the end of the war, the quality in both armies was high. There is no doubt that at that time, the Union generals were at least equal to their Confederate counterparts.

On the regimental, brigade, and divisional level most of the incompetent commanders were gone by December, 1862. Both the USA and CSA governments realized that politicians did not make the best officers. By then the governments had lifted most of their restrictions on the military appointment of officers.

Al Nofi wrote an excellent article on the leadership capabilities of Civil War generals. The chart presented below expands his chart and should be of particular interest to many Civil War game designers.

Some definitions are in order. Judgement is a combination of both aggressiveness (carrying out orders or speed of execution) and reliability (whether the commander will obey the orders or not). Tactics, both offensive and defensive, rates the general’s ability to conduct tactical maneuvers in battle, or prevent maneuver of the enemy.

THE SCENARIOS: RULES

All of the campaigns along the Rappahannock: Fredericksburg, Chancellorsville, the Wilderness, and Spotsylvania; could be transformed into game situations by simply adding scenarios to Avalon Hill’s CHANCELLORSVILLE. However, many of those rules need modification to reflect the changing nature of warfare from one campaign to the next. Notably leadership, fortification, victory conditions, and initial deployment have to be changed, modified, or added. The following rules reflect these changes:

MARCH RATES ON THE BATTLEFIELD IN YARDS PER MINUTE

<table>
<thead>
<tr>
<th>TYPE OF MARCH TIME</th>
<th>INFANTRY</th>
<th>CAVALRY</th>
<th>ARTILLERY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quick time and walk</td>
<td>86</td>
<td>110</td>
<td>86-110</td>
</tr>
<tr>
<td>&quot;Double&quot; and trot</td>
<td>150</td>
<td>220</td>
<td>150-220</td>
</tr>
<tr>
<td>Run and gallop</td>
<td>165</td>
<td>320</td>
<td>165-320</td>
</tr>
<tr>
<td>Charge</td>
<td>190</td>
<td>700</td>
<td>180-700</td>
</tr>
<tr>
<td>Advancing and firing</td>
<td>50</td>
<td></td>
<td></td>
</tr>
<tr>
<td>General line from cover to cover</td>
<td>20-25</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
1. Omit section IX: INITIAL UNION MOVEMENT.

2. Omit section X: VICTORY CONDITIONS and replace it with IX: VICTORY CONDITIONS.

   The player with the larger number of victory points at the end of the game is declared the winner. Victory points are awarded during play for exiting friendly units (see rule #4) and/or at the end of the game for friendly units still on the mapboard (1 point to the Union player for each Union combat factor; 3 points to the Confederate player for each Confederate combat factor).

3. Omit section XI: PREPARATION FOR PLAY and replace it with X: PREPARE FOR PLAY.

   Both players place their units on the hexes indicated on the INITIAL DEPLOYMENT CHART for the scenario being played.

4. Add section XI: EXITING THE MAP.

   Union units may exit the map from hex CC47 or hex WW53 for victory points. They may also exit south edge hexes for no victory points. To exit the map units must expend 1 movement point of the unit's movement allowance after it reaches an exit hex. Union units may only receive victory points when they exit the map from hexes CC47 or WW53 and can trace an unbroken line of hexes from the exit hex to the north edge. The route must include a row of hexes from the exit hex, along a road to Fredericksburg, then across an emplaced pontoon bridge that is adjacent to Fredericksburg, and along a road on the northern side of the river to the north edge of the mapboard. This line cannot be broken by enemy zones of control. For each Union combat factor exited, the Union player receives 4 victory points.

   Confederate units may exit the map from the north edge hexes by expending 1 movement point of the unit's movement allowance. Confederate units need not trace a path of hexes to the opposite side of the mapboard; however, they only receive victory points for exiting from hexes W12 or J19. The Confederate player receives 3 victory points for each friendly combat factor exited from these hexes.

   Both players may reenter units from exited hexes at any time. Of course, the victory points awarded for exited units are revoked until the units are re-entered under the victory point conditions. Units may reenter on enemy controlled hexes but not on top of enemy units. Furthermore, units may only exit the map during the movement portion of their turn. Units forced off the map as a result of combat are eliminated instead. For ease of play, it is recommended that exited units be kept in small piles adjacent to their exit hexes. Those that have fulfilled the victory point conditions should be "turned over."

5. Add section XII: REINFORCEMENTS.

   On the INITIAL DEPLOYMENT CHART you will find units available at the beginning of the scenario and those units that are reinforcements. Reinforcements are brought in during the player-turn indicated on the chart or a later player turn at the owner player's discretion. Units enter on the specified hex, unless it is blocked by an enemy unit (not zone of control), in which case the reinforcements may enter on the next unblocked hex looking clockwise along the edge of the mapboard. Reinforcements as well as reentered units must count the initial entrance hex against their movement allowance.

6. Add section XIII: FORTIFICATIONS.

   In addition to those fortifications initially placed on the mapboard, both players may build fortifications. At the end of any player-turn that a friendly unit does not move during two
consecutive night game-turns, the owning player may place a fortification counter on top of those friendly units that did not move during those two consecutive night game-turns and all consecutive game-turns until the fortification is built. If on any turn, between the current turn and the two consecutive night game-turns the unit moves, it may not build a fortification.

7. Omit OPTIONAL RULE SECTION IA3 and replace it with:
Command control radius, maximum lengths are included on the headquarters units, except the Union Army or Army Group counter which commands the entire army and has a command control radius of 4 for reducing disruption, and the Confederate Army counter which has a command control radius of 8 for reducing disruption. (Note that divisional headquarters do not have a command control radius for reducing disruption using the scenarios.)

8. Add OPTIONAL RULE SECTION ID: FOLLOWING ORDERS.

At the beginning of each player turn the owning player rolls the die once for each friendly headquarters unit that is on the mapboard and within the printed command control radius of its parent headquarters (higher echelon). Compare this number with the judgement rating of the headquarters unit. If the die roll is less than the judgement rating, the headquarters and all its subordinate units may not move during that game-turn (although they may attack, defend, advance or retreat as a result of combat). Headquarters out of range of the parent headquarters unit may not move in that game-turn. Note that army headquarters have a limited command control radius for disruption removal but an unlimited one for movement of subordinate units. When the chain of command involves more than one level (i.e., Grand Divisions and Corps of the Potomac and Corps) the player rolls first to see if the Grand Division (higher echelon) can move and if it can, then each individual Corps. Obviously, if the Grand Division cannot move, its subordinate Corps cannot move either. Note that in the Chancellorsville scenario Lee represents the Army headquarters and the First Corps headquarters. Thus if movement of the First Corps units, it has a Command Control radius of 8, but for movement of the Second Corps Headquarters it has an unlimited radius. Most of the cavalry units moved independent of the rest of the army (except the Union cavalry at Fredericksburg). To reflect this fact, judgment ratings have been provided for cavalry units. Players roll for each cavalry unit separately, not for the parent Cavalry Corps headquarters unit. Furthermore, if a Corps commander was killed, cavalry corps commanders were sometimes called to take command of the infantry corps. Thus, if an army corps headquarters unit is eliminated, the cavalry corps headquarters may replace the eliminated corps headquarters in order to move its sub-units.

The one exception to the above is a roll of "1" for headquarters units with an "F" next to their judgement rating (meaning foolhardy). If a 1 is rolled, all subordinate units within the command control radius of the headquarters which the 1 was rolled for, must attack some enemy unit in that game-turn. If a subordinate unit cannot move into an attacking position, its movement is not restricted.

SCENARIO 1 (FREDERICKSBURG) game starts May 1, 6 am (really December 13, 1862)

UNION ARMY
Burnside (Army HQ) - LL36
Hoke (HQ), Hayes - HI33
Trumbull - NL42
Sumner (HQ) - IX, V - JJ36
Couch (HQ), II, Howard - HH36
Hancock, French - HH37
Wilcox (HQ), Getty, Sturgis - JJ38
Burns, Brooks - HI39
Pleasanton - KK36
Hood (HQ, Stone Mountain (HQ) - LL41
Sickles, III - LL41
Whipple - JJ35
Birney - MM42
Butterfield (HQ) - LJ37
Griffin - KK38
Sykes - HI33
Humphreys - MM47
Averell - LJ36
Franklin (HQ), Doubleday, Bayard - LJ44
Reynolds (HQ), Gibbon, Meade - MM48
I - KK42
Smith (HQ), VI, Newton - JJ41
Howe - KK43
placed Pontoon - IJ36, JJ38, LL42
Assault Boats - KK38, MM42

CONFEDERATE ARMY
fort, Anderson (HQ), 3-2-4's of 1 Corps - FF35
fort, Ransom, 2-4, 1-4 of 1 Corps - GG36
fort, Longstreet (HQ), Walton, Alexander, 2-4 of 1 Corps - GG37
fort, McLaws (HQ), 2-6 artillery, 3-2-4's of 1 Corps - GG39
fort, Lee (HQ), 2-6 artillery, Cabell, Cutts, Nelson - HH40
fort - HI41
Pickett - HI42
Hood - JJ45
fort, Brown, Brockenbrough, 2-2-4's of 2 Corps - LL47
2-4 of 2 Corps - LL48
2-4 of 2 Corps - MM44
2-4 of 2 Corps - MM48
fort, APHill (HQ), Walker, 2-2-4's of 2 Corps - NN47
Jackson (HQ), Taliaferro (HQ), 2-2-4's and 1-4 of 2 Corps - MM50
Jones, Latimer - PP51
Pelham - QQ49
Stuart - RR48
Early, DHill - RR51

REINFORCEMENTS: CONFEDERATE: Stuart (HQ), Lee - 3 pm on April 30 on A20
CONFEDERATE ARMY

JUDGEMENTS RATING FOR CAVALRY: Averill - 2
Pleasanton - 5, FLee - 6, Stuart (HQ) - 6f

SCENARIO 2 (CHANCELLORSVILLE) game starts April 30, 6 am

UNION ARMY
Hooker (Army HQ), XII - E3
Reynolds (HQ), Pontoons - OQ45
Wadsworth - QO44
Robinson, I - PP44
Dulany - PP44
Couch (HQ), Hancock, French - CC30
Gibbon - KK37
II - DD36
Stevens, Winc, Newton - NN42
Burry - NN43
Meade (HQ), Griffin, Sykes - F4
V, Humphreys - G5
Sedgewick (HQ), Pontoons - MM41
Brooks, VI - LJ40
Howe, Newcom - KK39
Newton - LL41
Howard (HQ), placed Pontoons - C3
Devens, XI - D3
Steinwehr - B3
Sharpe - B4
Slocum, (HQ), Williams, Geary - E4
Pleasanton - B5
Hunt (HQ), Res, Mass - JJ32
Ponipoons - FF31, JJ35
Assault Boats - both on HH31

CONFEDERATE ARMY
Ewell (HQ), Early, Rodes - B20
Page, Cutshaw, Braxton, Hardaway - A20
Jenion, Nelson - B22
Heth - C44
Lee (HQ), AP Hill, Wilcox, Anderson, Poague - C25
McIntosh, Pegram, Cutts, Richardson - B24
Hampton - Q35

REINFORCEMENTS: CONFEDERATE: Stuart (HQ), Lee - 3 pm on April 30 on A20
UNION ARMY

JUDGEMENTS RATING FOR CAVALRY: Averill - 2
Pleasanton - 5, FLee - 6, Stuart (HQ) - 6f

SCENARIO 3 (THE WILDERNESS) game starts April 30, 6 am (really May 5, 1864)

UNION ARMY
Tobert - C12
Ricketts - E14
Wright, Guntoy - E15
Sedgewick (HQ), VI - F16
Wilson - C20
Crawford - E23
IR horse - F26
V - H22
Warren (HQ), Griffin - J23
Robinson, Wadsworth - H23
Barlow, HQ - Q26
Gibbon - O28
Hancock (HQ), P28
Grant - Meade (HQ), Meade - Q28
II - Q29
Birney - Q26
IR, IR - IR28
Mott - R28
Sheridan (HQ), Gregg - T32
Ponipoons - HI36, IR horse - Q27

CONFEDERATE ARMY
Ewell (HQ), Early, Rodes - B20
Page, Cutshaw, Braxton, Hardaway - A20
Jenion, Nelson - B22
Heth - C44
Lee (HQ), AP Hill, Wilcox, Anderson, Poague - C25
McIntosh, Pegram, Cutts, Richardson - B24
Hampton - Q35

REINFORCEMENTS: CONFEDERATE: Apr 30, 6 am on A24: Longstreet (HQ), Haskel, Huger, I37: Stuart (HQ), Flee, WLee
May 1, 1st night on A24: Field, Kershaw, Breathed
REINFORCEMENTS: UNION: Apr 30, 6 am on A10: Burnside (HQ), Stevenson; 12 pm on A10: Wilcox: 3 pm on A10: Potter: 6 pm on A10: Farris, Marshall - X5
Ponipoons - D13, H17, I37
Add OPTIONAL RULE SECTION VI: TACTICAL ABILITY.

To reflect the tactical ability of Civil War Corps and Army commanders, headquarters units have been rated on offensive and defensive tactics. Whenever a headquarters unit is in a battle where it is attacking enemy units, the die roll is modified by the number on the offensive rating. Whenever a headquarters is in a battle, defending, the die roll is modified by the defensive rating. Note that Confederate divisional headquarters do not have tactical ratings.

The die roll may never exceed 6 nor be less than 1. Only the higher echelon headquarters may affect the battle if two are in the same battle. If headquarters are of the same rank, the owning player has the choice of which headquarters will affect the die roll.

The GENERAL

SECOND EDITION 1776 RULES NOW AVAILABLE

You will also find the number of subordinate counters for each Confederate division listed on the divisional unit. This additional information has been included for ease of play.

To mount the units simply adhere the unit sheet to a blank unit counter sheet (available from Avalon Hill) with contact cement. Then cut the counters out with a razor blade from the back of the unit counter sheet. Now you are ready to recreate the four battles along the Rappahannock. Solitaire play can be just as much fun as a two-player version.

NEW PANZER LEADER SCENARIO CARDS

The revised PANZER LEADER scenario cards are now available for $1.50 plus 50c postage from the parts department. While it is not necessary to have the revised set, purists may appreciate the subtle changes made therein.
"Starting Stalingrad in 1942"  
... a Tactical Analysis

The November-December, 1975 issue of the AH General contained a novel STALINGRAD variant by Dr. Joseph Connolly. Under the title "Starting Stalingrad in 1942," the variant starts off in the middle of the game, in May, 1942, giving each side the positions and approximate force that it variant contains. The German 9th Armored Corps (under General Oskar von Manteuffel) is now shown on the map as a Russian Army. 

Since many German players aren't sufficiently good to get this far into Russia, this variant will give many people a fresh start in STALINGRAD. However, while the scenario does give a change, it is not really clear that it offers an improvement in game balance.

Consider first the German tactical position. Three German 8-8-6 armored corps have been replaced by 6-6-6 armored corps. This is a lethal, not a trivial, change. With this change, the Germans can put no more than 40 factors onto two squares, no more than 58 factors onto three squares. With eight units, the German is limited to 52 factors, with five units, he can deliver no more than 34 attack factors. This is a grave reduction in the strength of his army. While previously a pair of 5-7-4s were needed for the Russians to hold a two square river position, now it is only one 5-7-4 (or a pair of 4-6-4's) will be enough. A 7-10-4 in a doubled position is now 3-1 proof unless it can be attacked from four squares, even if no soak-off is needed. A doubled position which can be attacked by eight units (i.e., three squares, with one soak-off being forced) can now be held by 6-9-6 (of which there are now four) rather than by a 7-10-4. The effect of these changes on Russian defensive strength is enormous. The ability of the Russian army to 3-1 proof river lines has been vastly increased. It is as if (in the original game) all Russian defense factors were doubled.

The other German problem is the Russian replacement rate, which has a maximum of 24 in this game. Playing 4-6-6 STALINGRAD (rather than 4-5-6) is hard enough with an intact German army, let alone one which has been weakened by the permanent loss of its strongest units. Furthermore, while the German positions are fairly advanced, the vulnerable Russian replacement points have been moved to the rear. Leningrad is surrounded; however, in this scenario Leningrad only contributes one replacement point per turn.

The German should not become too downhearted, at least not instantly. He does have the unit in Leningrad isolated. Furthermore, his tactical position (the points he controls) is good. He still has units in Finland, a rare plus at this date. He has taken Kursk, which breaks the Orel-Kursk-Kharkov-Stalingrad "line of fortresses" (which is one of the most important and least recognized Russian defensive positions.) With Kursk in German control, the German player can roll up any defensive positions on the Donets or Oskal rivers; a drive towards Tula threatens Moscow from the south, and permits the German army to take the Donets river line in the flanks. The German central position is also good. The German lines are beyond the Ugra River; a frontal battle in front of Moscow will be fought with both sides undoubled on defense.

While the Russian strategic position has several assets, the Russian player must be alert to the weaknesses of his army. Although his individual units are quite strong, they are limited in number. Even with the extra pieces, the Russian army at full strength only has 37 units. If it is stretched, forced to defend the entire length of the board, the Russian player may be hard put to scrape up a local counterattacking force. Of course, without such a force, he is done for. If the Russian army can be defeated, it does not matter in what way. However, once the German have bent the Russian defensive points and screen the open areas in between, but have no surplus units, the German army can bleed the Russian army to death.

A little analysis shows that the key points of battle are at Moscow and Leningrad. German operations have been cut to a minimum. The most important and dangerous long-term threat, however, is the Russian replacement rate. The Germans have to defend the entire front, but have no surplus units, the Russian army until it loses its offensive power. Since the German army in this scenario is nearly at full strength, it will take a while; however, the Russians can manage to do it.

The Germans must make full use of their entire army. Many German players seem to think that only their armor is capable of attack, the purpose of the infantry being to ride along as spectators and soak-off units. The German wargaming term "Himmelfahrt-Kommando" is somewhat more descriptive than "soak-off unit." However, if the infantry is limited to these duties, the German player will never win. The bulk of the attacks out of Kursk can usefully be done by infantry. In the open, German infantry (albeit five units at a time) can beat Russian infantry (if one unit at a time). These attacks are needed. The Russian army has to be stretched, or it will start launching counterattacks.

The most important offensive for the Germans is the one straight towards Moscow. As in reality, the Russian army must fight for Moscow, preferably in front of it. While the Russian army can afford to fight like this on one front, the German can force the Russian to do so simultaneously on three fronts, a thing beyond the capacity of the Russian army. The most difficult problem for the German will arise if the Russian falls back into Moscow. When the Russian does this, he should hold the city so that the German cannot make a 2-1 on all of its defenders at the same time. A pair of 6-4-5's or 7-10-4's will do this. This way, if the German attacks Moscow, he will most unlikely to end up inside the city, making it relatively easy for the Russians to counterattack. If the Germans get into Moscow the Russian should counterattack, trying to leave units next to the city. It is not that hard for the Russians to hit a 2-1 or 6-6-6 at three times. When the German took Moscow against me, I did just that; both sides took substantial losses, but the Russians finally won out. (Contrariwise, as the German, I probably would take a 2-1 into Moscow, if it were offered me; it is a doubled position, and the Moscow-Gorky Region is very hard to flank from the South, unless a lot of time is available.)

In conclusion, "Starting Stalingrad in 1942" is a novel, but challenging, variant in the STALINGRAD middle game. Since it is a period in both time and region of the board which many players do not ordinarily reach, it provides a refreshing change from the regular game. Each side begins with some substantial assets and liabilities, which greatly affect the play of the game, both tactically and strategically.
WEATHER OR NOT?

The Addition of Weather Rules to PANZERBLITZ and PANZER LEADER

Throughout all of history the vagaries of the weather have had immense effects on the outcome of battles. It is therefore a bit presumptuous to expect that all of the actions depicted in PANZERBLITZ and PANZER LEADER occurred during periods of perfect weather. This variant adds weather rules to these games and allows the weather prevailing during the scenario to be determined by the players.

The player who moves second in the scenario determines the weather in effect during that scenario by finding the month in which the scenario battle occurred (shown on the scenario card), finding the column corresponding to this month on the appropriate part of Table I (for PANZERBLITZ (PB) or PANZER LEADER (PL) scenarios) and then rolling one die and indexing the correct result. For example, PL scenario 2 occurs on June 6, 1944, so the die is rolled on the May column of the PL part of Table I. If a “1” were rolled, the scenario would take place in the rain, otherwise it would take place in fair weather.

This table has four possible weather outcomes: Mud, Rain (Mud & Rain is a combination of these two outcomes), Snow and Fair. These outcomes are explained in greater detail below.

Rain: This outcome simulates the effects of rainy weather and affects both movement and combat. It is first necessary to determine the severity of the rain by rolling a single die and finding the result on the appropriate part of Table II. The three degrees of rain are explained below.

Light Rain: No effect on movement, maximum visibility is 10 hexes (see note A).
Medium Rain: Vehicular road movement cost is 1 MF per hex, all ranges for direct-fire weapons are halved (see note B).
Heavy Rain: All vehicular movement costs are doubled, all ranges for direct-fire weapons are halved and maximum visibility is 6 hexes.

Notes: A. A maximum visibility of 10 hexes means that no unit may fire at a target that is more than 10 hexes away from the firing unit. All modifications of the Weapons Effectiveness Chart still apply. For example, a Panther firing at an armored target would have a doubled AF at 1-6 hexes and normal AF at 7-10 hexes. B. In this case, the Panther would have a doubled AF at 1-3 hexes and normal AF at 4-6 hexes.

Mud: This outcome affects both movement and combat as described below.

Movement Effects:

- Road & Town Hexes: All Other Hexes
  - Tracked & Half-tracked Vehicles: 1 MF per Hex
  - Wheeled Vehicles: 2 MF per Hex

Combat effects: Attack strengths of all M class units halved, all Indirect-Fire attacks will have “1” added to the attacker’s die roll (all die roll modifications are cumulative).

Snow: This outcome simulates the effects of both fallen and falling snow and affects both movement and combat. It is first necessary to determine the amount of snow already on the ground by rolling a single die and finding the result on the appropriate part of Table III. The effects of this snowfall are explained on Table 5.

After the amount of snow already on the ground has been determined, it is necessary to

<table>
<thead>
<tr>
<th>TABLE I: Weather Determination</th>
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</thead>
<tbody>
<tr>
<td>Die Roll</td>
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<td>----------</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>TABLE II: Rain Severity</th>
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<tbody>
<tr>
<td>Die Roll</td>
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<tr>
<th>TABLE III: Amount of Fallen Snow</th>
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<tbody>
<tr>
<td>Die Roll</td>
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<tr>
<th>TABLE IV: Snowstorm Severity</th>
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<tbody>
<tr>
<td>Die Roll</td>
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<table>
<thead>
<tr>
<th>TABLE 5: Movement Costs</th>
</tr>
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<tbody>
<tr>
<td>Amount of Snow</td>
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<tr>
<td>----------------</td>
</tr>
<tr>
<td>None</td>
</tr>
<tr>
<td>Light Snow</td>
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<tr>
<td>Medium Snow</td>
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<tr>
<td>Heavy Snow</td>
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</tbody>
</table>

Notes: A. If there is no Snowstorm (see below), “1” is added to the die roll for all Direct-Fire attacks because the glare from the snow makes sighting more difficult. B. Attack strengths of all M class units halved and all Indirect-Fire attacks will have “1” added to the attacker’s die roll.

C. All swamps and lakes are frozen over and are treated as clear terrain; the streams in PL are all frozen and stream hexes are treated like the gullies in PB. The major river in PL does not freeze.

D. All stream and gully hexes are filled with snow and are impassable except at fords and bridges.
Read what others have had to say about DIPLOMACY—

... Surely the greatest indoor board game invented this century. ... GAMES & PUZZLES, Dec. 1973, p. 16.

"The Kennedys are said to play it at the White House and I understand the Western Alliance is demanding early assurances that Jack sometimes wins." — Angus McGill, London EVENING STANDARD, March 20, 1983

"We left them there and I prepared a few things—like a salad and a chocolate cake. When we phoned them two days later, I said, "I hope you all have been enjoying what was in the ice box." They hadn't even been near it! They were engrossed in playing DIPLOMACY, a game that takes 15 minutes for each move."

... McClenod, LADIES HOME JOURNAL, April 1974, p. 136

"They play it in the White House. In fact, it's the rage in America. And, at Cambridge, the Dean of Trinity College, John Gallagher, is an expert. In ecclesiastical circles, the Bishop of Woolwich knows all about it. ... It? The game called DIPLOMACY." — Graveville, London DAILY MAIL, Nov. 1972

For the past 15 years DIPLOMACY, a strategy game of diplomatic and military conflict in pre-WWII Europe, has enjoyed an ever increasing popularity despite a lack of widespread distribution. Practically the only game in existence to attract a following entirely its own, DIPLOMACY offers a fascinating game system devoid of luck elements of any kind.

For years, DIPLOMACY has been considered the third branch of wargaming in and of itself (conventional board wargames and miniatures being the other two). Literally dozens of fan magazines are published about this game as a forum for postal play. Such postal games are not only accompanied by colorful and often humorous "press releases" by the respective powers, but are also permanently recorded by an official whose duty is to log every postal game ever played. Over 100 variants of the game have been published in various DIPLOMACY Journals. No wargame short of chess itself has ever been the subject of such prolonged scrutiny.

DIPLOMACY is best played by 7 players though as few as 2 may play. Each player represents one of the great powers of Europe in the years just prior to WWII: England, Russia, Turkey, Austro-Hungary, Italy and France. At the start of the game, the players draw lots to determine which power each will represent. This is the only element of chance in the game. Each turn represents 6 months of real time. Players can increase the size of their forces by building new armies and fleets during every "fall" move. However, to build a new unit you must have gained a supply center. There are only 34 of these on the board, possession of which is hotly contested. Powers losing control of their supply centers are reduced in size and eventually forced from the game until one player manages to gain control of 18 centers, and therefore a majority, and wins.

Secret orders are written by the players for both movement and the concentration of fleets and the raising of armies with which they try to enforce the alliances they extract from each other. For no agreement in DIPLOMACY is sacred—they can be broken with no more penalty than the likelihood of insuring the "stabbed" player's distrust and enmity for the balance of that and possibly future games. The rules do not bind a player to anything he says, deciding whom to trust as situations arise is part of the game. Players are generally constantly engaged in negotiation with friend and foe alike, for this turn's ally may well be next year's enemy. The winner must command the best marriage of tactical knowledge of maneuvers, deceit and cunning, and an intuitive sense of when to form and break alliances.

DIPLOMACY comes complete with a full-color, mounted mapboard of early 20th century Europe, 7 conference maps, rules and 7 separate sets of coded wooden playing pieces (oblong for fleets, square for armies). The game is available by mail from Avalon Hill for $11.00 plus the usual postage charges.
The downtown Holiday Inn has been appointed the official ORIGINS II Hotel. It is located approximately ten minutes from campus, on a straight line to the convention site. ORIGINS II attendees who pre-register will be eligible for special rates: $24 single, $28 double, $4 each additional person. The Holiday Inn features the best in modern Hotel accommodations for the discerning conventioner: revolving rooftop restaurant, lounge, swimming pool, tv, air conditioning, etc.

We will be happy to send you a postage paid return reservation post card if you send us a stamped, self-addressed envelope. If sufficient rooms are rented at the Holiday Inn, banquet halls will be set aside for convention use as Open Gaming areas throughout the night. A straight line to the convention site. Remember that most of these events overlap especially if you remain in them from start to finish. For example, a person starting the AH CLASSIC 500 on Friday and who remains in it through the final race will probably not have time to participate in any other competitive event.

We have grouped events into sections and suggest that you pre-register for no more than one event per section. Even so, our sections serve to eliminate conflicts through only the first round of competition. If you advance in a tournament more conflicts may arise. Players are urged to keep this in mind when making their selections and consult the description of each event in the Philosophy column prior to making their choices. No changes or refunds can be accepted after initial submission. Do not list more than one person on this form. Use photocopies for each pre-registrant or request the return reservation post card if you send us a postage paid return reservation post card if you send us a stamped, self-addressed envelope.

Please reserve a room for me at the following rates for July 23rd-24th:

<table>
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<tr>
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<tr>
<td>Single Room</td>
<td>$15 total-one occupant for two days</td>
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</tbody>
</table>

Please print your name and mailing address within the spaces provided, leaving a blank between separate words.

- Pre-Registration—$6.00

Print your name and mailing address within the spaces provided, leaving a blank between separate words.

- Pre-Registration—$6.00

Make your checks payable to Interest Group Baltimore. Those who pre-register prior to July 1st will receive their convention materials by return mail.

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<td>FIGHT IN THE SKIES—$1.00</td>
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<td>05</td>
<td>BATTLE STATIONS Naval Miniatures—$15/5 man team</td>
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<td>ALIEN SPACE—$2.00</td>
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<td>SPI 20th Century Batt le Games—$1.00</td>
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<td>15</td>
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<td>18</td>
<td>KINGMAKER—$1.00</td>
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<td>33</td>
<td>DIPLOMACY (Sunday round)—do not select</td>
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Do not list more than one person on this form. Use photocopies for each pre-registrant or request the proper number of forms from us by sending a stamped, self-addressed envelope.

National Convention Date: July 23, 24, and 25, 1976

Interest Group Baltimore, c/o Avalon Hill, 4517 Harford Rd., Baltimore, MD 21214
Opponent Wanted

1. Name
2. Address
3. City
4. State
5. Zip
6. Phone

The Union forces have just successfully thrown a bridgehead across the Rappahannock and intend to quickly reinforce it as their major invasion site. As the Confederate player you must break the bridgehead and prevent a large scale crossing at this point. You have only those units in the diagram to accomplish your objective. Write the attack factor of each unit in the hex to which you wish to move it. Also write down your intended attacks for both the Artillery Phase and the regular Combat Phase. Keep in mind the adverse effects of defensive artillery fire. Those entries which give the Confederate forces the best probability for both destroying or pushing back those Union units already across the river and preventing any reinforcement to these units will win.

Artillery Fire Phase

<table>
<thead>
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<th>Target Units</th>
<th>Battle Odds</th>
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Combat Phase

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</tbody>
</table>

Note: For rating service, send 3 issues:
1. Name
2. Address
3. City
4. State
5. Zip

Issue as a Whole... (Rate from 1 to 10 with 10 equating excellent, 1=terrible)
THINGS TO SEE & DO
Those of you traveling to Baltimore for the show may well want to make a week of it and plan a vacation around ORIGINS. There are a wealth of places of interest within easy driving distance of Baltimore. The nation's capital is less than an hour away and offers such attractions as the Library of Congress, Smithsonian Institute, National Archives, the Pentagon, and even Watergate. A bit further in the opposite direction is Philadelphia; the Bi-Centennial city with the Liberty Bell and Independence Hall. Historic battlefields abound within easy driving distance including Valley Forge, Gettysburg, Antietam, Appomattox, Harper's Ferry, Fredericksburg, Spotsylvania and Chancellorsville. The U.S. Naval Academy at Annapolis is well known.
storing a strategic balance to the situation. While this system can be used in conjunction with various types of decision points in addition to CRT's, it will be explained within the context of combat results since this is where luck tends to exercise its greatest influence. Unfortunately, this system works best only when the various outcomes can all be expressed in terms of essentially quantifiable and irreducible "common denominators," which makes the older AI titles with their unit elimination CRT's and interchangeable units (combat factors) the most readily adaptable. In more complex games such as PANZERBLITZ, certain simplifying assumptions would have to be made or a more complicated procedure devised.

Essentially, battles are resolved each turn as before, but prior to this determination is made of each side's total expected losses (TEL's), as expressed in terms of combat factors, which are then compared with the actual die-roll outcomes, equilibrating the results as much as possible. The expected losses can be computed for each individual battle (irrespective of "positional" value) through simple analysis of the CRT's statistical results. These should be calculated at the instant of combat in order to eliminate the need for secondary or tertiary calculations when the results of one battle may partially influence another battle (as with advance after combat, etc.). Eliminated units, other than those victims of automatic elimination or blocked retreat route, are removed from the board, but rather are inverted and the maximum distance allowable by the CRT consistent with the rules of the game. After all the battles have been resolved, these inverted units are removed by the owning player to satisfy any remaining casualties called for by his TEL. If that player suffered an excess of casualties, he would receive the excess back by reinverting a corresponding number of his inverted "casualty" units (in effect, returning them to the game as "reconstituting" units). Had he had a casualty deficit, he would not have only to remove all of his inverted units, but also a certain number of his surviving units that participated in battles in which they could have become casualties. In either event, the owning player is free to determine which of his units will be reconstituted or eliminated as necessary, but he may never end up on the opposite side of his TEL "equilibration point." In other words, he could not reconstitute more units than a casualty excess would allow, nor could he eliminate additional units beyond any casualty deficit. Unit elimination/reconstitution can be manipulated where a choice exists to maximize the residual casualty deficit/excess if desired, but each unit of odds is always carried over to the next combat cycle, etc.

The rationale here, for those who need some sort of "justification in reality," is that one can generally estimate the attritional aspects of a battle cause closely than its positional outcome. In other words, while a commander could not be certain as to whether he would "win, lose, or draw" a given battle with less than overwhelming odds, he would have a fairly good idea how much it would cost him in terms of casualties—more or less irrespective of the outcome. The effect of all this is to allow a greater utilization of relatively low-odds attacks, even with unit elimination CRT's, while reducing their individual decisiveness. The risks of a particular battle can then be weighed against the value of the position and the quantifiable strategic casualty rate.

While this system is not really as confusing as it might at first sight appear, it does require a certain amount of additional bookkeeping that some may find rather tedious (including a prior statistical analysis of the CRT to be utilized), and an electronic calculator could prove to be a virtual necessity in complicated situations. At any rate, to illustrate how this equilibration procedure works, the above cited WATERLOO game is presented in an analytical format, along with the statistical breakdown of the Play-by-Mail CRT used. Note that in battles where retreat routes are blocked, Back 2 results are treated as Elim results. The resulting columns indicate which units should have been eliminated (-) or reconstituted (+) in accordance with each turn's actions. For example, in the 9 AM June 16 turn, the French made a single 1-2 attack against Steinmetz on the Quatra Bros ridge and received an A Ellen. Using this equilibration procedure, one of the attacking 4-4 artillery units would have been reconstituted and reconstituted to fight again instead of suffering elimination, while the PAA would have accumulated a -3.2 residual casualty factor (Steinmetz was the only unit attacked, and he could not be eliminated since there is not enough of a casualty deficit to allow it). On the other hand, the 11 AM turn saw a 4-1 against Brause (DBZ), a 5-1 against Braunsch (D Elmin), and a 1-1 by Guayt and Fire against five PAA delay units (ABZ). The French deficit could have been satisfied by eliminating Guayt's 3-4 instead of Fire, which would have left a residual of only -0.7; and the PAA deficit could have been satisfied by eliminating all five delay units instead of Brause (1-6) and three delay units, which would have faced a more equitable fight than the actual event. I would strongly recommend that this or some other type of system to control the luck factors in these types of games. In the light of this, the war game is to attain a serious seriousness.

A. H. Philosophy . . . Continued from Page 21
Annapolis is a convenient stop on the way to seaside vacations in Atlantic City and Ocean City, just 3 hours away. Rich play a War at Fמט might even want to visit Flying Circus Aerodrome in Beeton, VA. Aberdeen Proving Grounds is only 45 minutes away and is home to the most impressive collection of actual armored vehicles and artillery in the country. Virtually every tank of WWII plus many which succeeded or came afterwards are on display at Aberdeen.

One need not go that far afield to be entertained however. Baltimore offers tours through the US Frigate Constellation and US Submarine Tour, as well as the historic Washington Monument, Babe Ruth's birthplace, Walters Art Gallery, Peale Museum, Baltimore City Zoo, and Port Welcome cruises. Railroad buffs would enjoy touring the Camden Railroad Station and the Streetcar Museum. And for the sports minded, major league baseball is available with our own Baltimore Orioles at home vs. Hank Aaron and the Milwaukee Brewers on July 23rd, 24th & 25th, and the New York Yankees on July 26th, 27th and 28th.

**COMPETITIONS**

The starting times for the various tournaments have been staggered to allow for their varying lengths. Fifth through Sixth play will be rounds to enter later starting events. Involvement is the only way to enjoy a convention of this type so we hope you'll get into as many events as time will allow. A uniform hexagonal wall plaque has been designed for 1st place winners of all events at ORIGINS II. Additional prizes are up to the sponsor of each particular event but the first place winner is guaranteed at least a top prize at each event. Judges and rules to be utilized are up to the sponsors of each event, which in some cases is not the publisher of the game. The sponsors will eventually receive all entry fees to defray costs but to simplify matters your check must be made payable to INTEREST GROUP BALTIMORE—regardless of which event you enter. You should bring all games you own to the tournament at ORIGINS II as they will not be provided in most cases.

**AH CLASSIC 500:** The biggest prize money event at ORIGINS II will be the AH Classics tournament. It will be the largest tournament, by far, of any at ORIGINS II, the ratio of average yield to fee expenditure is better for this tournament than any other. Over $500 in cash and merchandise form the prize pool for this event. The top finalists will receive $100, $50, $35, and $25 respectively. Fifth through Sixth play will be

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**WATERLOO REPLAY ANALYSIS**

<table>
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<th>Turn</th>
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<tr>
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<td>Ave./Act. Results</td>
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<tr>
<td>7 AM Fr</td>
<td>-/0</td>
<td>0</td>
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<td>1 PM Fr</td>
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<td>-1.7</td>
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<td>3 PM Fr</td>
<td>5.6/8</td>
<td>0.7</td>
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<td>5 PM Fr</td>
<td>9.6/16</td>
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<tr>
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<td>8/2/10</td>
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<tr>
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<tr>
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<tr>
<td>9 AM Fr</td>
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<tr>
<td>9 AM PAA</td>
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<tr>
<td>11 AM Fr</td>
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* factors lost due to illegal placement

Continued on Page 30, Column 1

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**THE GENERAL**
This game was played under the Basic Game system with the following advanced rules added: Full Sails, Backing Sails, Types of Ammunition, Sink & Explode, and Repairs. The players were allotted 70 points to purchase their ships from the French and English OOBs as outlined in the "Buy your Own" section of the rules. Both players started in parallel lines 14 hexes apart. Wind was constant from a B attitude. The historical narrative which follows is strictly the marriage of fertile imaginations and a highly contested game. The named ship commanders and their actions are fictional. Although their actions may occasionally seem to deny it, both players are eminently qualified; Jack Greene having placed 2nd in the WS & 1M tournament at ORIGINS I and Mick Uhl having performed the WS & 1M development chores for Avalon Hill. The commentary is handled by expert maritime Richard Hamblen with technical assists from the game's designer—Craig Taylor.

The diagrams for this replay are a bit tricky. The vessels depicted are shown after movement but prior to the end of the turn when sails are raised or lowered. The movement of the vessel from its last position can be determined by following the path of dots and dashes to the large circle (British) or square (British) which represents the position of the ship's colors ( stern) at the end of the previous turn. Therefore, the diagrams do not show exact movement of the ship's bow, but rather the stern of the vessel.

Follow now, if you will, the valued commentary of Richard Hamblen as he gives "game" credence to the historical narrative preserved to this very day by the ship's logs of our respective 19th century admirals.

French naval fortunes were at their lowest ebb since before the days of Colbert and Louis XIV. With the Revolution and the Terror that followed, the Navy had been stripped of its officers, able or not. A victory at sea was needed for the Navy, for the Directory, and for France. Therefore, late in 1795, a small squadron had been outfitted in Rochefort and dispatched to the West Indies under command of the young and able Centre-Aimiral Jacque Pomponne. Early in 1796, Citizen Pomponne formulated his plan to attempt to surprise and seize St. Kitts.

Commentator's Introduction: It might be cute to continue the "historical" flavor in the neutral commentary, but a "historical" commentary would be too hard to understand in terms of following the replay. Consequently, I have limited my historical contributions to an appropriate title—"The Verdict of History"—and a few appropriate excerpts from the references:

"Today we know the infamous Battle of St. Kitts for what it was..."—Legendary and Mythical Naval Battles, Neuman, p. 290m.

The initial setup and the OOBs: The main British striking force is contained in the two elite frigates and the one crack frigate, with the force evenly divided between these ships. Each has four guns and three carronades, which makes them the only ships on either side able to fire seven guns at close range, and in addition they have a significant advantage in long range firing—since gun hits can be chalked off against carronades, these ships can take three gun hits before their long distance fire is penalized, a 50% advantage over the best French ship. All of the British ships have minimal crews, however, which makes them very weak in boarding actions. Clearly, it will pay the British to keep their distance and fight an artillery battle.

The French ships are weaker in guns but much stronger in crew strength (37-26 crew squares and manning 153-119). In addition, much of their strength is concentrated in one ship—the BRENNUS—which has three extra elite crew squares, one extra hull square, an extra gun, and an extra column of rigging. Like the British, the French also have medium strength elite and crack frigates, but these are significantly inferior in gunnery—each has only two hull square and superior in melee capability. Clearly the French want to close and melee, especially with the BRENNUS. It would take the best two British frigates to match the melee strength of the BRENNUS.

Both sides hare a weak sister frigate—for the French the JEAN BART, for the British, MERCIA. The JEAN BART is truly an inferior ship, the weakest on the board in all categories. The MERCIA, on the other hand, actually has an extra hull square and column of rigging, although it is inferior to the rest of the British fleet in crew quality and number of guns. MERCIA and JEAN BART will be most important in mopping up operations after the better ships have suffered damage, but both ships (and especially the MERCIA) carry enough strength to tip the scales in a close battle. They will be especially valuable in a close range firefight, where they can fire effectively but not have to melee.

The crucial points to remember are: the British are superior in gunnery, the French superior in melee; and the British fleet is well balanced (even the MERCIA has strengths to compensate for her weaknesses while the French ships vary in strength.

As in any battle in which the different units have different combat capabilities, mobility and maneuver should prove decisive. Here, both fleets start off even in maneuver capability; all of the ships are slow frigates, and the fleets start in parallel lines equal with respect to the wind.

Any maneuver advantage will have to be earned.

Turn 1
The Verdict of History:
"... the action began with both sides waiting for the enemy to make the first mistake..."—Legendary and Mythical Naval Battles, Neuman, p. 290m.

Holding the weather gauge—being "upwind" of the enemy—is tremendously important in WOODEN SHIPS & IRON MEN, especially when the wind is a normal breeze that cannot change in direction (as is the case in this game). The upwind ships are assured of maximum mobility, and at the same time they are practically invulnerable to enemy advances against the wind. Both sides set up even with regards to the wind, but both players have made the mistake of placing their heaviest ships farthest downwind. These ships will have a hard time getting into action if the battle is joined upwind of them. The French in particular will have a hard time of it if they cannot get BRENNUS into play.

Turn 2
Expecting the French to repeat their approach maneuvers the British edge closer for a long range shot at the French rigging. The French move is totally unexpected and fools the British strategy of crippling a ship at long range by trading basic hits on the British battle sail rigging for doubled hits on the French full sail rigging. Both commanders keep men aloft at the turn's end as the British unfurl full sail again while the French drop theirs.
THE FRENCH LOG

What follows are sections of the instructions given by Citizen Pomponne to the commanders of the vessels of his squadron on the eve of the Battle of St. Kitts. From his dispatch:

...if, in our approach, we should fall in with the English squadron of frigates rumored to be about, then I propose the following: Assuming their squadron to be the same size and composition as ours, we shall engage the enemy and defeat him. Too often in the past, French objectives have been incorrect. The utter destruction of the British squadron is in my opinion the best way to achieve this.

However, I desired to occupy the enemy separately, depending on their objective. I could not resist the temptation of action, and the only way to gain the position we desired was by using our long-rage rakes. The English refused to commit themselves to any endeavor except block our advance and to leave us with no advantage.

...as the range dropped, I decided to close-up my line and execute only simplified maneuvers to deny undue advantage to the enemy. It would also allow us to move our squadrons, and generally, afford mutual fire support between the various vessels of our squadron. With any luck, we should suffer only minor rigging damage and be in a position to crush the enemy van...

...our squadron approached the enemy on a parallel course and the distance closed rapidly. I desired to close with the enemy and take advantage of any errors in his maneuvers. Possibly, with a bit of luck, we could secure a long-range rake, however...

...as it appeared that the enemy was wary of our intentions, I felt we should put the enemy off rear and deny him any advantages in regard to our squadron. The squadron should vigorously attempt to engage the enemy's van. At the same time, I ordered the remainder of the squadron to support the BRENNUIS by advancing slowly on the enemy line to shield her from any enemy fire. The enemy replied in much the same fashion but did not press us.

...the fury that would soon envelope the BRENNUIS began at this time as unusual and unforeseen crack shooting by the English reduced us from a frigate to a sloop. The shooting on both sides was superb. The HMS MERCIA appeared to be out of action. Our center and rearmost vessels would have to become our van with the BRENNUIS disabled as she was. Little or no advantage would be gained by our action would be sooner and easier.

...our squadron had to bring a maximum of fire on the enemy quickly. The HMS MERCIA will have her "long bows." The JEAN BART, acting as a reserve, could be best employed by running on to the enemy van. The next move of the enemy's flagship would be to assume command of the squadron. In any event, adversity should befall us, remember the honor of France...

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In this case, however, it gains a solid benefit because the British player is tricked into dropping full sails. The French player chooses not to take advantage of his sudden superior mobility, however. If he had chosen to, he could have turned around and moved into the wind (moving R1R2 with all ships, for example) with perfect assurance that the British could not keep up. With this head start the French would be certain to get the weather gauge.

Don't either of these players want the weather gauge?

Turn 3
The Verdict of History:

"The British Admiral abided strictly by the restrictive "Fighting Instructions." Idem.

Both sides continue to move downwind. Everybody wants the weather gauge, but nobody is willing to do anything about it.

This is the first turn of meaningful moves. The French notion of advancing one ship to provoke a reaction is good, but it was a mistake to send the BRENNUS. BRENNUS represents too much of the French strength to be risked as a gambit. Inevitably the rest of the fleet will have to reinforce her, and that will force the French to use one turn closing instead of maneuvering. In effect the French have "borrowed" a turn of maneuver that they had better pay back before combat starts.

Turn 4
The Verdict of History:

"The action developed as the French boldly prepared to break the British line. Unfortunately, prepared was as far as they got." Idem.

The French use up a turn to concentrate, and they'll have to do it again next turn if they want to move their fleet as a unit.

This delay gives the British a turn or two of extra movement. The British might be able to turn the French "T." The British, however, are not concentrated for maneuver, so necessarily their advance will have to be cautious—and slow.

Turn 5
The Verdict of History:

...and the British were waiting for them. In an astounding turn of events, a seemingly easyout of the French flagship's forecastle. Suitably impressed, the French Admiral hailed his defiance at the distant British, which was immediately answered by another long range shot that brought down his mizzen." Idem.

French move: The French concentrate and position themselves for maximum mobility against the British line, but they offer their "T" as a target! The British barely have to move to cross their T.

There are two advantages to crossing the enemy's T (or breaking his line): you get to rake the line, and you get to concentrate the fire of many ships while receiving the fire of only one. The skilful siding of the BRENNUS avoids the rake, but the British can still concentrate three ships' fire for the price of receiving only one ship's return fire.

To make matters worse, the target is the BRENNUS—the most important ship on the board—and BRENNUS has full sails up, so it will take double rigging hits!

Interestingly, both sides are using linear tactics—the "Fighting Instructions"—and under linear tactics the defensive is much more powerful than the offensive. The French player has set up to make one of the approved linear attacks—breaking the enemy's line with his own line—but the fact that he had to offer his "T" in order to do it demonstrates why historical commanders usually did not make linear attacks at all, and why linear battle often ended in indecisive stalemates.

British move: The British advance as far as they are able, using their somewhat clumsy maneuverability in an attempt to pass the French van. MERCIA has gained the weather gauge and is sent off alone to harry the French rear; alone she will be useless until the main fleets have been chopped down a bit. She would have done better to reinforce the main fleet in the decisive action. Isolated ships are worthless against fleets. To make matters worse, she keeps full sails up but uses the extra mobility to make a straightforward approach, allowing the French a long distance rake with doubled rigging hits. The sideways shift was a waste of mobility; it would have been better to turn away from the rake (in either direction!) or even just drop full sails and make a straightforward advance.

Turn 6
The Verdict of History:

...and as the French scrambled to form a new line the British closed in for the kill. A mainmast and a mizzen do not a victory make, however... Idem.

French move: The French scramble to form a line and protect the BRENNUS. A line of battle has two major advantages: each ship's guns can bear to fire, and the enemy's fire has to be dispersed among many ships (since each ship must fire at the nearest enemy). Since the end BRENNUS cannot move fast enough to keep its place in the van, the VENGEANCE must be brought up to take its place. Turn by turn the BRENNUS will fall back in the line, passed by the faster ships. Eventually it will not
THE ENGLISH LOG

In preparing for this action I analyzed the strengths and weaknesses of my opponent's vessels. The French carry larger crews, but lack the strong carronade broadsides of my own vessels. I intend to tread a fine line between exploiting my own superior armament and denying the French an opportunity to board. My basic strategy is to maintain my line while evading fancy maneuvers for maximum firepower.

Maintaining my line, in effect, gives the initiative to the French commander who has a reputation for aggressiveness. I hope to be able to support any damaged ship without too much trouble. This is certainly a defensive strategy but one which is superior in the opening stage of battle. Once the enemy has closed, opportunities for maneuver will present themselves, but I intend my opponent to make the first commitment.

Many commanders tend to save initial broadsides. This is incompatible with my strategy. To effect the most damage quickly as possible is the most important consideration. I will open combat as soon as effective fire can be delivered.

In this case, I have the dangerous task of closing in. This will be the most dangerous aspect of my operation as I must avoid fouling and grappling with the enemy. Inherent in my defensive strategy is the use of battle sails. Full sails will be utilized only to camouflage my true intentions.

My firing priorities consist of concentrating fire on one vessel. This will be to keep the distribution of his less dispersed and eliminate a potential threat early in the game. Four lightly damaged vessels are more than a match for three seriously damaged enemy vessels.

(1) Our two squadrons sighted each other at close range. I could not afford to block the fields-of-fire of my ships which (would have) eliminated certain fancy maneuvers. Admiral Pompeone is an aggressive commander, I maintained my line to see if he would close. A small movement forward would protect my van from being passed by the French.

(2) As the French closed, it became prudent to drop full sails. I hoped to lure the French into a sense of false confidence by limiting my maneuvering. I thought the French would move in quickly. Our ships would fire at maximum range in hopes of reducing his rigging. A key element to our strategy is to begin action as soon as the enemy is in range, unless my squadron has an extremely poor shot.

(3) At this stage of the action it was best to maintain position and determine if the French would close. The squadron opened the distance between the various vessels and prepared to cross the enemy's "T".

(4) As the French put up full sail the English squadron maintained position, thereby denying the enemy a rake on any part of my line. The HMS MERCIA was kept in case it was needed to break his stern or return to the line if needed. As the HMS DOLPHIN was behind the BRENNS us my line could not head toward the enemy line without risking damage to our flagship. If the French had forged ahead further in line we would have gained the windward on them. It would have been to our advantage to have a few rounds exchanged at long range. If the French were loaded with chain or double shot I would have secured an advantage with long range fire. At this time, the HMS DOLPHIN attempted to turn his van while the HMS JAVELIN and HMS SCEPTRE closed and protected the stern of the HMS DOLPHIN. The HMS DOLPHIN would operate semi-independently.

(5) The approach of my lead vessels continued conservatively. Taking a risk, the HMS MERCIA was ordered towards the enemy line in a rake position. It was hoped the French would continue his line forward on station with my own. If the rear ships of the enemy had remained back to deal with the weak HMS MERCIA, then I would have gained an advantage in the van. In any event, if the HMS MERCIA lost a mast she could serve as a screen for the remainder of my squadron.

She was the most expendable of my fleet and only effective at close quarters.

(6) British fire was concentrated on the BRENNS us to place her out of action. The HMS DOLPHIN attempted to gain a position to rake the BRENNS us. The range was close to draw fire to our stern and away from the rigging. This would allow us an edge in mobility as the BRENNS us was virtually stationary. The HMS MERCIA continued on in the hope of gaining long range rakes of the enemies rear.

(7) So far in this action the firing had remained about even for both sides. No real decisive gains had been obtained for either side. I desired to close the range still further to use my carronades and also to protect myself from the threat of the JEAN BART, poised like an arrow, ready to rush through my line. By closing the range and lessening the distance between my vessels this threat was contained.

(8) The issue was still in doubt. Both the HMS DOLPHIN and the BRENNS us will strike shortly. Possibly I should have transferred part of my crew to the HMS JAVELIN, but it was too late to rectify that error. As the HMS DOLPHIN would soon surrender it would be in a strategically unfavorable position with my vessels closer to the mole. Even if the HMS SCEPTRE struck, I was confident that I would be able to rake both my vessel and the DRAGONNE. The squadron was maneuvered to a position to rake both the bow and stern of the DRAGONNE. This would aid the lighter ship, board the HMS SCEPTRE. Through realizing that the HMS JAVELIN would quite possibly foul the BRENNS us in achieving a rake, I was committed to my course of action. On board the HMS DOLPHIN our desire was to inflict maximum damage before she was forced to strike.

(9) To lose two vessels through poor gunnery and an unfortunate fouling was disastrous. The flagship, crippled but still fighting and surrounded by four enemy vessels would continue the fight. I hoped and prayed to board the enemy if a chance appeared. Survival of HMS JAVELIN was my only concern at the time.

(10) A desperate fight on the decks of the HMS JAVELIN appeared to be in vain. Yet we struggled on before late and wight of numbers overwhelmed us.

The court of inquiry held concerning Rear-Admiral Uhl's conduct at the battle of St. Kitts completely exonerated him of any misconduct. His sword was returned by Contre-Admiral Pompeone, and Rear-Admiral Uhl would later have a seagoing command in the Baltic.

THE GENERAL

be able to keep up, and either the line will halt or BRENNS US must be left behind.

The positioning of the JEAN BART to dash into the British line is interesting. If JEAN BART could manage to dart between two ships it could fire broadsides in both directions, if it collided with a ship it would at least force the diversion of British resources from other maneuvers. Unfortunately the cost would probably be the JEAN BART, since its green crew would be sitting ducks in a melee.

The threat does make an effective feint, however, and the British will be obliged to guard against it.

British move: The British decide to close in for the kill. They set up three ships to concentrate on the BRENNS US, one with a raking shot. Unfortunately, the advanced position of the DOLPHIN will make it hard for the British to extricate themselves from this battle. With the British ships really committed themselves to fighting it out here and now, which is a shame considering their superior mobility.

The problem with a shotgun is that the British are certain to get hurt, too . . . and they will have only three ships in the battle to the French four.

Turn 6: The British have discarded their maneuverability advantage and have closed in for a mugging battle. Their current advantage of 3 to 2 will pay last long. The battered BRENNS US can take a lot of punishment and next turn the British are likely to be facing 4 French vessels with only 3 of their own. As DOLPHIN has lost a rigging-section in the gun fire exchange, it is probable that the chase is over and that the battle is about to begin in earnest. The DOLPHIN, having closed the action, drops full sail before coming under the guns of the enemy.

Final positions and combat: The advance of the VENGEANCE has robbed the DOLPHIN of the rake on BRENNS US, the French are already beginning to gain the benefits of reforming their line. Soon their awkward position will be able to keep up, and either the line will halt or BRENNS US must be left behind.

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cannot withdraw because they would have to leave DOLPHIN behind.

Turn 7
The Verdict of History:
"Boldly and foolishly the British closed to point-blank range. The opposing flagships were nearly blown out of the water, while upwind Gallic cheers announced that the French had succeeded in grappling a British ship..."

French move: With VENGEANCE now slowed down, JEAN BART must take over the lead of the French column. This turn the French make an excellent move, forming their battle line with the DRAGONNE advanced to draw off any fire from the British rear. It is unfortunate that the crippled DOLPHIN could not have been used as a decoy for the French rear. However, the French make an excellent move, forming their battle line with the DRAGONNE advanced to draw off any fire from the British rear. It is unfortunate that the crippled DOLPHIN could not have been used as a decoy for the French rear. This move: The British try to close and finish BRESSUS before it's too late. At least two ships should be able to fire at two hexes range, allowing the British to use their carronades.

The fleets are getting very close, however. MERCIA remains out of it. For some reason the British player is not bringing her up as quickly as he could; she would drift as fast as she is sailing now.

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Final positions and combat: Contact! The British came too close, and DRAGONNE grapples SCEPTRE. The second-best ships in each fleet are locked in mortal melee—and both ships are relatively more important because they have been..."
left untouched by the battle so far. The melee is nearly even at the start, but the French add to their slight manpower advantage by rolling better dice. This is beginning to look like a critical defeat for the British.

Fortunately for the British their other two ships can still pound the BRENNUS which takes a beating. BRENNUS is left one good die roll away from striking (ah, me, think back to the rake that the DOLPHIN never got to make). The French concentrate their strength on DOLPHIN, which is also one good broadside away from striking. If the French can sink DOLPHIN and capture SCEPTRE they can easily stand to lose BRENNUS. It is a very even battle, with everything up in the air; the crisis is upon us.

Turn 8
The Verdict of History:
"Aboard JAVELIN the British officers were worried about all the French cheering. 'Sure is loud,' observed the First Mate."

The General

"It's that fellow over there waving a wine bottle?" wondered the Second.
"Wonder how they can make so much noise," persisted the First.

At that moment the JAVELIN collided with BRENNUS in a tangle of ropes and brasses. The noise swelled to a roar as hordes of cheering Frenchmen poured up from below decks and swarmed towards the English deck.

Unmoved, stalwart, the English Captain stared at the charging mass and uttered the classic words that will live forever on the tongues of military men: "Oh-oh," he said... "Idem."  

French move: A strong move. Nobody can get up to help in the DRAGONNE melee, so the French player settles for concentrating a ring of fire around DOLPHIN. DOLPHIN for BRENNUS is an acceptable trade, as long as JAVELIN captures SCEPTRE. In addition, by swinging BRENNUS forward the French player gets the chance of grappling and boarding JAVELIN if BRENNUS can survive just one more fire. With BRENNUS and DOLPHIN about gone, the British player is concentrating on helping SCEPTRE in any way possible. The isolated British MERCIA is a threat too—all she can do is edge up and try for a crew hit at long range.

The best moves for JAVELIN and DOLPHIN are harder to pick out. The SCEPTRE melee, the French ships that are preparing to cross his van and concentrate against DOLPHIN, the devastated condition of DOLPHIN and the dangerous closeness of BRENNUS's elite crew are all threats that the British player has to counter.

His move—turning the two British frigates—is an ingenious attempt to solve all his problems at once. Assuming that the BRENNUS will continue its downward path of the last few turns, both frigates will be in a position to grapple her at once for grand melee with a British strength advantage. At the same time, JAVELIN will be able to fire broadsides in both directions at once, exerting maximum fire at both DRAGONNE (reducing her crew strength) and BRENNUS (with a 50% chance of losing her to strike before melee). DOLPHIN stays upwind of the advancing French van, so it will probably be safe unless BRENNUS's crew stay at their guns and blow it out of the water—in which case BRENNUS will almost certainly fall to either boarding or fire. The British have many options of fire or boarding, depending basically on who grapples who. In any case, the British are assured of exerting maximum force against every ship.

Except: the DOLPHIN must drift, out of range of BRENNUS and closer to the French van! And BRENNUS does not move as expected!

Anticipating these problems, a better move would have been to just advance DOLPHIN and closer to the French van! And BRENNUS does not move as expected!

THE MEELEES:

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<td>6</td>
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<td>7 vs 7</td>
<td>35 vs 35</td>
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</table>

The English rolled an average of 2.909 while the French rolled an average of 3.545. The French rolled the right numbers in the key spots; for example, the 3rd round on the 9th turn of the battle between the Dolphin and the Javelin. A 5 or a 6 roll by the French would have allowed the Dolphin to recapture the Javelin, free her crew, and probably take the BRENNUS. In any event, the French inflicted more losses in melee combat than the English. Sometimes a game between two evenly matched players is destined to resolve itself on a single roll of the die!
firefight with a powerful enemy they could have bypassed. The confusion in the French position offered an opportunity for a turn or two of favorable combat, but the British maneuvered so as to commit themselves to a long term slugging match. Finally the British risked too much and came too close to the French, and the fatal boarding actions began.

These are all strategic errors; on the tactical level, the technical play of the ships was generally superb on both sides. Both players skillfully avoided rakes and allocated their fire to best effect when each ship is studied individually: it is only in the coordination of combinations of ships that miscalculations were made.

With all of this, and despite the lopsided results, it was a surprisingly even game that really turned on a few crucial die rolls. The six rigging hits that crippled the BRENNUS should have been only three hits by probability; on the other hand, looking at all the broadsides fired at the BRENNUS, it should have struck on turn 8 with twelve hull hits before boarding. In both the DRAGONNE boarding and the second JAVELIN boarding the French and British started off about even in crew squares, and in both cases the French rolled very nice dice and won the melee and the ship.

And, finally, if on turn 8 the BRENNUS had been forced to occupy the collision hex the DOLPHIN could have fired its rear broadside at it. In that case the BRENNUS would certainly have struck and the JAVELIN would never have been lost at all.

A very close game. The bad positioning of the French fleet on turn 4 just about offset the British mistake in deciding to shoot it out close range. Almost.

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**The Verdict of History:**

"...but a rescue party from BRENNUS arrived in the nick of time," ibid., p. 291.

French reinforcements from BRENNUS finally come into the action and in the end DOLPHIN is captured as well. The French rolled some very nice dice in all their melees. Interestingly enough, they never did get the hull hit to finish DOLPHIN.

**General critique:** From the beginning of the game the British had an advantage in gunnery, the French an advantage in melee. In such a game mobility is of the greatest importance, since the commander who can maneuver as he wishes can force the battle to develop along the lines most advantageous to his side. Despite this, neither side made any real attempt to gain the weather gauge and the advantages that go with it.

In the battle the British gained a big edge in mobility when they crippled the BRENNUS at long range (something the French should never have allowed). The British reduced their combat power by sending off the MERCIA, however, and then compounded this error by getting involved in a
FOOTBALL STRATEGY: Sponsored by Avalon Hill. A seeded event with a maximum field of 64 players with 1 hour rounds. Among the participants will be Thomas Shaw, designer of the game, and Rich Chadwick and Don Greenwood, past winners of the Avalon Hill Football League Super Bowl. Prizes awarded to the top 4 places.

RICHTOFEN’S WAR DEMOLITION DERBY: Sponsored by IGB and judged by Randall Reed—designer of the game. Entrants will be divided into teams of 3 and loosed on a board from which there is no escape against a single opponent team. Only 1 team may survive and only those members of the team not shot down may move into the next round. Pilots will be given credit for kills gained along the way and may gain ace status as they progress. Survivors will be put into a force pool from which new teams will be selected; those with the most credited kills being put on the same team. Thus, a player who flies only to survive rather than attack will be stacking the odds against himself. When the field has been reduced to 6 pilots a true demolition derby will commence. The last man flying proclaims the winner. All those in the final heat will be awarded prizes. $1.00 entry fee. Open and Pre-Registration.

WARGAMING THIRD REICH: Sponsored and run by INTEREST GROUP BALTIMORE. The macro-event will be conducted in a single elimination format with top finishers in each game advancing to the next round. A top 5 place will be assigned to each winner. The successful accomplishment of the Victory Conditions or his Parliamentary status is all that is needed. The game is also suggested that each participant bring a 9 ft measure, pair of dividers, paper and pencil. Blunt, sharpened pencils allowed. No erasers. Pre-registration will be accepted but will be limited to 2 rounds with the winner of each game advancing to the final round. $1.00 entry fee.

NUCLEAR WAR: Sponsored and run by Flying Buffalo, Inc. this popular card game returns from the grave and is now being produced by PBI. An easily learned, multi-player game—NUCLEAR WAR is sure to entertain all after a very short period of indoctrination. Play will be by “survival” elimination and take place in 1 hour rounds. Two rounds should suffice to come up with a winner. Free games will go to the top 5 places. $2.00 entry fee.

TBOBRUK: The TOBRUK tournament will be a multi-scenario, single elimination tournament limited to 32 players. There will be four balanced scenarios created for the tournament by Randall C. Reed. Individual competitors decide what scenario to play each round. Each scenario has victory points players earn, the winner being the one who scores most points. Players are expected to know all but the Experimental Rules. Scenarios will be 20 turns long with a 45 minute time limit each round. Scenarios are in Firefight form with tank vs. tank, personal vs. personnel, and personnel vs. AFV combat. $1.00 entry fee.

AIR FORCE: Battleline Publications sponsors this tournament based on their newest offering. The game is a plane vs. plane confrontation set in Europe during WWII. Play will be single elimination in 90 minute rounds. A $75 first prize and $25 second prize supplement the customary plaque for the winner. $1.00 entry fee.

ARMOR MINIATURES: Sponsored by GHQ Micro Armor and run by Interest Group Baltimore. Jim Rumpf and Bill Alpert return to handle all new field of 18 teams. Each entry list must include 3 individuals. One team member should be designated the captain and it is under his name that the team will be paid for and reserved. Individuals wishing to take part in the armor miniatures should not pre-register but should sign up at the tournament. $1.00 entry fee. Open and Pre-Registration.

THE GENERAL

BATTLE STATIONS: WWII naval miniatures will be sponsored and run by Damian Houseman Associates. Play will be based on the naval miniatures rules of the same name. Entry will be limited to teams of 5. Each team will maneuver 5 destroyers; each player in command of 1 ship. Teams composed of fewer than 5 individuals will be accepted but will play under a handicap as required. As was the case with armor miniatures, pre-registration is limited to team entries only and will be limited the name of a team captain. Individuals seeking teammates will have to register at tournament headquarters the day of the event.

Play will be single elimination with each winning team advancing to a new scenario. All players are encouraged to bring game-plays—very attractive 1:2400 metal replicas by C.-in-C. The winning team will split a $50 first prize and 5 Battle Stations games. The second place team will receive $25. $15.00 team entry fee.
THE GENERAL

BACKGAMMON: Sponsored and run by IGB. The game of Kings will be monitored by IGB Vice President Neil Topolnicki with all players engaging in three 1 hour rounds and the winner being he with the most total points. $1.00 entry fee.

DIPLOMACY: ORIGINS II will also be the site of Diplon IX and all the prime movers in DIPLOMACY circles are expected to attend. This will be a two day affair run under the auspices of the International Diplomacy Association and sponsored by Games Research, Inc. IDA president Edi Birsan will officiate.

Play is not elimination oriented and players may play in both rounds regardless of their showing. Seven plaques will be given for best performance with each country. These honors can be won for play in either round. Players need not participate in both the Saturday and Sunday rounds but the overall winner will be determined on the basis of performance over both rounds. $2.00 entry fee.

TACTICAL SHOOTOUT: Sponsored and run by SPI. This is a single elimination event utilizing two hour rounds in games of SNIPER and PATROL. PATROL will be the game utilized in the finals. Maximum field of 64 entrants with an entry fee of $1.00.

19th CENTURY BATTLE GAME TOURNAMENT: Sponsored and run by SPI. Play will be limited to a field of 64 entrants utilizing the games CHICKAMAUGA and WAGRAM. Other games which normally accompany these two in the SPI Quad system will not be used in the tournament. Play will be single elimination with the final round game to be CHICKAMAUGA. $1.00 entry fee.

20th CENTURY BATTLE GAME TOURNAMENT: Sponsored and run by SPI. Play will be limited to a field of 64 entrants utilizing the games ARNHEM and WURZBURG. Play will be single elimination with ARNHEM used as the final round game. $1.00 entry fee.

DUNGEONS & DRAGONS: TSR returns with D&D creator Gary Gygax and seven others to host eight tours through the famous Lake Geneva dungeons. Each “trip” through the dungeons will accommodate a group of 12 adventurers in four hour rounds. The top survivors in each round will receive credit slips for TSR products. A demonstration game of D&D will be held Friday evening and hosted by Gary Gygax himself to introduce new people into the fantasy scene. Players may enter only one dungeon trip. $1.00 entry fee.

FIGHT IN THE SKIES: TSR sponsors this popular WWI aerial combat game. The tournament will consist of two flights, each flight taking approximately 2 hours. Mike Carr, designer of the game, will be the official. Entrants are limited to a maximum field of 16. $1.00 entry fee.

For those who are not competition minded, ORIGINS II will feature a number of seminars. The International Diplomacy Association will sponsor a DIPLOMACY seminar in conjunction with Diplon IX on Saturday morning prior to the DIPLOMACY tournament. Early indications are that speakers will include Walter Buchan-

The RUSSIAN CAMPAIGN

At last Avalon Hill returns its attention to the Eastern Front with an extended and improved edition of Jedco's The RUSSIAN CAMPAIGN. Not just another STALINGRAD, The RUSSIAN CAMPAIGN depicts the struggle on the Eastern Front from start to finish in a corps level game with each turn equal to two months of real time. If German panzers don't take the Kremlin by 1942, odds are high that T-34s will roll into Berlin in 1946. Like STALINGRAD, The RUSSIAN CAMPAIGN is a fine game, but unlike the former, it is also an exacting simulation. In The RUSSIAN CAMPAIGN, the German blitzkrieg usually consumes vast amounts of territory and Russian troops before coming to a screeching halt at the hands of the Russian winter—usually at the very gates of Moscow. Token Russian armored forces can only delay—not stop the German offensive in its tracks, and it is a worn out Red Army that faces the German invaders as the weather lends a welcome hand and slows down the onslaught with first mud and then snow. 1942 then becomes the year of decision. Denied a knockout blow in the opening rounds, influences on the Russian replacement rate may play in both rounds regardless of their showing. Seven plaques will be given for best performance with each country. These honors can be won for play in either round. Players need not participate in both the Saturday and Sunday rounds but the overall winner will be determined on the basis of performance over both rounds. $2.00 entry fee.

Another aspect of The RUSSIAN CAMPAIGN is that it is probably the best game we've ever made for play-by-mail enthusiasts. The double-impulse system provides a high frequency of action with a minimum of time delay and letter exchanges. PBM play is further enhanced by the inclusion of grid co-ordinates within each hex a la WS & IM or CAESAR'S LEGIONS.

RUSSIAN CAMPAIGN comes boxed complete with a 22” x 28” mounted, full color mapboard, die-cut counters, OB charts, and comprehensive rulebook, and includes the following playing features:

* Enlarged hexes for greater ease of handling
* Double-impulse movement
* Sea movement, invasions, and evacuations rules for use in the Black Sea and Baltic Sea
* Partisans
* Comprehensive weather rules
* Provisions for German air superiority
* Russian paratroop capacity
* Russian industry and Murmansk Convoy influences on the Russian replacement rate
* Realistic limitations on rail movement
* Five additional scenarios as short playing time alternatives to the Campaign Game

High Water Mark Battles for the Ukraine Stalingrad Race for Berlin Kursk

RUSSIAN CAMPAIGN is available only via mail order direct from Avalon Hill for $9.00 plus the usual postage charges. RUSSIAN CAMPAIGN is rated Intermediate II on the Avalon Hill complexity scale.

Maryland residents add 4% State Sales Tax.
WHAT OTHERS HAVE SAID ABOUT KINGMAKER

"... KINGMAKER... will sweep the wargaming world just like the plague that is such a recurrent feature in the game. If you want to laugh, have a good time, but at the same time enjoy a demanding contest, look no further..." — EUROPA... #6

"Exciting, surprisingly well-balanced, and infused with just the right element of chance, KINGMAKER provides the players with a rare glimpse into a fascinating world of military strategy and double-dealing diplomacy..." — S&T... #52

Set in the midst of a chaotic English civil war (1450-1485), KINGMAKER will astound you with its opportunity for diplomacy, fast moving play, simple mechanics, involved strategies, and sudden turns of fortune. Not a wargame in the classic mold, KINGMAKER is a game the entire family can enjoy—especially those who relish the role of the underdog and combining forces against the leader, be he Lancastrian or Yorkist.

Each player is dealt a number of cards which comprise his faction of nobles with an inherent combat strength in supporting men-at-arms. These forces are increased when drawing cards conveying possession of key fortified towns, fleets, companies of mercenary soldiery, support of bishops, and titles which increase a noble’s inherent following. Players then maneuver their forces in such a way as to capture the 7 members of the royal families eligible to be proclaimed King (or Queen in the case of Margaret of Anjou). The faction which crowns the last surviving royal piece is declared the winner.

But gaining such supremacy is not an easy task. Storms at sea can force landings on hostile shores while bad weather will delay even the most overwhelming attack. Piracy, peasant revolts, and summons from the King will break an otherwise impenetrable siege while plague wipes out whole factions in a single blow. And he who becomes too powerful too soon ensures the wrath and alliance of his adversaries. But

It is never dry not the King, nor in his absence the Chancellor of England, for he who summons parliament dispenses offices and titles of untold power. Nor dismiss the clergy... for want of their support can prevent coronation of any pretender to the throne. Do not despair in your quest for the throne—even the smallest faction can gain power through ruthless guile. Be ye the feared Constable of the Tower of London or merely the Steward of the Royal Household, chances for all encompassing victory or defeat abound.

The game comes complete with a full color mapboard, die-cut counters, 80 Crowned cards, 80 Event cards, and an instruction manual containing a historical synopsis of the period. The flowers of English knighthood awaits, ready to rally to your banner, depose the idiot King Henry and restore the crown to its rightful place. For 2 to 6 players, KINGMAKER is rated “Intermediate” on the Avalon Hill Complexity scale and sells for $10.00.

Maryland residents add 4% State Sales Tax.

A WORD TO PREVIOUS PLAYERS OF KINGMAKER

Those who have seen the English version of the game will readily admit that it is a beautiful game. However, although we in no way wish to demean Philmar’s first edition of the game, it can’t hold a candle to the American version.

Never have we put out such an exciting graphics package. Consider the following major changes and you will soon be ordering your second KINGMAKER game!

The Event Card deck has been expanded from 80 to 90 cards which call for more revolts, plagues, etc., as well as disbanding mercenaries, and calling for immediate sessions of parliament.

* Expansion of the Crown Deck from 72 to 80 cards including the introduction of two new nobles, new offices, ships, and French intervention by Louis XI.

* Graphically illustrated, four-color Crown cards with a more utilitarian layout for greater ease of play.

* An Americanized mapboard which eliminates all the prior ambiguities and adds four new castles plus Ireland, Scotland, and more of Continental Europe as places of refuge.

* A grid location and city index reference source.

* A completely new advanced Game including a sophisticated combat system, witt cards used as commissions to other nobles, ambush, and special parliament rules allowing each player to vote on the awarding of offices according to their holdings.

* Reduced price! KINGMAKER originally sold for $12.00.

* Faction counters to clearly show who controls captured towns, etc.

* Fully clarified and illustrated rules and historical background data.

English designer Andrew McNeil and AH developer Mick Uhl have worked hand-in-hand to provide you with the ultimate in a wargame experience. Don’t miss the A.H. version!!

Be a KINGMAKER

Illustrations are reduced—not actual component size.
Dear Sir,

It isn't often that one finds a game which so thoroughly simulates reality that nearly anyone playing it can make a player a better tactician than he would be if he were ever to see actual war. TORUK is one of these.

The game is called Letters to the Editor, and it is distributed by the companies mentioned. Letters to the Editor is a game that simulates the actual events of World War II. The players are letters to the editor of a newspaper, and they are trying to influence the outcome of the war.

The game is played by two players, each playing in a different city. The players are trying to influence the outcome of the war by writing letters to the editor of a newspaper. The players are trying to influence public opinion, and they are trying to influence the government's decisions.

The game is a simulation of World War II, and it is a game that is played by two players. The players are letters to the editor of a newspaper, and they are trying to influence the outcome of the war.

The game is a simulation of World War II, and it is a game that is played by two players. The players are letters to the editor of a newspaper, and they are trying to influence the outcome of the war.
THE QUESTION BOX

Q. Aassuming a landing unit is dispersed on a beach. Does it disperse in time to move off the beach before another unit lands or will they continue to stack up dispersed and land as long as the units land in that hex each turn?

A. Units dispersed by Op. Fire will disperse at the end of their current turn so that they may move off before the next wave lands. Units dispersed in the German play order have been seen to become dispersed and then become dispersed again on the turn before. A Chevalier will move off the beach in a turn after the turn in which it was landed. A turn and move off the beach in a turn after the turn in which it was landed. A turn and move off the beach in a turn after the turn in which it was landed.

Q. May an infantry unit landing on a beach move 1 hex off or is its movement allowance expended in landing?

A. The latter.

THE WEST and nan of DIPLOMACY WORLD on the history of

A. H. Philo$ophy . . Continued from Page 31

pan of DIPLOMACY WORLD on the history of

THE GENERAL

SPI will also be demonstrating their new "monster" games; WAR IN THE WEST and TERRIBLE SWIFT SWORD.

Thomas Shaw, Vice President of the Avalon Hill Company, will return with his humorous auctioneering act to host an auction, more orderly auction of gaming items. If you have gaming items that you would like to sell, please deliver them to the tournament HQ sometime before Sunday. 15% of whatever you get for your item will be retained by the auctioneer.

EXHIBITORS

Although more dealers will probably be added between now and the Convention the following is the list of those who have paid the necessary fees and will be in attendance at the Convention. If you wish to join the Association, contact your local TACK International Wargame Association, Lowry Enterprises, D. Howerman Associates (C. F. McAleese, 508-451-3938), Incon, Inc., Board Game Publications, Games Research, Inc., SPI, Taurus, Jagdpanther Publications, Excite Games, Inc., Food, Wonderful World of Games, GDW, Conflict Game Co., Naval Institute Press, Baron Publishing Corporation, McCoy Publishing Co., GHO, and the American Wargamer's Association.

This completes the list of events scheduled for ORIGINS II. More events may be added later. In addition there will be plenty of open gaming, presentation of new products (the Charles Roberts Awards will return and be joined by the PANZERFAUST Awards), demonstration games and hobby show booths. The following are just a few of the many interesting ideas that we're not far from right when we brag that "everybody in the hobby world will be there." To follow up on last year's special guest celebrity (Charles Roberts), Rear Admiral C. W. McInnis has been invited to attend this year's show. The exploits of the then Commander McClusky have been portrayed in the now full length motion picture MIDWAY by Universal which is scheduled for release in July. His appearance should be a fine climax to a fine weekend of gaming events.

DIRECTIONS

Those arriving by plane should take the luggage service from the airport to 101 W. Fayette St., walk to Baltimore St. and from there a taxi or Bus No. 11 to John Hopkins. Greyhound Bus travelers should take Bus No. 10 to 29th St. while those arriving on Continental Trilogies should go to Baltimore St. where they'll board Bus No. 11 to JHU.

AVONAIL RRG BRC RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While we are very argu$ed that each category

should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is given a means to decide whether a game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.
Although Contest No. 70 appeared to be little more than a guessing game to many readers, such was not its intent. This contest tried to emphasize the importance of intelligent selection of matrix cards in order to minimize one's own losses while maximizing the casualties of the opponent. In a game such as 1776 the survival or destruction of one's army often depends on a successful matrix selection.

Those who analyze matrix probabilities and can apply them to their tactical selections have an advantage which is both subtle and important. A player who has mastered its use can maneuver his forces with confidence and attempt bold maneuvers relying on his ability to minimize through the matrix the penalties of his gambles.

This contest was designed so that the matrix system and the contest results could be compared statistically. It is a tenet of statistics that the accuracy of the results is a function of the number of trials. Unfortunately, within the limiting space in which we worked only 10 trials could be performed. Even so, the results are surprisingly close.

Predicated on our analysis of optimum defensive calls (i.e., 8, 1, 3 and 4, 7, 2, 5 and 6 in that order), we selected the following four choices in order of frequency 2, 1, 4 and 3. Choices 5, 6, 7 and 8 were eliminated as being too minimal in value. Choice 2 was chosen most often as it has a minimal effect to defensive card 8 and was favorable against 3 and 4. With a totally random offense and defense selection, the attacker would average a total of -3.13 against his battles in 10 trials. Against the attack selections as set up this is reduced to -1.88 or 60% of the random selection. The mean of all returns matched the prediction at exactly -1.88.

Our actual defensive calls were in order: 2.1.4, 60%, 3, 3, 1, 1, 2, 4, and 2.

Contest No. 70 was one of the less popular efforts to date judging from the small number of responses. Those who had the best insight into British General Ulh's plans included Bob Carpiello of Jax, FL who generated a total of -12 die roll modifications on his 10 attacks. Other winners in descending order included: W. Cassidy, Westport, CT; R. Chenoweth, Hopkins, SC; K. Lieder, Minneapolis, MN; J. Coule, Alamo, CA; J. Yazzic, Newport News, VA; J. Malaska, Goan, NJ; B. Spitzer, Binghamton, NY; R. Travis, Clinton, OH; D. Little, Downey, CA.

Vol. 12, No. 5 of the GENERAL proved to be a rather average issue polling a 3.22 rating on the contest feedback system. The ratings of the individual articles on our 200 random sample system which follows are for a first place vote, 2 for second, etc. Looked like this:

PANZERBLITZ HEX BY HEX .................. 416
STRATEGIC ALTERNATIVES .................. 311
THE PALEVDA GAMBIT .................. 156
SERIES REPLAY—ANZIO .................. 140
AVALON HILL PHILOSOPHY .................. 84
DESIGN ANALYSIS .................. 58
THE REST OF BLITZKRIEG .................. 36

The Simulation Gamers' Association has announced the First Annual Greater Los Angeles Simulations Convention will take place at California State University in Northridge, CA on June 4-6, 1978. Action is slated for six board game and four miniature tournaments from 9 a.m. to 11 p.m. all three days. Both WS & IM and KINGMAKER will be featured among the tournaments. Dr. Jay Christensen, sponsor for the Association asks that interested parties suggest other tournament possibilities so that arrangements can be made if there is sufficient interest. Entrance fee is 50C plus 50C for each event entered. For further information write: Jim Blancher, 19536 Minnehaha St., Northridge, CA 91324.

Canuck reader Robert Correll of Toronto writes to inform us that he is organizing a group trip to ORIGINS II. Robert organized a similar happening last year to Dipcon VIII in Chicago and welcomes interested readers along his route (DIPLOMACY enthusiast or not) to contact him for further information at his 44 Rawlinson Ave., Toronto, Ont. M4P 2M9 address or call 416-481-0146. Others interested in organizing this type of charter transportation service to ORIGINS should contact us immediately so that we can give you some publicity in the June issue.

We urge clubs from other cities to investigate the possibilities of special charter rates to ORIGINS II. Many airlines offer significant discounts for groups of 10 or more which should enable all but the most destitute to attend the national show.

**Infiltrator's Report**

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**Mr. President...the game of campaign politics**

MR. PRESIDENT realistically re-enacts campaign events leading to the election of the President and Vice President and features both popular and electoral vote tallies. Parties nominate their candidates and plan strategies designed to sweep them into office. Voting habits reflected throughout the game are based on statistics from actual elections of the past 20 years. The same frustrations and decisions confronting actual political candidates face the players in their quest for victory! Average playing time: 1 hour.

**How to Play**

**MR. PRESIDENT** is for 2 or 4 players, teens through adults. Bookshelf case contains ballot box, tally boards, candidate cards, ballot cards, campaign headquarters cards, dice, special pencils and instructions.

Object of the Game: Each party attempts to win a majority of the votes cast by campaigning throughout the nation.

To Play: Parties receive two Candidate Cards. One player acts as Presidential candidate, the other as Vice Presidential candidate.

Campaign Ability (shown on Candidate Cards) determines number of Ballot Cards each player will hold. Parties confer but do not exchange cards.

First player announces region (East, South, Midwest or West) where he will campaign and rolls dice. He may then cast votes (Ballot Cards) in this region according to the numbers on the dice. He must announce whether each Ballot cast has a President or Vice President seal (generally President Ballots have higher vote counts). Both parties record on their Tally Boards where the Ballots were cast so they may see how the campaign is going. After casting Ballots, player refills his hand from his Ballot deck. When a party depletes both its Ballot decks, players may then campaign in two regions during a turn, casting Ballots in either or both of the regions. When one player is out of Ballots, the game ends. Cards remaining in player’s hands are put in Undecided Voter stack; other cards are put aside.

At campaign’s end, Ballots in Undecided Voter stack become Absolute Ballots and are distributed to parties (with party campaigning in most states receiving Absolute Ballots). Absolute Ballots may be cast in any state.

Each region is tallied separately by counting number of votes cast in each state. In popular vote tally, party with largest vote count wins. In electoral vote tally, party with 270 or more of the 538 electoral votes wins.

The advanced game allows players to nominate candidates, advertise, raise advertising funds and debate in the hopes of gaining more votes.

Maryland residents add 4% State Sales Tax.