Avalon Hill Philosophy Part 56

ORIGINS II has come and gone but not without firmly establishing the concept of a widely accepted national convention for the simulation game industry. Never before have so many hobby "names" congregated in one place for the promotion of the hobby, nor have so many of the faithful flocked to one site to see and talk to the manufacturers of the industry. An estimated 2500 gaming enthusiasts from 44 states and 16 foreign countries passed through the halls of Johns Hopkins University which hosted a wide variety of exhibits, demonstrations, seminars, and tournaments. Dealers reported sales double and triple that of ORIGINS I which itself exceeded $250,000. Attendance shows such as this are expensive propositions and it is going to take that kind of massed buying power in the future to attract all the manufacturers of our growing hobby.

ORIGINS now leaves Baltimore to tour the nation at a number of host cities in future years. SPI will be the very capable sponsor of ORIGINS III and will host it at Wagner College on Staten Island in New York. Avalon Hill will remain, together with SPI, on the Steering Committee for future ORIGINS conventions. As the theory now stands, Avalon Hill and SPI will jointly decide on a sponsor for ORIGINS IV from volunteer companies among the rest of the industry. That sponsor would then, assuming they did a competent job, be admitted to the Steering Committee to help choose a site for ORIGINS V and so on.

As for ORIGINS II ... they say a picture is worth a thousand words so follow along if you will as we compress 40,000 words into two pages by applying the captions below to the numbered photos found in the center spread.

1. Three deep was usually an apt description for the scene around the Avalon Hill booth which once again led the trade show in sales thanks to three new releases held off the presses. The ink was still wet as we carried the first boxes through the door only to discover our first bit of errata. The ink smears Avalon Hill and triple that of ORIGINS I which itself exceeded $250,000. Attendance shows such as this are expensive propositions and it is going to take that kind of massed buying power in the future to attract all the manufacturers of our growing hobby.

Such is the story of Avalon Hill and SPI, both of which are expanding their promotional efforts with the Mound, MN league in the FOOTBALL STRATEGY finals. Greenwood won with a 10-6 win over Strand and 13-10 overtime decision against McNevin. Strand topped O'Neil 17-3 in the consolation game to take third.

4. Avalon Hill V.P. Thomas Shaw in the midst of his auction routine before a packed house. Most valuable collector's item this year - a mint copy of Roger Conrimer's TRAFALGAR which went for $90.

5. Gary Gygax, creator of DUNGEONS & DRAGONS led a group of novice adventurers through his demonstration game on Friday evening before a standing room only crowd.

6. Duke Siefied (center) led the Custom Cast contingent which won show honors for best booth and most helpful exhibitor. It is hoped more miniatures companies will follow the lead of GHQ and Custom Cast and exhibit in future ORIGINS.

7. Randall Fied led the Presentation of Awards and is seen here warming up the audience before presenting the PANZERFAUST awards for best game of 1975 (THIRD REICH) and GDW for best game of all time (DRANG NACH OSTEN).

8. Virginia Lingle of Harrisburg became the first woman to win an ORIGINS tournament when she took top honors in the NUCLEAR WAR event. Stephanie Greenwood placed third in the same event. All of which says a lot for keeping women out of the White House.

9. Robert Mandell of New York proved to be the most adept at slaying monsters in the DUNGEONS & DRAGONS competition.
FIGHTING SAILS

TACTICS OF THE AGE OF SAIL AS APPLIED TO WOODEN SHIPS & IRON MEN

By S. Craig Taylor, Jr.

The transition from the more "traditional" strategic and operational level land and boardgames to a tactical level naval game such as WS&IM leaves some wargamers "all at sea" regarding the tactics and strategy to apply in such an alien environment. There are many principles which can be used equally successfully both ashore and afloat, but these similarities are often overlooked as players tend to concentrate their attention on the differences. It is the purpose of this article to draw attention to these similarities and, at the same time, to consider the differences by covering some of the tactical fine points of the game for the benefit of those still trying to gain their "sea legs."

The first point is that, at sea as on land, there is absolutely no foolproof formula for victory. Bad luck, adverse conditions, or unforeseen circumstances can ruin the most brilliant maneuvers and tactical combinations. There are, however, factors to be kept in mind that, when given proper consideration, will yield a victory more often than not.

To mass superior forces at the enemy's weak point is as important in a naval action as in a land campaign. For the WS&IM game this is best explained by the statement, "When superior to the enemy get as close as possible; when inferior stay as far away from the enemy as possible." Basically, the closer an inferior force is engaged, the more hits will be inflicted in a given time, the faster it will be defeated, the less time the superior forces will be tied up, and the less time the opposition will have to maneuver in attempts to overcome this inferiority. The reverse, when inferior in force, is also true. At longer ranges the number of hits per turn is smaller, superior forces count for less, and an inferior force can hold on for much longer. This is easy to see, and to understand, in theory. What is difficult to decide, considering the conflicting factors of comparative numbers of ships, crew quality, and position is how to determine the superiority or inferiority of a force in any particular situation. A large number of factors must be evaluated in making this critical decision.

The most obvious single factor is the comparative numbers of ships on both sides. This is complicated by the often great differences in the strengths of the various ships, so that just counting the number of hulls available may not be an accurate indicator of comparative strengths. A comparison of the point values of the ships available is usually a more accurate reflection of the power of two opposing forces. A numerical superiority is useful as this permits enemy forces to be overlapped, doubled, or raked, but is not always a decisive advantage. Superiority in crew quality and/or the power of individual ships can often more than compensate for inferiority in numbers.

The relative maneuverability and mobility of the ships is another important consideration. A force of well-handled two-deckers should be able to handily outmaneuver a squadron of three-deckers. A squadron with intact sails should be able to outmaneuver a ship that has considerable rigging damage. Superior mobility should enable a force to fight on at least equal terms with a force that is more powerful, but less maneuverable.

Superiority in tactics must be taken into account. An honest evaluation of one's own tactical skill, as compared to the tactical skill of the opposition is the key to evaluating this factor. What margin of material superiority do you need to win? Are you so tactically superior to your opponents that you can win even when inferior in the factors discussed earlier? Or, are you so inferior in tactics to the enemy that you will require a greater than normal superiority in every respect before you wish to close to decisive ranges? As in any boardgame, good, sound tactics can be learned by experience, by the application of common sense, and by learning from your own and other's mistakes. Some of the more important tactical practices, or "tricks of the game," as many wargamers prefer to call them, are covered below.

1) When vastly superior to a portion of the opponent's force, do not hesitate, but rush upon him before he has a chance to realize his danger, and make an escape. If, in rushing boldly forward, a few ships lose some rigging, the enemy is too weak to capture them, and repairs can be made later. Enemy ships that fail to escape are out of the game for good.

2) Generally speaking, it is a waste of time to completely dismantle a ship. Once one rigging section has been destroyed, the ship loses full sails capabilities, and its battle sail speed is reduced. Thus crippled, the ship is not much harder to catch or to run from than if it were totally dismasted. If it is desired to hinder the ship's movement, therefore, just take down one rigging section, then switch to firing at the hull. If possible, it is usually a good idea to destroy a rigging section on a ship in the center of an enemy line, as this will greatly embarrass the maneuvering of the entire line.

3) Ships with high quality crews can cause damage at ranges where a lower quality enemy cannot reply. This ability to hit an enemy when he cannot hit back is very useful in "softening-up" an enemy, or in carrying out a delaying action against an otherwise
superior foe. However, such firing will produce a relatively low number of hits per turn, as it is necessarily from a fairly long range. This advantage should not blind one to the even greater advantages of moving in to closer, more decisive ranges if a real superiority exists to the enemy’s advantage
4) Keep the enemy guessing as to your intended maneuvers. An opponent can often be fooled by ships switching to full sails, then making a move that could have been done under battle sails, etc.
5) In squadron or fleet actions, keep line formation as long as possible, as breaking it leads to exposure to defeat in detail. Do not, however, keep the line formation when the situation (and a real superiority at some point) calls for wading in after having gained all advantages possible from the line.
6) If the crew quality of the ships varies, lead the line with one of the lower quality ships. That way, if any ship gets raked and disabled, it will be this weaker one, thus giving the more valuable higher quality ships a better chance of reaching decisive ranges in good condition.

In Harm’s Way—The Handling of Frigates
A ship of the line was built to carry as many, and as heavy, guns as possible, and to engage anything afloat. It was expected to be able to stand in a line of battle and trade blows with anything that might pull alongside. Being relatively slow and unmaneuverable, battleships operated in squadrons to support and cover one another. A frigate was not expected to fight anything that came its way, only ships of its own class or lighter; indeed, taking on a ship of the line with a frigate is usually poor tactical usage for the latter.

There are a number of good reasons why frigates should not be placed in a line of battle with the ships of the line. First, a frigate keeping station in a battleline cannot make full use of its superior speed and maneuverability without disrupting the line. Second, the space a frigate occupies in the line could be taken by a larger ship capable of dishing out more punishment. Third, a frigate represents a weak link in the unbreakable chain of the line. Its vulnerability will invite a concentration of enemy fire that will swiftly destroy it. A stricken ship in the midst of the battleline causes great damage in reforming the line, and in sailing around the obstacle.

A better case can be made for the use of frigates on the fringes of the main battle. Frigates can be useful for moving on the ends of a line for raking broadsides to aid the liners, or for keeping enemy frigates from doing the same. However, extreme care must be exercised anytime frigates are moving within gun range of the battleships, as a miscalculation can be fatal!

What then, is the optimum use of frigates? The answer is to engage other frigates, lighter vessels, and transports/merchantmen. Frigates are most useful employed singly, or in small flexible groups. Full use of a frigate’s mobility also entails remaining under full sails as much as possible. Do not drop to battle sails and close for a gunnery duel unless the odds are highly favorable. If the odds appear to be even, or unfavorable, continue at full sails, maneuver to avoid combat, and wait for a favorable opportunity to pounce.

Frigate-to-frigate engagements fall roughly into two categories. In the first, a decisive action is not sought. The wish is to quickly cripple an enemy frigate to prevent interference with more important tasks. In this case, chainshot is employed from close range (preferably in a rake) to destroy a rigging section. Then full sails are used to avoid the cripple, leaving the foe far behind. In the second category, the actual defeat of the enemy frigate is the objective. This type of action should be avoided without a large superiority in size, grade, and/or numbers. A smaller superiority makes it possible, but leaves a crippled vessel as effectively out of the game as its prize. This type of action should also be avoided in the close proximity of enemy ships of the line; victory is futile if an enemy frigate can easily move up to recover the prize, and (to add injury to insult) capture the crippled vessel.

By far the most interesting scenarios involving frigates revolve around protection of a convoy or attack of merchantmen. The escorting frigates have several advantages in games of this type. For one, they know exactly where the merchantmen will be at the end of the turn; therefore, they know where the vulnerable spots will be, and can maneuver to cover these gaps. Second, the escorting frigates need only to cripple an opponent, not necessarily to defeat it—a frigate missing a rigging section is slower than a merchantman. Defense of a slow-moving convoy requires only the occasional use of full sails, so that the escorts are ordinarily less vulnerable to being crippled than the attackers.

The attacker, of course, has the initiative, and is not restricted to any particular pattern of sailing. Maximum use should be made of feints, that is, moving into a threatening attack position to force the commitment of the defenders, then veering off abruptly at a new angle for a more promising attack with the defenders out of position. Pincer attacks, presenting many possible avenues of attack, are very difficult to defend against, so split the attackers to threaten the convoy from as many directions as possible.

Small ships, although no match for a full size frigate, can be useful for defending merchantmen; if nothing else, they can get in the way, delay until larger ships arrive, etc. When attacking, these ships should definitely keep their distance until a clear opening appears. They can be very useful in pincers maneuvers, especially those with fore and aft rigging as can maneuver to leeward of the convoy, and catch merchantmen while beating upwind.

Handling of Ships of the Line
As important as the smaller ships were in the great age of sail, if the situation called for any serious fighting, the ships of the line were sent for. The dashing, racy frigates may have been the “glamour” ships of the period, but, in most cases, their commanders were the most junior officers. There came a time in the careers of most competent captains when their skill and seniority placed them on the quarterdeck of a line of battle ship. The fate of nations and empires often rested with these ships, and no government could afford to trust them to any but the best available officers.

The tactics of frigates are largely the tactics of opportunity; maneuvering to cause or to take advantage of any mistakes by the foe. The tactics of handling a line of battleships are far more precise.

Ships of the line maneuvered in tight, well-ordered line formations. The advantage of this formation is that it is very difficult to approach without taking at least as much damage as it caused. The line formation develops the maximum possible firepower as all ships have clear lines of fire, and are mutually supporting. To maintain this line formation through periods of complicated maneuvering calls for a bit of planning ahead, and an overall plan of action. The decision to break up a line is often the critical decision that determines victory or defeat in actions between contending battle fleets. Novice players often try opportunity maneuvers such as detaching a ship to obtain a rake on an enemy ship. This maneuver usually results in the detached ship being left far behind, and out of the action, or in its being overwhelmed by a much larger force of enemy ships. Single ship detachments should normally not be made in a fleet or squadron action; if the reasons for making a detachment are important enough, several ships should be sent, forming their own line of battle and acting for mutual support. If the reason for the detachment is not important enough to warrant sending several ships, the detachment should not be made.

The essence of fighting a battle with ships of the line is the establishment of a superiority over some portion of the enemy’s line. There are two main methods of doing this:

1) Double the Enemy Line: In this maneuver, a portion of the line engages a portion of the enemy’s line, while another portion of the line passes into the rear of the engaged section of the enemy’s line. This can be a difficult maneuver to make, but when done the results are devastating (as at the Battle of the Nile). This can be accomplished if the enemy is at anchor, if a portion of the enemy line is too slow to avoid the engagement (as with uncapped ships of the American Revolution, or ships slowed by some well-placed rigging hits), or by moving through a gap in the enemy line, then doubling back. A section of a line that is too closely engaged to risk the use of full sails can be doubled by some undamaged ships under full sail.

2) Mass Against One Section of the Enemy Line: This can be done if your ships are sailing at closer intervals than the ships they are opposed to, or by taking advantage of a superiority in ship size and/or crew quality in ship-to-ship duels. It can also be accomplished by advancing obliquely on the enemy line so that all ships deliver their fire into the same part of the enemy line as they pass, while another section of the enemy line can make only long-range shots at best. An example of how this can be done is illustrated below:
THE GENERAL

PHASE THREE: The green Rear and a portion of the Center engage the red Rear squadron.

THE RED REAR SQUADRON HAS NOW BEEN ENGAGED BY THREE FRESH GREEN SQUADRONS, AND IS BADLY DAMAGED. THE GREEN SHIPS ARE MUCH LESS SERIOUSLY DAMAGED.

Of course, combinations of the two methods could be used together. For instance, if the enemy Rear was initially attacked, the Mind could then be doubled by the Van squadron (the enemy Rear now being too slowed by damage to escape). This is illustrated below:

PHASE ONE: The red Van engages the green Rear squadron.

PHASE TWO: The red Center engages the green Rear squadron while the Van doubles it. The red Rear squadron hangs back to rake any ships of the green Center and Van that may try to turn back to aid their Rear squadron.

This maneuver would also work if both fleets were moving in the same direction. The Van would engage the Enemy Rear, then move into position to rake any ships attempting to turn back. The Center would then engage the Enemy Rear, while the Rear would double it.

If possible, get and keep the wind gauge. This gives the initiative, and the ability to engage when and where the situation is deemed to be favorable. The wind gauge is the single most important tactical factor to consider when trying to determine or create a superiority to the opposition. The wind gauge, if properly used, can compensate for many other factors of inferiority.

A fleet that cannot get the wind gauge is by definition on the defensive. The best way to fight a defensive battle is by maintaining a respectable distance between the fleets. Maintain freedom of movement by not allowing the attackers to close. Keep firing roundshot at the rigging, especially whenever a raking shot presents itself. Any attacking ship that loses a rigging section will fall far behind. When enough of the attackers are thus disabled, they may be permitted to close with the now greatly superior defenders. Not all attackers are crafty enough to fall into this trap, and that explains why the often elaborate maneuvering of two fleets of ships of the line sometimes lasted for days.

There are a few tactical "tricks" that can prove very useful in otherwise equal battles. In a broadside to broadside battle, assume equal numbers of ships in each fleet, and concentrate maximum firepower on the weakest ship in the enemy line. When it has been disposed of, two ships will be available to engage the next adjoining enemy ship, etc. When parallel to an enemy line, move the line no further than it can move without causing a collision should an enemy ship turn and ram—this can lead to an entire line of ships all hopelessly fouled together. When boarding, try to support the action with the raking fire of grape from supporting ships. This will help reduce the ship-crippling losses that can occur in a melee. Also, try not to have too many ships tied up in boarding actions at any one time; this destroys their mobility, and all ability to react to enemy maneuvers.

Psychological factors seem to play a larger part in simultaneous move games than in sequential move games, probably because there is more uncertainty. Study your opponents. What are their weak points and their strong points? What types of maneuvers do they like to use? What are their favorite tactics? Judging from their maneuvers, what are they trying to accomplish? What do they expect to do? What do you think they expect you to do? Can you do more than simply react?

To summarize: When superior, get in close and exploit that superiority to the fullest. When inferior, keep 'em guessing, and keep your distance. Be like the judo expert who uses his opponent's strength against him by concentrating on his opponent's weaknesses. Evaluate carefully how you are superior, and how you are inferior. Then plan the battle to maximize the effects of your superiorities, and to minimize your inferiorities. Hopefully, this article will be helpful in finding ways to accomplish this, and will also prove helpful in determining what the "other guy" is trying to do.

A BAND OF BROTHERS?
MULTI-PLAYER GAMES

What many people fail to realize about this game is that it is possible to play it a thousand times, and still fail to really have played THE GAME. THE GAME, of course, being the multi-player version with timed moves and the multi-player comm. a n. tion rule. An experienced player can take a squadron of ships, and swiftly form more intricate formations than a band at a half-time show. This is a much simpler task than getting three players to all sail in a straight line at the same time. No "idiocy" rules ever devised can mar the effects of a group of wargamers just doing what comes naturally.

I consider six (three on each side) people to be the ideal size group for a multi-player game of WSA/M. With a larger group there is a problem in seating everyone close enough to the mapboard to see it, and with a smaller group there is not enough interplay between the various personalities present to be really interesting. Besides, any group of six wargamers is bound to include at least two genuine yo-yo's (one for each side), and these are the people who will really make the game interesting.

An evening spent playing a multi-player game of WSA/M can be an enlightening experience, and can enable you to learn much about the other players on your side than you ever cared to know. If you hold the chief command, among other things you will learn that:

1) Your subordinates cannot read your handwriting.
2) Your subordinates cannot tell left from right.
3) Your subordinates cannot grasp the simplest concepts of maneuver.
4) Threats of physical violence are often necessary to secure compliance with your orders.

If you hold a subordinate command, you will learn that:

You cannot read the commander's handwriting.
2) The commander keeps issuing orders to turn left when the situation obviously calls for turning to the right.
3) The commander must think you can read his mind to even attempt such complex maneuvers.
4) The commander has a nasty temper.

All this and more has happened during multi-player games that I have participated in. I have had three Elite's tied up in fire. The single enemy ship, only to have their shots blocked by the interposition of one of our resident yo-yo's Green ships (which was dismantled in the exchange, so that it could not even be moved out of the way on the following turn). I have seen large squadrons never get into action because they were hopelessly entangled and fouled with another friendly squadron. I have seen a player get so disgusted with the lack of support he received from another player that he disengaged his squadron, and sailed off of the mapboard, leaving the rest of the fleet to its fate. These things can and will occur during a "pick-up" multi-player game. They can be avoided to some extent if some time for planning is available, and if the individual players are willing to modify their individual habits somewhat to conform to the realities of participating in a multi-player game.

Successfully playing a one-on-one game of WSA/M calls for an understanding of the various rules of combat and their impact on various aspects of the game, combined with skill in maneuvering a ship or ships. The successful play of a multi-player game calls for an equal grasp of the effects of the multi-player rules on various aspects of the game. The multi-player rules are deceptively simple—the Movement Notation Phase is timed, and all communications must be written during this timed period. The effects of these rules on the play of the game can be startling.

During this timed period all messages must be written, and all ship's movements (usually determined by these messages) must be noted. This does not allow time for lengthy discussions about the current situation, or for the outlining of erratic and complex maneuvers. Messages must be short, complete, and precise. The maneuvers covered must be simple with a capital "S." You may be able to sail a square and perhaps even a figure eight, but that is the greatest complexity you will be permitted to do, but that is a far cry from attempting to do so in a tight formation with two other people. A little extra time spent to ensure that your messages are clearly written and easily readable is usually time well spent. All of this will handicap your movements somewhat, but the other side is equally embarrassed, a point that should be kept in mind. Simple plans that would be easily countered in a two-person game will often succeed beautifully in these encounters.

Appoint a commander-in-chief before the game begins. This person should be regarded as a true commander, not merely the "first among equals." A committee system of command will not work with these rules. The commander should usually be the best, most experienced player available, as he is the most likely to be respected and have his orders followed. Sometimes a less skillful player makes an equally good commander if he has tact and is a good organizer. If there is little individual conflict, the other players should make up their minds to be good, loyal subordinates, even if they disagree with the manner in which the battle is being conducted. Intelligent initiative is fine, but it is foolishly to follow a plan of battle independent of the rest of the fleet.

Continued on Page 14, Column 2
Prior to its development by Avalon Hill, the game *WOODEN SHIPS & IRON MEN* was devoted primarily to the naval engagements of the Napoleonic Wars (Scenarios 8-23 are from the original game). AH added several scenarios from the Wars of the American Revolution, to round out "the great age of sail." 1776-1814.

**SCENARIO 24**
**The GLORIOUS FIRST OF JUNE**
June 1794

I. INTRODUCTION
The first great fray of the French fleet. Vice-Adm. Villaret-Joyeuse put out from Brest to raid British convoys. Adm. Lord Howe (of American Revolution fame) caught up with him on 17 May and sought to force a decision. On 1 June, 200 miles from Brest in the open ocean, he did so. Howe sought to strike the French all along their line, his ships abreast. The British approached in some disorder; the French, their officers having just been purged by the Convention, were unable to take advantage. In the resulting melee seven French ships of the line were sunk or taken, and the French fleet was broken, not to offer open battle again for many years.

II. PREVAILING WEATHER CONDITIONS
Wind direction: 2
Wind Velocity: 3 - Normal breeze
Wind Change: 6

III. SPECIAL RULES
A. No land hexes - no anchoring.

IV. SPECIAL VICTORY CONDITIONS
None

V. ORDER OF BATTLE: See Scenario 24 chart.
Optional Deployment: rules of the Rules of Engagement (see below) highly recommended, as both fleets on line as historically occurred won't fit on a single board.

However, the period of the Wars of the French Revolution—the 1790's—has inexplicably been omitted, except for some single-ship actions. It was during this period that Revolutionary France dominated its seafaring neighbors—and England, its fleet shaken by mutiny, found itself facing the combined navies of Europe.

There followed the most fateful and dramatic battles fought under sail—of which Trafalgar and the Nile were but the last. The scenarios below cover this crucial period— and some other notable omissions.

**SCENARIO 25**
**PELLEW VS. DROITS DE L'HOMME**
16 January 1797

I. INTRODUCTION
Due to the laxity of the Channel Squadron, a French force was able to slip out of Brest, carrying 20,000 troops and the Irish rebel leader, Wolfe Tone. Seeking to land and turn discontent into revolution, the French stood off Bantry Bay in Ireland for several days. The landing prevented by bad weather, the fleet returned to Brest, scattered by storms. One ship of the line had the misfortune to face Capt. Sir Edward Pellew (see Scenario 9) after losing its fore and main topmasts. The Frenchman was heavily damaged by the action. After an all-night chase, all three ships wound up caught in Audierne Bay; Droits de l'Homme and Amazon were wrecked, with Pellew's ship the sole survivor.

II. PREVAILING WEATHER CONDITIONS
Wind Direction: 4
Wind Velocity: 5 - Gale

III. SPECIAL RULES
A. No land hexes—no anchoring.
B. French gun factors (not carronades) HALVED at wind velocities of 5+ (Lower gun deck was awash in the heavy seas.)
C. The French player must designate on his logsheet which gun squares constitute the half of his original total that are unusable due to bad weather.

There followed the most fateful and dramatic battles fought under sail—of which Trafalgar and the Nile were but the last. The scenarios below cover this crucial period— and some other notable omissions.

**SCENARIO 26**
**CAPE ST. VINCENT**
14 February 1797

I. INTRODUCTION
In early 1797, Spain signed an alliance with the French. Although its crews were of poor quality, its ships weren’t—and the French were quite willing to man them. Planning another attempt on Ireland, the French ordered the Spanish fleet and its own Mediterranean fleet to concentrate at Brest. The French ships made it; the Spanish, blown off course west of Portugal, proceeded separately and found Adm. Jervis and the British Mediterranean squadron waiting. In the action that followed, Commodore Nelson’s HMS *Victory* boarded and captured San Nicolas and San Jose in 15 minutes.

II. PREVAILING WEATHER CONDITIONS
Wind Direction: 3
Wind Velocity: 3 - normal breeze.
Wind Change: 6

III. SPECIAL RULES
A. No land hexes—no anchoring.
B. Morale on all Spanish ships is to increase by one level if any British ship is forced to strike (morale may not exceed AV). Spanish point-values computed at original value always.

IV. SPECIAL VICTORY CONDITIONS
None

V. SETUP
Fill out Spanish lineup with French counters, once no more Spanish counters are available.
### SCENARIO 24.

#### THE GLORIOUS FIRST OF JUNE

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* historical setup
** in straight line-ahead (stern-to-bow) behind lead ship
*** off-board, in line-ahead behind Pelletter

### SCENARIO 27

#### CAMPERDOWN

**7 October 1797**

I. INTRODUCTION

The defeat of the Spanish at Cape St. Vincent spelled the end of only one French threat to England. Another, more deadly menace awaited the British in the form of the Batavian Republic (Holland), which had a sizable fleet with good crews. A combined Dutch-French invasion of England itself was planned, with the Dutch playing a key role. In early October, Adm. de Wynter's fleet put out from the Texel with orders to seek out Adm. Duncan's North Sea squadron, just returned from participating in the fleet mutiny at the Nore. After failing to find him, de Wynter returned to the Dutch coast—where Duncan found him. The Dutch found Duncan's crews eager to prove their loyalty again—and they in turn were to learn that Dutch crews were a match for them. The Dutch were defeated, and never again posed a threat to England—but the British suffered over 1,000 dead in the three-hour fight.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: S

Wind Velocity: 3 - normal breeze

III. SPECIAL RULES

A. The land mass running from A4 to S3 is considered solid land and may not be entered, as printed. The darker shades running along it are to be ignored; however, British ships may not be moved within 8 hexes of any land. (Dutch ships had shallower draft.) Dutch may not be moved within 2 hexes of any land.

B. No Anchoring allowed.

IV. SPECIAL VICTORY CONDITIONS

None.

V. DEPLOYMENT

A. Deploy Dutch as shown on Scenario 27 chart.

B. Deploy Venerable and Monarch as shown on chart. Deploy 8 ships in a straight line—no gaps in between—behind Monarch; deploy the remainder behind Venerable in the same manner.
SCENARIO 28
COPENHAGEN
2 April 1801

I. INTRODUCTION
Britain, as usual in its many conflicts with enemies on the Continent, had imposed a blockade upon France. British interference with neutral trade, also as usual, was met with resentment. In 1800, General Bonaparte succeeded in persuading Prussia, Sweden, Russia, and Denmark to revive the League of Armed Neutrality of American revolutionary days, when those nations had pledged resistance to British control of trade on the high seas. Faced with a direct challenge to their naval strategy, the Admiralty decided to discourage the League by an attack on its nearest member—Denmark, which had a large but partially-equipped fleet.

The Copenhagen operation was a combined effort, with the bomb-vessels and frigates under Captain Rieu engaging the Treskinner battery. Rear-Adm. Nelson leading the main squadron, and the rest of the fleet, with Adm. Sir Hyde Parker in overall command, in support. It was Parker, unable to see Nelson’s situation clearly, who ordered the action broken off at its climax; Nelson put his telescope to his blind eye, said that he saw no such signal, and finished the battle. The Danish fleet was eliminated, and the Swedes, the Prussians, and the Czar of Russia no longer contested British seapower.

II. PREVAILING WEATHER CONDITIONS
Wind Direction: 1
Wind Velocity: 3 - Normal breeze.
Wind Change: 6

III. SPECIAL RULES
A. A number of Danish ships have no masts. These may not move or raise anchor voluntarily.
B. The entire on-board Danish fleet is considered anchored at start. Ships that can move may do so after the third turn. Ships off-board may enter on or after turn 6, on hexes A1, A2, and A1 thru K1.
C. Anchored, manless Danish ships suffer no crew losses whatsoever, as volunteers are continually rowing out to carry HOW. However, any crew boxes are considered normal for each section marked off; reduce morale factor by one FOR GUNNERY PURPOSES ONLY. Crew losses do not count against gunnery (1+etc.). Crew losses ARE computed if armor cables are cut — the British may board such vessels ONLY IF THEY DARE. This rule does not apply to any vessels that have moved voluntary or not — since start of game.
D. Floating batteries (FB) have four anchor cables, all of which must be cut by gunfire before they drift.

E. The land area consists of the light-blue area containing the game-title and wind-gauge. All light-green hexes bordering the land are considered shoals. Neither fleet may enter the land hexes.

A channel through the shoal area consists of a single row of hexes running from Y26-Y26, from Y26-M20, and from M20-M18. The British may move freely through shoal areas as long as they stay in this channel. Whenever British ships deviate from that channel except by the stern during turns at Y26 and M20 into a shoal hex—or enter any shoal hexes at all (non-channel)—the British player must roll a die for EACH ship in shoals (and out of channel) — EACH turn that ships are in shoals. A roll of 6 means that the ship is grounded (see p. 12 of the rulebook).

IV. SPECIAL VICTORY CONDITIONS
A. Award points for striking/capturing as before, except that the Danes get DOUBLE for points for each British ship sunk, and an automatic win if any is captured.
### THE GENERAL

#### SCENARIO 27.

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*see scenario deployment rules.

#### SCENARIO 29A

**ALGECIRAS**

**6 July 1801**

**I. INTRODUCTION:**
In an attempt to revive the army he had left in Egypt, Bonaparte sent Rear-Adm. Linois to join the Spanish squadron at Cadiz and attempt to resupply the troops in Egypt. Learning of a large British force in the area, Linois—just inside the straits of Gibraltar—put into Algeciras, on the African coast. Adm. James Saumarez and his squadron were not far behind. Fickle winds and treacherous shoals proved to be the undoing of the British, driven off in the only fleet action lost by the British during the wars against Napoleon. Left behind was the grounded HMS Hannibal, the only ship-of-the-line lost by Britain to an enemy during this period.

**II. PREVAILING WEATHER CONDITIONS**
- Wind Direction: 2
- Wind Velocity: 2 - moderate breeze
- Wind Change: 3

**III. SPECIAL RULES**
A. The land-mass containing the game title and wind-gauge is considered land; the adjoining green hexes shall be water (ships may anchor therein).
B. The French player may secretly mark the identification code of 4 different, non-adjacent hexes as shoals. Said hexes must be in the shallow-water hexes noted above. Any ship entering shallow hexes (even by drifting) is grounded. Optional Rules XI and XII are in force, with casting the lead indicating whether or not shoals are present (don’t bother with depth in feet).

**C. The French player has 3 shore batteries:**
- Torre del Almirante (F6),
- The Batteria (F14),
- The Batteria de la Viegas (H23). Each is considered to have AV crews firing 10 factors (20 in the Advanced Game). Each battery may fire broadside (reloading each turn) or engaged shot (HR), which takes two turns to load and results in double hull hits and, if a Critical Hit is rolled, an automatic result of 14 on the Critic Hit Table. Heated shot may only be used after turn 20.

**Shore batteries may fire at any target as long as friendly ships are not directly in the line of fire (use a straightedge, running from the center of the battery hex to the center of either of the two hexes the enemy ship is on). Shore batteries may fire at ships (or sails) out to their maximum range of 13** (consider range on HDT as 7-10); consider batteries anchored for HDT determination at all ranges. Shore batteries may never suffer damage of any sort.

D. Optional Rake Determination Rule must be used.

**IV. SPECIAL VICTORY CONDITIONS.**
A. The French win if the British fail to capture or destroy the entire French fleet or if their point total exceeds that of the British.
B. The British win if they capture or sink the entire enemy fleet and if their point totals exceed that of the French.
C. The French may leave the board. However, if the British promptly remove two ships for each French ship going off, the French ship is considered eliminated and the British get its single point value(1x only). All ships leaving the board may not return.

D. If the French capture any British ships, they may destroy them to avoid their recapture. They may do this in one of two ways:
1. Scuttle: Consider ship sunk, and follow rule C of Sink and Explode rules, p. 10 of rulebook. French BP's and any British BP's from other ships may be withdrawn if their respective friendly ships are still grappled; crew-sections still on board are automatically lost when ship finally goes down. Adjacent ships are automatically un-grappled and un-louged when ships sink.
2. Fire: May not be done if British OB's are boarding or on board. French may remove all BP's (except one crew box, which is crossed off log sheet).
prior to firing. French may set ship on fire during
Meele phase of any turn, if any ship of the Opposition
is present on the fire ship, Replace fire ship with
fire/shipping counter, and eliminate any crew sections
still aboard. Roll die on each subsequent unfoiling
phase until a successful roll is made; ship then explodes.
Ship drifts turn by turn until it explodes, unless
grounded. Fire/shipping rules (5C) and (5D) on p. 28, and Optional
Rule X are in force.
F. Captured ships destroyed under rule D
above, or otherwise destroyed, no longer give the
capturing player the doubled point-value; the
capturing player only gets the basic point-value for
its striking. No player may destroy his own ship;
however, the French may fire on or destroy any of
their own captured ships once captured by the enemy—the British may not,
but may, of course, attempt to take fire by boarding.
E. Spanish ships may
**off-board; see scenario rules.

NOTES: Danish: use French counters; also American and Spanish counters for

British: Russell and Bellona ran aground short of the Danish fleet; never saw action. Players may optionally delete both ships from OB to reflect
this and/or to foster play-balance.

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### SCENARIO 29B

#### ALGECIRAS OPTIONAL SCENARIO

I. INTRODUCTION

This scenario portrays the situation at Cadiz when the Spanish were at Algeciras.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 6
Wind Velocity: 4 - heavy breeze
Wind Change: 5

III. SPECIAL RULES

A. No land - no anchoring.
B. Night rules: Ships may not voluntarily fire on one another at 3 hexes' distance or greater. At 4-6 hexes ships may fire on rigging only; at 3 or less hexes ships may fire on hull or rigging.
C. Spanish ships may reload both broadsides each turn.
D. Each time hull hits are inflicted on Spanish ships the following happens:
   a. Both broadsides fire immediately that
      turn, hitting the nearest vessel, friendly or enemy, in

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### SCENARIO 29C

#### ALGECIRAS AFTERMATH

I. INTRODUCTION

This portrays the situation following the sortie of the Franco-Spanish fleet back to Cadiz.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 6
Wind Velocity: 4 - heavy breeze
Wind Change: 5

III. SPECIAL RULES

A. No land - no anchoring.
B. Night rules: Ships may not voluntarily fire on one another at 3 hexes' distance or greater. At 4-6 hexes ships may fire on rigging only; at 3 or less hexes ships may fire on hull or rigging.
C. Spanish ships may reload both broadsides each turn.
D. Each time hull hits are inflicted on Spanish ships the following happens:
   a. Both broadsides fire immediately that
      turn, hitting the nearest vessel, friendly or enemy, in
### SCENARIOS 29A, 29B, 29C, 29D.

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* Initial Positions:
  29A, B - British: enter on edge 2-3.
  French/Spanish: place on any shallow-water hexes.
  29C - British: enter on edge hexes YY1-15, in line-ahead or line abreast, dir. 5.
  Franco-Spanish: enter on edge hexes CC35-YY35, any formation, dir. 6.

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**SCENARIO 29D**

### ALGECIRAS CAMPAIGN GAME

**SPECIAL RULES**

**A.** This scenario is played in this order:
- Scenarios 29 A, 29B, 29C. Scenarios 29A or 29B may be skipped at the British player's option.
- The orders of battle are continued through each scenario. French or Spanish ships captured or struck in the port of Algiers are permanently removed from play, prior to the next scenario. Captured British ships are retained in the French fleet.
- Repairs and replacements: (between scenarios)
  - The British may replace crew-squares at the rate of 50% of the loss of the previous scenario. They may repair gun, rigging, and hull damage at the same rate, or at the rate of 100% if one scenario is skipped (on each ship surviving).
  - The French and Spanish can replace crew losses between each scenario, at the rate of 25% of the total losses (cumulative). Each ship may repair its cumulative gun, hull, and rigging hits at the rate of 25%, or 50% if a scenario is skipped. Captured ships may be repaired likewise.
  - Each fleet may distribute crew-sections as desired between scenarios. If Spanish crews are placed on French vessels, morale on that ship goes to GR. French crews may go on Spanish ships but morale is unchanged. Morale on captured ships is AV only if the crews are solely French.
- The side that has destroyed or captured the greatest number of ships throughout the campaign is the victor.
- Shoals marked by the French player in Scenario 29A remain unchanged in 29B.

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**SCENARIO 30**

### LAKE CHAMPLAIN

**I. INTRODUCTION**

With the war in Europe ended, Britain was able to go on the offensive in North America. Reinforcements poured into Canada, and in August 1814 the Governor of Canada crossed the U.S. border with 11,000 men. American naval control of Lake Erie and Lake Ontario meant that the Hudson River valley was the only route open, and any force headed south had to maintain a supply route past Lake Champlain, where another American naval squadron waited. A British force was built, and the commander chose to attack while the Americans, under Capt. Thomas MacDonough, were anchored next to the American army at Plattsburg, NY. In the subsequent action the British were defeated with the loss of the Confiance, and the British army had to withdraw—probably the most decisive American naval victory of the war.

**II. PREVAILING WIND CONDITIONS**

- Wind: 5
- Wind Velocity: 3 - Normal breeze
- Wind Change: 6

**III. SPECIAL RULES**

- Land consists of the area containing the game's name and wind-guage; the adjoining green area is shallow water, and ships may anchor anywhere therein. No ships may enter the land hexes, of course.

**IV. SPECIAL VICTORY CONDITIONS**

- British lose automatically if:
  1. The Confiance strikes.
  2. The British fail to strike, capture, or sink the entire American fleet.
- Victory points do not apply in this scenario.
- The British win if they eliminate the entire American fleet; the Americans win if they fail, as above. The game ends when the Confiance or the last American ship strikes.
**SCENARIO 32**

**NAVARINO**

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<td>No. 10</td>
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</tr>
</tbody>
</table>

* Enter in line-ahead on board-edge 5-6 in order shown, beginning with HMS Asia.

---

**SCENARIO 31**

**LAST VOYAGE OF THE PRESIDENT**

15 January 1815

I. INTRODUCTION

After the early successes of American frigates, the British devoted most of 1814 to locating the small U.S. fleet and blockading it in its ports. This was not entirely successful: Constitution left Boston in December and slipped past a ship-of-the-line and several frigates during a snowstorm, going on to defeat Cyane and Levant two months later.

USS President, the fastest of America's three 44s, attempted the same under Stephen Decatur. With the British squadron blown off station in a snowstorm, the President put out from New York on 14 January 1815, only to run aground in heavy weather. The British squadron returned the following morning; the damaged President evaded them for most of the day—and pounded Endymion into a hulk—before being overwhelmed by two other frigates.

President was taken into British service; its damage from the grounding and battle proved irreparable and it was broken up in 1817. But, the British had been so impressed by its design that a copy was built. HMS President went on to turn in a long career with the Royal Navy, and was one of the few Napoleonic-era warships able to keep up with later generations of warships built in the 1830s and 1840s.

II. PREVAILING WIND CONDITIONS

Wind Direction: 4
Wind Velocity: 3 - Normal breeze
Wind Change: 6

III. SPECIAL RULES

A. No land - no anchoring.

IV. SPECIAL VICTORY CONDITIONS

The first player to inflict a strike or capture on the enemy is the victor (the game ends at that point). Victory points are not awarded in this scenario; no additional credit is given for capture as opposed to strike (but ships may still be boarded).

---

**SCENARIO 32**

**THE BATTLE OF NAVARINO**

20 Oct. 1827

I. INTRODUCTION

In 1821, Greece began an uprising against its Ottoman Turkish rulers that eventually gained widespread sympathy in Europe; Lord Byron was one of many volunteers who fought (and died) there. Eventually, a combined Allied fleet appeared and, after inconclusive negotiations, struck at the combined Turkish-Egyptian fleet at Navarino. In the resulting slaughter the Ottoman fleet, which included 40 transports and 50+ light warships, lost over 1/3 of its ships sunk or scattered, with thousands of dead. Navarino, the last great battle fought under sail—and the biggest naval engagement fought between Trafalgar and Tsushima—yanked the rug out from the Ottoman Empire's armies just as they were on the verge of victory; Greek independence quickly followed.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 5
Wind Velocity: 3 - Normal breeze
Wind Change: 6

III. SPECIAL RULES

A. Land - same as Scenario 11 (see p. 23). No
**THE GENERAL**

**MASTER SCENARIO CHART**

**SCENARIO 25.**

<table>
<thead>
<tr>
<th>Name</th>
<th>Guns</th>
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<td>Amazon</td>
<td>36</td>
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<tr>
<td>FRENCH:</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Droits de l'Homme</td>
<td>74</td>
<td>SOL</td>
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* see special rules for this scenario.

**SCENARIO 30.**

<table>
<thead>
<tr>
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<tr>
<td>Lineet</td>
<td>16</td>
<td>B</td>
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<tr>
<td>Chubb</td>
<td>11</td>
<td>B</td>
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**US NAVY:**

**SCENARIO 31.**

<table>
<thead>
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<tr>
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<td>C</td>
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<tr>
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<td></td>
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<tr>
<td>Ticonderoga</td>
<td>17</td>
<td>SC</td>
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<tr>
<td>Preble</td>
<td>7</td>
<td>S</td>
<td>5</td>
<td></td>
</tr>
</tbody>
</table>

* enter British on any board-edge
** begin game anchored in shallow-water hexes, no closer than 6 hexes from board-edges 1 or 4.

**SQUADRON:**

<table>
<thead>
<tr>
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<tr>
<td>Pernone</td>
<td>44</td>
<td>F</td>
<td>3</td>
<td>4x4</td>
</tr>
<tr>
<td>Teneos</td>
<td>38</td>
<td>F</td>
<td>3</td>
<td></td>
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</table>

**AMERICAN:**

<table>
<thead>
<tr>
<th>Name</th>
<th>Guns</th>
<th>Class</th>
<th>Nr.</th>
<th>Point Value</th>
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</thead>
<tbody>
<tr>
<td>President</td>
<td>44</td>
<td>F</td>
<td>4301</td>
<td>6x4</td>
</tr>
</tbody>
</table>

* enter on board-edge 1, on the third turn after initial hits are inflicted on Endymion.

---

**notes:** Anchoring permitted inside bay from KK row inward (toward Turkish side).
B. Ottoman crews are counted as CR for boarding purposes only, AV in all other respects. (Including gunnery, even if simultaneous with boarding).

IV. VICTORY CONDITIONS

A. Besides standard point-values, the Allies get 3/4 the point-value of each of their own ships they can get off board-edge 5-6 (directly opposite the buy entrance).

THE RULES OF ENGAGEMENT

To simplify (and make more realistic) the course of play in fleet actions here and in the standard scenarios, the following is offered as optional rules, to be used with scenarios with more than 6 ships to a side:

1. Movement is written only for a designated flagship, which is:
   a) the leading ship (#1 in line) in any historical setup, e.g. Alfred in Scenario 6. Includes segments such as found in Camperdown scenario (2 ships leading).
   b) any ship of 94 guns or better.

2. Flagships lead other ships in line (bow-to-bow, stern-of-stern, etc). Gaps of no more than 2 hexes of open water may appear, but trailing ships must always move with flagship, as noted in rule #3 below.

3. Movement for flagship is written in Move section of log, as normal. Movement for following ships is written in flagship's comments section. Two maneuvers are permitted:

4. Fleet breakdown is as follows:
   a) British (1781): The entire fleet must maneuver as one unit, behind a single flagship.
   b) British (after 1784): May maneuver behind any designated flagship, as noted in rule #1 above.
   c) French, Spanish, Dutch: May maneuver behind any designated flagship, as noted above, in groups of no less than 7 ships (incl. flagship).
   e) When using more than one group in an engagement, note in each ship's log its respective flagship (e.g. Victory for any ships following it).

5. Ships may break formation and move independently only if:

---

**Victory:**

a) they are frigates or smaller (trailing ships in line must close up).

b) line is penetrated by enemy, or any ship in line is grappled.

c) flagship strikes.

6. OPTIONAL DEPLOYMENT. In any scenario involving 11 or more ships—and no fixed terrain—players may implement this rule, as follows:

a) Wind direction is always W; Wind Speed 3; Wind Change 6.

b) Opposing fleets enter in LAH formation according to Rules of Engagement, in no more than 2 initial columns. One fleet enters between A20 and A35; the other, between YY20 and YY35.

c) Ships not able to appear on board initially are to be given a number indicating their position in line (e.g. Temperate, #7 behind the flagship, is behind the last ship on board; write #7 in move section). This procedure is to be followed if Rule XII (see rules, p.7) puts part of a fleet off-board in later play.
The order of sailing should be decided. Who will command the various squadrons, Van, Center, and Rear? The positioning of the commander can be very important. Without the Van squadron, the commander is in a position to lead the battle, thus providing an example of what is expected for the subordinates. With the Center, he is in a position to support either end of the battleline, as circumstances dictate. In the Rear squadron, the commander is in an excellent position to use his ships as a reserve where needed. This decision is complicated by the realization that if the line makes a 180° turn, the relative positions of the Rear and Van squadrons change. Yet another option is to divide all the line of battle ships between the subordinates, and place the commander in a frigate behind the line. This would give the commander more time to study the situation, plan the movements of the fleet, and enable him to move to take personal command where most needed.

Discuss various plans, possible maneuvers, what should be done in various circumstances, etc. Resolve the various players conceptions as to how the battle will be fought before the game starts. This way the actual game can be spent fighting with the opposition instead of with each other.

4. Work out some sort of " shorthand" system for sending messages. Finding the true meaning of a message could be established if a message were sent that contained only a move notation (i.e., "LR2") it would be expected that all ships would make that move. This is a worthwhile effort to cover all the more common types of moves.

5. Actually lay out the mapboard, position the ships of the various squadrons on it, and actually practice maneuvering together as a group. This drill will reveal any possible problems, and permit their correction before it is too late. One final point on playing multi-player games—try (though it is ever so hard) to control your temper. You will no sooner finish cursing out the player behind you for fouling the rear ship of your squadron, than your lead ship will foul a ship in the squadron ahead of you. It happens to everybody. So be kind to your partner, even if he is a yo-yo.

If this article contains any hints that improve your fighting in WOODEN SHIPS & IRON MENTICULOUS—but I like to win too, so please don't use them against me! It is very embarrassing to lose at my own game, especially when some of your own favorite tricks are turned against you.
THE CARE AND FEEDING OF A SQUARE-RIGGER

by S. Craig Taylor, Jr.

With Development Notes by Mick Uhl

Some games almost seem to design themselves, progressing from the original conception to the finished product in short order, calling for only a little playtesting to smooth over the rough edges. Other games require more effort, the design evolving gradually to meet current needs and new demands. WOODEN SHIPS & IRON MEN is a game of the second type, having a design that developed gradually over an eight year period during which it underwent numerous transformations. To understand a game design of this type, it is necessary to understand something of its history, and how it evolved. WS&IM had rather simple beginnings, and developed gradually in a natural manner as more research material was accumulated, and continued play led to more streamlining of the rules and game tables. This was a leisurely process, as until about two years ago there were no plans to sell the design to any publisher; it was just something to fiddle with in my spare time. During this period the rules evolved through fourteen different versions, and were played by several hundred different people all over the country (I was constantly on the move during those years—Mississippi, Nebraska, New Jersey, Georgia—and sought out the local wargamers wherever I went).

The first version of WS&IM was drawn up in 1966. It was more of a statistical analysis than a game. The components effects of various size cannon balls hitting wood at various velocities, probability tables on the chances of hits and where they could be expected, the probable effects of such hits, combined with a rudimentary movement system made up the game. The game was inaccurate in many respects, overly detailed in others, and required too much paperwork to be much fun to play. Continued research and playing of the game over the next two years resulted in what I considered to be the first truly playable version of the game.

This first definitive version, which I tentatively titled “Boarders & Broadsides” was a complex, though still playable, game suited for single ship duels. This game featured one minute Turns, gun sections that were loaded and fired individually (and took time to load, depending on the number of crewmen doing the loading), the trimming of individual sails by crewmen who scurried up and down the railings, a movement system that considered gradual acceleration and deceleration, and lots of other goodies. Firing called for the use of five different dice, each ship's Hit Record covered an entire sheet of graph paper, and the number of items kept up with on the Log Sheet were phenomenal. It was all a player could do to keep up with his one ship command, and single ship duels lasted for four to five hours. By 1970, this game had evolved and been simplified to the point where game time was down to about two hours, and even less naval oriented players could pick up the game rather rapidly.

By 1970, I was becoming intrigued with the idea of setting up some large fleet actions. These had been tried in the past, but the necessity of having one player per ship had limited the size battles possible. The game would obviously have to be considerably simplified to make this possible. At the same time, I wished to sacrifice as little of the game's realism as possible. This was accomplished by changing the scale of the game from the one minute turn to the present three minute turn; this change in scale allowed the conception of having such aspects of the rules as loading and small details of ship handling occur automatically. This scale change also lowered the range of the guns, permitting more ships to be packed into the same amount of playing space. The several gunnery tables were all mathematically "rolled into one" in a format similar to the present HDT. This allowed the greater amount of firing to be handled in a much shorter time than was formerly possible. At this time the decision was also made to allow each ship to occupy two grid sections instead of one, this system seeming to provide a much better simulation of the clumsiness of these old ships than in earlier versions of the game. The final result, which I considered to be the second definitive version of the game, was the direct ancestor of the present Avalon Hill version, although it was designed as, and has always been played as, a naval miniatures game. This game, further refined through several more versions, was eventually somewhat simplified, adapted to hexes, and converted to a boardgame format on the insistence of J. Stephen Peek of Battline Productions. Six months later we were approached by Avalon Hill on the possibilities of our selling the game to them. From then on there was a continuous stream of correspondence between myself and Avalon Hill. Several questions as to the basic concepts of the game, reasoning behind various rules, etc. were raised in these letters, that I feel are worth explaining in the balance of this article. These points were somewhat less than self-explanatory to AH, and, no doubt, are equally puzzling to those now playing the game.

One of the first questions raised concerned the reasoning behind having rigging hits count double if the ship is under full sails. The rigging squares represent not only sails, but also the maze of ropes, masts, and spars that provided the ship's motive power. Full sails increase the hazards of fires, and the strain on masts and spars that might be hit in action. A solid hit on that increased amount of canvas stands a good chance of breaking the associated rigging, masts, and spars which are under great tension. Also, a hit on a sail that is not fully tensed will probably put a small hole in the sail. A hit on a tensed sail stands a good chance of ripping it in half.
Bow and stern chaser guns are not included in the rules because they were of such insignificant power. A gun square in the game represents roughly 100 pounds of metal. So few ships mounted a chaser battery that even came close to this figure that it was not deemed worth-while to include in the rules. The character of a gun square is a damaging hit with only one or two smooth-bore guns are far too small to consider in the scale of these rules. Proper chase tactics of the period called for yanking the ship from side to side, thus losing distance, but firing wide broadsides for a greater chance of scoring a significant hit.

In case of more than one ship occupying the same hex, a ship at a speed of seven is covering 700 yards per three minute turn, an actual speed of seven knots. Since ships given a speed of seven maximum in the game were actually capable of a maximum speed in the neighborhood of thirteen to fourteen knots with all cables out and in full sail, this is a somewhat slower method, but with a more concentrated impact and effect. They could be loading all the guns, then, when all were ready, to fire the ship at any time. The two hex spaces a ship occupies is, of course, much more space than the ship actually needs (the largest ships of the period only being about eighty yards along, including the bowsprit), but allows for proper intervals between the ships. A ship could maneuver somewhat within this space to prevent an enemy ship from moving through it, as in attempts to break a line.

The game scale is considered to be quite flexible in some cases. Since grappling attempts can be made from any adjacent hex adjacent ship, it could be assumed to be "rubbing hulls", or a considerable distance apart. Part of the die probabilities for grappling have to do with determining if the ships are actually close enough together to attempt to grapple. This also applies to collisions and fouling. Ships in adjacent hexes could come in contact from adjacent hexes, ships in adjacent hexes could present the appearance of a total wreck to anyone looking. A ship would "surrender" to the rules because they were of such insignificant resistance, if supported. However, if unsupported, a ship would immediately sail off when the immediate danger had passed.

There are two ways to look at firing in a si-move game. The first is the theory that all units fire at exactly the same moment, that moment coming at the end of the movement. The second, the theory used in W&S/M, postulates that during the time span covered by each turn, each gun can be fired a number of times (2-6, depending on the size gun, and the training of the crews), and in a number of ways.

The game is much more abstract than the real thing, both in the combat effects and in the normal movement of the ships. The players assume a limited role in selecting what happens in the combat, and a large role in determining how the ship move.

In the absence of an enemy, a ship could be firing "by sections" (a gun section normally consisted of six guns, three on each side of the ship, each section under the command of an officer), a somewhat slower method, but with a more concentrated impact and effect. They could be loading all the guns, then, when all were ready, to fire the ship at any time. The two hex spaces a ship occupies is, of course, much more space than the ship actually needs (the largest ships of the period only being about eighty yards along, including the bowsprit), but allows for proper intervals between the ships. A ship could maneuver somewhat within this space to prevent an enemy ship from moving through it, as in attempts to break a line.

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## TITLE SURVEY

<table>
<thead>
<tr>
<th>Page 17</th>
</tr>
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</table>

Once again it is time to consult you—our audience—as to what you would like to see in the year ahead from Avalon Hill in the way of game designs. Last year’s survey played an important role in the design course we are presently pursuing. Those which rated well last year have either been published or are currently in various stages of development. We are already committed to several of the titles listed below but your acceptance or rejection thereof may affect their eventual publication date. Regardless of the titles chosen you can rest assured that, just like the movies, today’s games are better than ever.

The following list, presented in no particular order, contains some pretty far out titles but we have some folks who are far from devoid of imagination. Cast your vote by filling in the numbers of the titles you would definitely buy and let the chips fall where they may.

1. **BULL RUN**—A competition-oriented game, simple but subtle and designed to be played to a conclusion in a reasonable time. This game has an unusual history—it is actually a “lost classic” designed back in 1962, when such competition classics as STALMGRAD and WATERLOO were the standard fare. The game puts you in the driver seat for financial reasons and never revived... until. We’re thinking of cleaning up the OB, and putting it through the playtest grind. Any votes for a new “old” classic?

2. **PLASTICVILLE**—War, peace and scavenging in a futuristic city that abides, with its inhabitants, through time and disaster. Politics, lasers and hide and seek with robots along the skyways and subterranean warrens of the future.

3. **CHINA INCIDENT**—The land war in Asia, 1931-45. Designed as both a two-player and multi-player game, the game would recreate the accomplishments and eventual doom of the Japanese land forces up through WWII.

4. **JIHADI**—Once the Arabs were the light of civilization and the military power of the world. This game traces their rise from the ashes of Persia to the breaking of their power by the military might of the Ottomans.

5. **BYZANTINUM**—A game about the waning of the Byzantine Empire and the rise of the Ottomans over a thousand year period. From the brilliant General Belisarius through the strange wars of the Crusades and the Turkish threat in the Balkans, you can replay the military history of the Eastern Roman Empire.

6. **CLOAK & DAGGER**—The city is alive with intrigue—who can you trust with your military secrets? Who can you trust in your embassy? What are the other players’ objectives? Even your own counters might belong to the enemy! A game of treason, spying and assassination, set in the European capitals of intrigue.

7. **MOUNT EVEREST**—Solitaire or in combination with other climbing parties, can you meet the challenge and scale Everest? Say, what’s that big, fuzzy, white counter that keeps leaving footprints?

8. **BISMARCK**—The classic hunt for the Bismarck returns to print in a more sophisticated Basic Game version which remains as easy to play as the ‘61 original. An intermediate game adds a number of advanced options and scenarios while the Advanced Game lays the ultimate in surface combat realism on you. Additional French, German, and American ships provide a number of interesting what-if scenarios.

9. **U-BOAT**—Actually a misnomer. This game would cover all aspects of WWII submarine warfare in scenario format representing German, British, American and Japanese submarine and ASW warfare efforts. A much more sophisticated game system than it’s predecessor of the sixties, scenarios would range from the standard fare. The game was put on the order, contains some pretty far out titles but future possibilities as the ‘61 original. An intermediate game adds a number of advanced options and scenarios while the Advanced Game lays the ultimate in surface combat realism on you. Additional French, German, and American ships provide a number of interesting what-if scenarios.

10. **PRIME TIME**—A game which places you in the seat of the network programming executives. The all important buck determines whether you’ll put all IN THE FAMILY up against MONDAY NIGHT FOOTBALL or SANFORD AND SON. A three player game obviously.

11. **MESSERSCHMIDT**—Plane to plane combat in WWII utilizing a simultaneous movement system for fighter duels, attacks on massed bomber formations, and attacks on ground targets. Individual plane specifications for 30 different types of aircraft.

12. **TERMINATION**—A very simple Science Fiction game for 2-4 players. Each player attempts to knock out his opponents bases while defending his own. Orbital weapon systems and the rotation of the Earth introduce a novel twist to normal game mechanics.

13. **SPEED CIRCUIT**—A 100% skill car racing game for 2-6 players. Players actually construct their cars to the specifications they desire for the track being utilized. Game comes complete with six metal cars and 3 famous tracks.

14. **HUNI**—A touch of KINGMAKER surfaces in this game of political intrigue and military strategy over the ages. The player is a budding empire-builder who must unify the entire Empire through proper military strategies and espionage activities to sweep from country to country. A combination military, political and economic game, with touches of Holy Wars, trade routes, political followings, and economic game, with touches of espionage and piracy.

15. **THE RISING SUN**—Grand Strategic scale game of the war in the Pacific from 1941-45. Game will utilize monthly turns and include every capital ship utilized in the war. The Japanese player must meet minimum victory conditions every quarter for the game to continue.

16. **SQUAD LEADER**—Man to man in the streets of Stalingrad and the fields of France during WWII. Individual leaders play a crucial role in directing fire and rallying broken squads. AVPs, off-board artillery, AT guns, etc appear in advanced scenarios. Game will include 12 interlocking scenarios and a Campaign game.

17. **'NAM**—Operational game of the war in Vietnam broken into many scenarios which are capable of being joined to form one giant Campaign Game.

18. **BOXCARS**—A multi-player game for 2-6 players in which players haul freight across the United States in order to earn enough money to buy a new train. Once owned, the line must be protected from other player’s whose trains must utilize them to get to their destination cities. Game resembles a sophisticated MONOPOLY.

19. **WHODUNIT?**—A multi-player detective game in which players attempt to discover a cold case murder by process of elimination and deductive reasoning.

20. **CHICKAMAGUA**—An operational level game with moderate complexity featuring semi-hidden movement and variable Orders of Battle.

21. **LOST GOLD**—A multi-player game in which players compete to find gold and market their discoveries. Claims can be jumped, prospectors bushwhacked, and characters eliminated by hostile Indians, etc. The player gaining control of the entire field by processing his own mines and absorption of the remainder would be the winner.

22. **FRENCH & INDIAN WARS**—A strategic level campaign for the control of North America between the British and French. Indians and colonies can be induced to join in the fray depending on the tactical situation.

23. **KNIGHTS OF THE ROUNDTABLE**—Man to man combat in the age of King Arthur. Game would include jousting tournaments between famous knights and small level skirmishes between archers and swordsmen of the period.

24. **THE GREAT WAR**—Operational level game of World War I Western Front combat.

25. **HOCKEY STRATEGY**—A hockey game using the popular matrix concept utilized in the present Avalon Hill sports series.

26. **GLADIATOR**—Man to man combat in the arenas of ancient Rome with scenarios depicting individual combat with the classic weapons of the period—sword and shield vs. net and trident. Team competitions, chariot races, battles vs. animals, and skirmishes with Roman legionaries would also be included.

27. **DESCENT ON CRETE**—A Battalion-Company level game of the German invasion of Crete. Game would also include an extension for the planned invasion of Malta.

28. **ARINHEM—TORUK**—recreated, this time with terrain and the participants so vividly brought to life by a BRIDGE TOO FAR.

**TITLE SURVEY:** Place an X over the number of each title you would definitely buy.

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**Continued on Page 31, Column 2**
**Opponent Wanted**

1. Wannads will be accepted only when printed on this form.
2. For Sale, Trade, or Wanted-to-Buy ads will be accepted only when they are dealing with collector's items (games no longer available from AM) and are accompanied by a token 25c fee.
3. Insert copy where required or lines provided and print name, address, and phone number where provided.
4. Neatness counts! Illegible ads will not be accepted.
5. Ads will be accepted only on forms from the preceding issue except in those cases where no Opponent Wanted forms appeared in the preceding issue.
6. So that as many ads can be printed as possible within our limited space, we request you use the following abbreviations in writing your ads. Likewise with State abbreviations.
   - African Kings = AK
   - Alexander the Great = AG
   - Appleseed = A
   - Baseball Strategy = BS
   - Battle of the Bugee = BB
   - Basketball Strategy = BS
   - Buddhism = BU
   - Coots = CO
   - Decision - The Game = DM
   - Decision = DM
   - Football Strategy = FT
   - France, 1940 = FR
   - Game of War = GW
   - Germany = G
   - Greece, 470 BC = GB
   - Grocery = GR
   - Ha Ha Ha = HH
   - History of War = HW
   - India, 1526 = IN
   - International = INT
   - Jewish = J
   - Kriegspiel = K
   - Leisure = L
   - liverpool = L
   - Matchbook = MB
   - Mexico, 1861 = MX
   - Mt. Fuji = MF
   - Napoleonic = NA
   - Overland = O
   - Pacific = P
   - Paris = PA
   - Peru = PE
   - Pick-Up Game = PG
   - Philippines = PH
   - Poland = PL
   - Portugal = PT
   - Russia = RU
   - Sacred War = SW
   - Serpent = S
   - Singapore = SG
   - World War I = WW
   - World War II = WW
   - World War III = WW
   - WWII = WW
   - World War = WW
   - Yugoslavia = YU

Name

Address __________________________

City __________________________

State __________________ Zip Code __________________

Phone __________________________

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**CONTEST NO. 72**

**CONTEST NUMBER 72 (INSTANT REPLAY)**

Okay, team, we'll try it again. We left something critical out of Contest No. 72; as it stands, there just isn't any solution. So we'll give you a chance to solve it the way it was supposed to be printed the first time. Sending in an incorrect answer last issue will not disqualify you from sending in another answer now that you know what the puzzle really is; last issue's answers and this issue's answers will all be consulted to determine a winner.

NOTICE that the British "Razee" is under full sails AND that both ships are manned by elite crews.

---

**THE GENERAL**

**HOW TO COMPUTE SHIPPING**

**a)** If you live in USA, and line (A) is:

<table>
<thead>
<tr>
<th>Up to $1.00, add</th>
<th>$0.25</th>
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<tr>
<td>from $1.01 to $3.00, add</td>
<td>$0.50</td>
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<tr>
<td>from $3.01 to $5.00, add</td>
<td>$0.75</td>
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<tr>
<td>from $5.01 to $7.00, add</td>
<td>$0.90</td>
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<td>from $7.01 to $10.00, add</td>
<td>$1.00</td>
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<td>from $10.01 to $15.00, add</td>
<td>$1.25</td>
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<tr>
<td>$15.01 and up, add</td>
<td>$1.40</td>
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**CONTEND CONTEST NO. 72**

**CONTEST NUMBER 72 (INSTANT REPLAY)**

Things are not always as they seem. The ships are about equal, the position is symmetrical—but the French have a won game! It could take as long as eight turns to reduce the British to helplessness, but the next two turns are the critical ones—write down the proper loading, firing, and movement for the next two turns and we will assume you've figured out the rest.

The British ship is a 50-gun RAZEE, the French a 74-gun ship of the line—both are in perfect shape as described on the "Napoleonic Period Specification Chart". Both ships still have their initial broadsides.

The ships have not yet fired in the position given above. Give us the French player's loading and target for this turn, and the French loading, movement and target for the next turn. At that point it should be mathematically certain that the British are doomed—even assuming the best British play and the worst possible French die-rolls!

The French ship may be assumed to be loaded with whatever you want at the beginning.

Use all the advanced game rules except critical hits.

**Loaded Target Movement**

<table>
<thead>
<tr>
<th>First Fire</th>
<th>First Move</th>
<th>Second Move</th>
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<tbody>
<tr>
<td>Loaded (Hull or Rigging)</td>
<td>(Including full sails)</td>
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**ISSUE AS A WHOLE**

(Rate from 1 to 10, with 1 equating excellent, 10 terrible)
I had a chance to compare both versions of the game realize, the Avalon Hill version is more than just a rewrite of the rules. A large amount of new information has been included encompassing more scenarios, new types of ships, and more detailed vessel performance, a critical hit table, etc. Many of these new rules have no place in the game framework, an impediment which has kept many frustrated gamers wondering where in the world does the bomb-ketch belong or why do we need to know whether a ship is copper-bottomed? Don’t be dismayed, there’s a method to the madness. Unlike other board games, WOODEN SHIPS AND IRON MEN is a member of the new cadre of games which have been appearing in the past few years that have combined the board games components to a miniatures-based set of rules. The marriage has produced a total package which allows gamers to play the highly accurate tactical battles of a miniatures campaign without having to spend exorbitant amounts of money for the equipment. Unfortunately, you may have had years of experience playing the more abstract games of the past, must reorient themselves to a new experience, when approaching a new style of game. This article is designed to give you a general overview of the miniatures. The idea that a ship is surrounded by a red sea just for the sake of identification would be a final alternative on my own list of priorities. Whether there is enough color for easy identification, using three shades of blue that the idea of miniatures is, thus, unavoidable to increase the damage while maintaining the relative differences between the ships. The feel of play would still remain tactical, the balance would not be altered, but the scenarios could be played in a more acceptable period of time.

During the development program at Avalon Hill, it was realized that certain adaptations would have to be made to this system to adjust for the campaign scenarios. In the Batteries and Hughes campaign, five battles were fought with the same ship. If we had stuck with the original combat as it was then defined, it would have directed the tempo of the fighting to an all out offensive in the very first battle. This, combined with the fact that a more accurate simulation of damages would also result, prompted us to design a new system of tables and adjustments to the ship’s ratings. Both combat systems may be used interchangeably, keeping in mind the advantages and disadvantages of each.

Why does the crew quality rating affect combat as it does? Crew rating is the combination of three factors: better morale, better aiming, and better loading procedures, all of which are a result of overtime and intensive training. The additional bonus of two on the Hit Table is made for an elite crew, it is just because the crew has a lot of confidence. Within the duration of the turn they are getting off more well-aimed shots than an average crew.
What is the logic behind allowing such a high bonus for raking? This is perhaps the most controversial decision made during the development. Many of the playtesters and local advisors felt that it was much over-rated in its effect. Early in the program, I felt the same, especially when I had one ship with full sail accidentally move into the ten hex range of two opposing ships and was raked so badly that the ship's battle speed was reduced to one. In the Advanced Game some reduction in effect of the rake was made, while the Basic Game remained the same. The decision to maintain the strength of the rake was made primarily to force ships away from full sail status during the battle. Historically, ships always reduced sail as they entered battle for fear of damage to the rigging. They also luffed into the wind or approached at an angle as they advanced upon an opposing line.

Experiments in the reduction of rake bonus strongly indicated the loss of its effectiveness in prohibiting full sails in battle. Intelligent handling of one's ships or fleet should minimize this damage. The name of the game is to recreate the same situation presented to the historical commanders and it is unjust for a simulation to offer advantages that were not actually in the battle.

To date there have been very few questions sent to us that deal with the rules of play. Most have concerned themselves with the omissions and errors in the charts and tables. Considering the amount of time spent on the rules of play, the lack of this kind, wind or approached at an angle as they advanced to us that deal with the rules of play. Most have well spent.

**CORRECTIONS**

Basic Game Hit Tables:
1. Result 4 of Table 0, hull, should read C rather than M.
2. Result 1 of Table 8, hull, should read 41-2G-C rather than 4C-2G-C.

Master Scenario Chart, Scenario 2
3. The starting position for the Ranger is S1, dir. 3.
4. The starting position for the Drake is C1, dir. 4.
5. For all scenarios, if there is a conflict between the wind velocity number and the wind velocity name, the name is always correct.
6. Order of Battle for Trafalgar
   Principe de Asturias is a SOL 1 and not a SOL 2.
7. In the Campaign Game, scenarios 7C and 7D, the Sultan is listed twice. Substitute the Monarca whose specifications are shown in 7A for one of the two Sultans.

**QUESTIONS**

Q. In the Campaign game where does a ship captured in a previous scenario start in a subsequent scenario?
   A. A captured ship may be placed anywhere with the capturing fleet not more than 2 hexes aside or behind an uncaptured ship (not in front).

Q. From which crew section of 2 or more OBPs whose strength has been combined for melee does the controlling player extract losses?
   A. The controlling player may extract losses from any section or sections he chooses.

Q. What happens to a ship which is fouled or grappled to a ship that sinks?
   A. Nothing. Assume that the ship was able to break free with minimal damage.

Q. May you discharge your guns to reload with a different type of ammunition without firing at a target?
   A. Yes.

No game in recent years has been as controversial as THIRD REICH. Bestowed with prestigious awards on one hand and widely criticized on the other, it, perhaps more than any other game, holds the elusive answer to the oft asked question of what makes a popular game. Few people question the degree of innovation or possibilities for varied strategies which abound in THIRD REICH. However, no one will defend it as the panacea of rules presentation.

THIRD REICH, for all its honors, is not indicative of Avalon Hill rule development. In 1974, the game was under the pressure of a publication deadline which would enable it to be released to the retail trade in time for Christmas sales. As, the game's developer, met that deadline—much to my regret. In essence, the rules never went through the rewrite development stage. I was too busy playtesting and redesigning the original prototype to do more than basic cosmetic surgery on the Prados rules. For all its innovations and varied strategies, the original THIRD REICH prototypes simply did not work. In retrospect, we spent too many of our game design BRPs in making it work and not enough on rules development.

The THIRD REICH rules are, to be frank, repetitive and ambiguous. They were not intended as a definitive set of all encompassing rules, but as an outline of situations which could occur. To include specific cases for each unique situation that could occur would have necessitated a booklet comparable to the Bronx phone directory. The player must use the outline provided as a guide and let logic pursue its course. Rules lawyers and novelists will have a hard time with THIRD REICH.

Be that as it may, a second edition of the THIRD REICH rules has been long called for and is now available. Devotees of the game who have been awaiting this event as if it were the second coming and the answer to all their questions should hold their breaths. Rewriting a rulebook the size of this one is impossible for a multitude of reasons, all of which look suspiciously like the common denominator: money and the lack thereof. The rules therefore remain in the same outline style punctuated by 35 red dots which draw attention to changes of varying degrees of importance in the original text. The two column format has been expanded to three columns per page resulting in a shrinking of the manual to 32 pp. More historical notes and a five page appendix of questions & answers have been added at the expense of omitting the section on strategy of play for the various powers.

All this may be worth $2.00 plus postage to many of you, but for those who would otherwise feel ripped off we list the major changes below.

2.4 "Stockholm & the hex west of it", "Genoa & Spezia" have been added to the list of hexside combinations which do not allow physical contact.
2.7 "Defensive benefits are not cumulative; i.e., a mountain behind a river is still only tripled on defense."
3.313 Declarations of War have been added to the total BRP expenditure of a nation during any turn which may never exceed half its Year/Start BRP level.
3.314 "Units can be SR'd through Gibraltar even though enemy units may be adjacent, as long as friendly forces control Gibraltar."
3.51 "Colonies or conquered territories of a fallen power (other than France) become the property of the first player to occupy them. SR to such areas is not allowed until first occupied by friendly forces."
3.52 "If Paris is taken by Axis troops, French attacks during the upcoming turn must be supplied from England through a French port. These assaults are limited to direct assaults on the capital or those enemy units barring direct access to Paris. If it is impossible for Paris to be retaken that turn by French units, then no further French attacks may be made. French units outside of France when it falls must move to the nearest French colony or France itself (whichever is closer) where they'll undergo the usual Vichy/French determination procedure. British units in Vichy French colonies must leave or declare war in their turn."
3.53 The loss of Moscow and Leningrad not only costs the Russian player BRPs but is now "added to the German's (BRP base) every year until the cities are retaken." The Soviets must also now be reduced below Axis strength in Russia as well as being under 75 factors to be forced to surrender.
3.6 The restriction against naval units of opposing major powers intervening against initial invasion attack of minor neutrals has been lifted.

Another important change is that "Italian fleets cannot convey German units across the Mediterranean and German units may not cross Italy until the alliance is activated. The alliance is activated by a Declaration of War against any major power also at war with Germany."

4.3 Important changes have been made in the supply rules. "In order for a nation to be used as a source for supply it must have military units represented in the game. Portugal, for example, could not be used as a base for supply. Any Libyan port can be used as an Axis base of supply in Africa as can any Egyptian port for the Allies."

4.5 Russian units may trace supply to any Russian hex on the eastern edge of the board. Allied units may not trace supply from Russian sources."
4.6 "There is one exception to the stacking rules; the British player may stack 3 units in London."
4.7 "Airborne units which are eliminated after staging an air assault are permanently removed from the force pool if unable to trace a line of supply at the time of their elimination. Once this occurs they may never be rebuilt. NOTE: for purposes of this permanent elimination rule only; an airborne unit is considered in supply if it is adjacent to a friendly non-airborne unit at the time of its elimination."
4.9172. The transport mission must be the first "attack" executed during the turn; i.e., a transport mission cannot be made to a port occupied by the enemy at the beginning of a turn."

Continued on Page 32, Column 3
Postal Diplomacy is a hobby in end of itself complete with its own cast of characters and superstars. PBM Diplomacy is carried on in any of dozens of mimeographed or dittoed fan ‘zines - few of which have circulations over 100 enthusiasts. The publisher acts as the GM (game-master) and acts as the receiving point for moves and press releases. A Dippy zine may carry as few as one or as many as 10 or 12 separate games - all of which are given a postal number and recorded for posterity by a hobby generated system called the Boardman numbers. The Boardman number of the AVERAGE ACES game which we are about to review was 1972CR.

As can be seen, a win in postal Diplomacy circles (roughly 50 hard core enthusiasts) means a good deal more than the average phone game of say... WATERLOO. A player who has accumulated 10 postal wins is widely revered and due to a number of rating systems virtually everyone knows who the best players are. This article originally contained extensive background data on the players which we've omitted due to the lack of meaning this would hold for most GENERAL readers. Suffice it to say that the field is well known in postal Diplomacy circles for their accomplishments in that area.

Those interested in becoming part of the postal Diplomacy scene should write Walter Buchanan whose SCENE DIPLOMACY WORLD is advertised elsewhere in this issue. In the commentary which follows blocked moves are indicated by italics. Fleets are shown on the game charts by circles; armies by squares.

AVERAGE ACES GAME (1972CR)

It is a pleasure to write the introduction for this analysis of what I consider the most brilliant win in postal Diplomacy history. Brenton Ver Ploeg won in only 7 game years against probably the strongest field ever assembled.

The key to this game was indeed diplomacy. As GM I was privileged to get some insight into the inner workings of the game, and Brenton's communications to the other players both by use of the phone and by letter were brilliant.

At the beginning of the game the majority of the players were against Brenton (maybe due to his prior outstanding record) and in fact as Russia in 1901 he gained only one supply center, Austria and Turkey both being against him. Diplomacy began to tell, however, Brenton first got Austria to ally him against Turkey and then immediately stabbed him with the result that Naus was pretty well done in by the end of 1902. Next, Brenton, with the help of Beyerlein's Italy, turned on Lakofka's Turkey and Len was out of the running in 1904. Doug, incidentally, was Brenton's game-long ally. At least until the end of the game!

The next step on Brenton's strategy was a brilliant one. In 1905 he let Doug grow to near parity, thus assuring his game-long trust. A 17-17 draw had been agreed to. 1906 saw Brenton stabbing both Birsa's France and Prosnitz's Germany in the north to establish hegemony in that area. Brenton set this up by abetting both Edi's and Gene's pre-game animosity so that they were at each other's throats for the entire game.

The last step was the stab on Doug in 1907. Brenton had engineered Doug into leaving his borders unguarded, thus making the victory easy. It might be inferred from the record of this game that Brenton traded in his 4 year history as a trustworthy player to win this big one easily by a series of stab. I do not believe this to be the case, however. Brenton's use of diplomacy in getting the other players to do what he wanted them to do was truly staggering. In addition to running a phone bill up to between $200 and $300 and many long letters, Brenton put the better part of his waking hours during a 6 month period into this game. That is how to win a postal Diplomacy game.

What follows is Doug Beyerlein's in-depth analysis of the game itself.

DIPLOMACY PRIOR TO SPRING 1901:

When the start of a new game is first announced the seven players pull all steps to arrange alliances in their favor, tie up their neighbors in unproductive attacks, and in general try to get an idea of what to expect will happen on the board. This was certainly true of 1972CR. From the start the action was fast and fierce.

Edi Birsa (France), winner of the previous H.A. game, was strong on committing his neighbors to certain attacks without immediately involving France. He wanted to peacefully gain Spain, Portugal, and Belgium while England and Germany clashed and Italy went after Turkey. In this respect Edi saw the game possibly concluding with England and France opposing a Russian-Turkish alliance. In any case, his old nemesis, Eugene Prosnitz playing Germany, would have to be dealt with - hopefully with aid from England and Russia. However, even Italian or Austrian aid for the French capture of Munich would do for a start.

Eugene Prosnitz (Germany) was all for taking and eliminating France as quickly as possible. As such, he wanted Birsa to attack England in 1901 (something which Edi refused to do) and for Italy to go west and not east. Scandinavia was not of prime interest and Gene was willing to have Russia take Sweden to keep peace on that sector of the board.

It is difficult to know what John McCallum (England) was planning because little of his correspondence has been collected for this analysis. Letters to France and Italy indicated that he was headed east after Germany or Russia. However, he definitely had his choice in going with either a French or German alliance, and he seemed to prefer the German alliance with his Spring 1901 orders.

Brenton Ver Ploeg (Russia) had both a northern and southern front to worry about. The northern front was a secondary one as he was only concerned with taking Sweden in Fall 1901. With both England and Germany more involved with France than with Scandinavia this was not difficult. The south was more involved. An early alliance with Italy gave Brenton some insurance against Turkey and Austria getting together. Personality conflicts made an alliance with Lakofka's Turkey near impossible and Naus' Austria was somewhat of an unknown factor. Yet Russia aimed for Austria to accept the move of A Warsaw to Galicia.

Len Lakofka (Turkey) had a corner position - which was both good and bad. If he could make some initial gains he was pretty much guaranteed success later in the game. He would be in a bad way if Italy were to open with the Lepanto attack on Turkey. Thus Len aimed his diplomacy at getting Italy to go west after Birsa's France. That would stop the Lepanto. And to grow, his best chance was the alliance with Austria against Russia.

Hal Naus (Austria) corresponded very little with his neighbors. He agreed to a non-aggression pact with Italy and at least initially was agreeable to helping Russia against Turkey.

Doug Beyerlein (Italy) had accepted the Russian alliance offer and was content to stay out of western affairs while concentrating on the east. To remove the possibility of a Russian-Turkish alliance he told Turkey that Italy would go west if Turkey would attack Russia. At the same time he planned to open with the standard Lepanto - as nearly everyone suspected.

SPRING 1901:

AUSTRIA (Naus): F Tri-Alb, A Bud-Ser, A Vid-Bud
ENGLAND (McCallum): F Edi-Nih, A Liv-Wal, F Lon-Eng
FRANCE (Birsan): F Bre-Mid, A Par-Bur, A Mar S A Par-Bur
GERMANY (Prosnitz): F Kie-Den, A Ber-Kle, A Mun-Ruh
ITALY (Beyerlein): F Nap-Ion, A Rom-Apu, A Ven H
RUSSIA (Ver Ploeg): F St P(ce)-Bot, A War-Gal, A Mos-Ukr, F Sex-Blu
TURKEY (Lakofka): A Con-Bul, F Ank-Blu, A Sny-Arm

THE SPRING 1901 ORDERS:

AUSTRIA: Standard opening to take Serbia and Greece by the fall. The move to Budapest (allowing Russia to take Galicia) was a little unusual as now both Vienna and Budapest were open to possible Russian assault in the fall. However, Russian passage through Galicia had been allowed so that Russia could take Rumania with support in the fall.

ENGLAND: The moves to the English Channel and Wales signaled an attack on France. This was apparently a result of Germany's diplomacy.

FRANCE: Standard opening for the gain of
Portugal and Spain in the fall. The support of the move into Burgundy guaranteed that German resistance would be useless and Belgium would be within reach for the fall season.

GERMANY: Standard opening allowing for numerous alternatives in the fall. A possible gain of three (Denmark, Holland, and Belgium) could be made in the fall.

ITALY: The move of A Rom to Apulia meant that Italy would open with the Leop and convoy the army to Tunis in the fall. Ordering A Venice to hold showed that there was not a strong Austro-Italian alliance.

RUSSIA: A fairly standard opening in moving three units south. F Sevastopol to the Black Sea guaranteed neutralization of that important sea province. And, as mentioned earlier, Austria had agreed to let Russia move through Galicia to take Rumania.

TURKEY: A Russian attack was in full swing. If the Black Sea could have been taken (through diplomacy) the attack would have been guaranteed a success. However, now it was to be a long, hard fight.

DIPLOMACY PRIOR TO FALL 1901:

The diplomacy prior to Fall 1901 stacked off considerably in comparison to the amount conducted before the spring. This was somewhat to be expected as alliances on the board were beginning to make themselves known. However, also during this period the 1972 Summer Olympics were on prime time evening television and kept at least one diplomat away from the typewriter.

Len Lakofka (Turkey) was the most active player prior to the fall deadline. The spring results showed both Austria and Italy moving in his direction while he was in the midst of a war with Russia. Len continued to work on getting Italy to attack France. And he offered Austria the prize of taking Rumania with Turkish support. In addition, he contacted Russia about an end to their war and what conditions Ver Ploeg would want for letting Turkey survive.

Edi Bisran (France) also appeared to be in trouble. The English fleet in the Channel was a bad omen. To minimize the fleet's possibilities Edi told England that the French fleet would definitely cover Brest. However, help into Belgium could be arranged if England would definitely cover Brest. However, help into Belgium could be arranged if England wanted to convoy the army there. All during this time Edi was eyeing taking Munich and again inquired about Italian support in doing so.

Brenton Ver Ploeg (Russia) rejected Turkey's plea for peace unless Lakofka was willing to puppet to Russia's demands. Brenton felt that the Austrian alliance would hold and Rumania would be taken as planned. Little or no diplomacy was conducted by the other players during this season.

FALL 1901:


THE GENERAL


FALL 1901 ORDERS:

AUSTRIA: The move and support into Greece were standard. However, the order of A Budapest to Rumania (supported by Turkish A Bulgaria) was a major surprise apparently connected by Turkey.

ENGLAND: The convoy into Belgium was a safe move relative to chancing an attack on Brest. The gain of Norway was assured.

FRANCE: Bisran won the gamble to leave Brest open and take Portugal with his fleet. The move of A Burgundy to Munchen was less successful, but with Russia, Portugal and Spain, ITALY (Beyerlein): Builds F Nap.

ITALY: The continuation of the convoy to Tunis was completed. A Venice would hold until it could profitably intervene in a neighboring conflict.

RUSSIA: Fall was nearly a disaster with the Austrian stab over Rumania. The only gain to be made was the taking of Sweden.

TURKEY: Lakofka had made the best of a bad situation by talking Austria into attacking and taking Rumania with Turkish support. This was a major victory in a series of stand-offs.

DIPLOMACY PRIOR TO WINTER 1901:

This diplomacy period was very short (one week) and actually was more concerned with the Spring 1902 orders than the Winter 1901 builds.

Brenton Ver Ploeg (Russia) discussed with Italy the changes to be made in possibly fighting both Austria and Turkey. However, the goal was still to separate Lakofka and Naus and handle each individually: i.e., divide and conquer.

Edi Bisran (Germany) was pushing England to make builds favorable to France. Such builds would be a London and F Edinburgh. At the same time Edi was talking Germany into building a fleet to be used against England.

Eugene Proszitz (Germany) was still trying to convince Italy to attack France.

Len Lakofka (Turkey) now inquired if Italy might want to change apparent course (Lepanto into Turkey) to hit Austria from the rear.

WINTER 19:


RUSSIA (Ver Ploeg): Builds A St P. TURKEY (Lakofka): Builds F Con.

THE WINTER 1901 BUILDs:

AUSTRIA: The building of three armies indicated that Naus was now in pursuit of a strong land policy via a vis Russia and Turkey.

ENGLAND: The building of A Liverpool and F London showed that there might be an Anglo-French alliance in the future.

FRANCE: The fleet in Brest was needed to balance the English fleet in the Channel. The army in Paris would be helpful against either Germany or England.

GERMANY: F Kiel was a concession to possibly gain the French alliance against England — as apparently the English move to Belgium was not welcomed by Germany.

ITALY: F Naples was standard for further development of the Lepanto into Turkish waters.

RUSSIA: This build of A St Petersburg was unexpected. One would have thought that Russia was in enough problems in the south without devoting its one build to the north.
THE GENERAL

TURKEY: The addition of F Constantinople would make possible the gain of the Black Sea plus cover Smyrna, Bulgaria, and the Aegean Sea. However, the Italians now had an easy shot at the Eastern Mediterranean.

DIPLOMACY PRIOR TO SPRING 1902:

Brenton Ver Ploeg (Russia) was heavy with the diplomacy in an attempt to regain the Austrian alliance in the south. He worked on Germany and Italy to talk Austria back into an alliance with Russia. At the same time he wooed Naus into giving up Rumania to Russia for the gain of Bulgaria. And Brenton even had Lakofka on the line just in case. In the north he was working with Germany for the gain of Norway after an initial stand-off. things for the Skagerrak (to keep out the English) in the spring.

Eugène Prosztin (Germany) was failing more into line with the Russian alliance as he saw England and France allying. And he was just pushing Italy to attack France.

Len Lakofka (Turkey) was no longer quite sure what to do with the Austrian monster he had now created. He was still exploring negotiations with Russia, but only on a most elementary level. Better chances lay with getting Italy to put pressure on Austria from behind.

John McCullum (England) was now firmly allied with France and committed himself tactically to battle against Germany and Russia.

Doug Beyerlein (Italy) was riding with the Russian alliance. A strong Austria was a clear menace and it was definitely necessary to split the Austro-Turkish alliance. Apparent commitment to a Western attack by Italy would hopefully give Austria the security he would need to hit Turkey. Thus that the diplomacy used.

SPRING 1902:


RUSSIA (Ver Ploeg): A St Nwy, F Swe-St A St Nwy, A UKr-Gal, A Rum-Ser, F Ser-Rum. Owns: Mos, St, P, Sew, War, Swe, Nwy, Rum (7). Build 2.


FALL 1902 ORDERS:

AUSTRIA: For once Naus played it straight, didn't double-cross anyone, and instead got hit by all three of his neighbors. His moves from Germany and Turkey opened the door for the Italian attack.

ENGLAND: The attacks on Burgundy and Holland were apparently designed to counter a full German attack on Belgium - no matter what the combination of attacking and supporting units. However, in doing so England gave Belgium to France and of course lost Norway to Russia.

FRANCE: Very safe defensive orders and yet Germany was thrown out of Burgundy and Russia gained Belgium for a build.

GERMANY: The self-styled to cover Munich may have been necessary by Prosztin's way of thinking, but it destroyed whatever momentum Germany had just when Russia was starting to move out on England.

ITALY: The move to Tyrolia could have been very risky, as Venice could have been lost to an Austrian attack. But with the capture of Greece also, it was a game-long way to the point to position further to expand in the east.

RUSSIA: The attacks on Serbia and Galicia signaled the end of Austria. In the north Norway was now Russia. And with the gain of Rumania (in the spring) and Norway, Russia was now the strongest country on the board.

TURKEY: The convey to Bulgaria from Armenia showed that the Turkish-Russian war was now over with as far as Lakofka was concerned.

DIPLOMACY PRIOR TO WINTER 1902:

Once again with the winter season only lasting one week only a small amount of diplomacy was conducted during this period.

The most active diplomat was Len Lakofka (Turkey). Back to trying to get a solid alliance he was telling both Russia and Italy what wonders could be accomplished with a Turkish alliance.

Brenton Ver Ploeg (Russia) wrote Naus explaining the Russian attack on Austria was because of pressure from Italy & Turkey. Doug Beyerlein (Italy) told Naus that the attack was all Lakofka's ideas. However, Hal Naas (Australia) would believe none of it when he wrote a press release stating that he would throw all of his units at Russia.
Just prior to the winter season Edi Birsan's father died. (Interestingly, another death of one of the players' parents would occur two months later.) This tragedy undoubtedly affected Birsan's diplomacy for a couple of seasons.

WINTER 1902:

WINTER 1902 BUILDS AND REMOVALS:
AUSTRIA: Removing the fleet was the only sensible removal for Austria.
ENGLAND: The removal of A Edinburgh was expected, but not of F London. It would have been much better to remove A Burgundy and keep F London.
ITALY: The build of A Brest was a safe one. The new army could either be used against Germany or convoyed into England for a well-timed stab.
GERMANY: The build of an army in Kiel was difficult to understand, except for the fact that it could support A Ruhr to Munich in Spring 1903 and the support could not be cut.
FRANCE: A Naples was designated for the Balkans via a convoy into Albania. This would allow for development of a third Italian army on the Austrian front.
RUSSIA: F St. Petersburg (north coast) was headed for England. A Warsaw could be useful against the Austrians and Turks.
TURKEY: The new army in Ankara would be needed for the Balkans if Turkey wanted some security for Bulgaria and future gains.

DIPLOMACY PRIOR TO SPRING 1903:
Alliance shifting, marked by periods of great diplomatic activity, was beginning to diminish as alliances stabilized and attacks were pursued. However, there were still a number of stabs in the works.

With the English removal of F London, Edi Birsan (France) was now faced with the golden opportunity for an attack on England. On this matter he again sounded out Russia as to attack possibilities and joint operations against both England and Germany. Pius Edi was still playing with the idea of getting someone — anyone — to attack Munich.

Russia was finally starting to prosper from all of the diplomacy Brenton Ver Ploeg had conducted. The Austrian attack was now a clean up campaign as long as both Turkey and Italy behaved. And just to make sure they did, Brenton kept open alliances with both Lakofka and Beyerlein. No reason to leave anything to chance. The northern attack was going just as well. Ver Ploeg told Birsan that the Russian Spring 1903 orders in the north (F Sve-Ska, A Nwy-Fin, St Pnc-Nwy — all suggested by Prosnitz) were a sign of Russia's willingness to attack both England and Germany.

Len Lakofka (Turkey) refused to give up and continued to plug away at getting a real alliance with either Russia or Italy.

Doug Beyerlein (Italy) worked out with Ver Ploeg the set of orders needed for Russia, Turkey, and Italy to eliminate Austria in 1903. These tactics were quickly agreed upon by Russia and Turkey.

Gene Prosnitz (Germany) was still pressing Italy to attack France. The other two players were rather quiet this season.

SPRING 1903:
ENGLAND (McCallum): F Nwq S F Nth, F Nth H. A Bu-Ruh(3) (Gas, d)
FRANCE (Birsan): A Bel S English A Bu-Ruh, F Eng S A Bel, A Bre-Pic, A Par-Bur, A Mar S A Par-Bur, F Gas-Mid
GERMANY (Prosnitz): F Den-Nth, F Hel S F Den-Nth, A Hol-Bel, A Ruh-Bel, A Kie-Mun
ITALY (Beyerlein): A Tyr S Russian A Gal-Vie, A Ven-Tri, A Nap-Alb, F Ion C A Nap-Alb, F Gre S A Nap-Alb
RUSSIA (Ver Ploeg): F St Pnc-Nwy, A Nwy-Fin, F Sve-Ska, A Gal-Vie, A War-Gal, A Rum S Turkish A Bul-Ser, F Sev S A Ram
TURKEY (Lakofka): A Bul-Ser, A Ank-Bul, F Blu C A Ank-Bul, F Con-Aeg

SPRING 1903 ORDERS:
AUSTRIA: Naus did as he said and devoted his whole defense to stopping the Russian attack. However, by publicly saying so before the season he allowed his enemies to take advantage of this knowledge.
ENGLAND: The support of F North Sea and attack on Ruhr were very weak orders. It was at this time in the autumn of 1902 that McCallum was losing interest in the game — and it was beginning to show on the board.
FRANCE: It was quite definite that Birsan was waiting for the fall to make his march on London.
GERMANY: Prosnitz was attempting to get back on the offensive, but the German position made it near impossible to do so quickly.

ITALY: The development of the attack on Austria was right on schedule.
RUSSIA: With Italian cooperation Vienna was captured and there was an excellent chance to take Budapest in the fall. The realignment of units in the north went smoothly and without interference.
TURKEY: The gain of Serbia and the move into the Aegean Sea was going to save Turkey from an early elimination.

DIPLOMACY PRIOR TO FALL 1903:
This season the three major diplomats — Lakofka, Birsan, and Ver Ploeg — were all writing each other on the strategic need to kill Italy next. Both Lakofka and Birsan saw the quick gain of Italian centers (through a three-way attack) as possible cues to their countries' ailments. However, one of the three, Ver Ploeg, actually had his eye fixed on other gains and in fairly quick succession he planned to deal with Turkey and then France.

The set-up of Turkey primarily involved getting Lakofka to attack Greece with the support of A Bulgaria. Ver Ploeg sent Beyerlein a fake letter (of which a copy went to Lakofka) saying how it would be best to advance the fleets against Turkey and use A Albania in the attack on Trieste. Thus Greece would not be supported and Turkey could take it. However, as Ver Ploeg and Beyerlein set up the plan there was little difficulty in ordering the correct counterattack so that Greece would not be lost and in addition the Aegean Sea would be gained. Also, by ordering A Rumelia to Budapest and F Sevastopol to Rumelia, Sevastopol would then be open for a build. Perhaps a fleet?

Outside of the Balkans, Birsan was about to do England in. Edi also wanted help against Germany and was trying to push either Italy or Russia into aiding in an attack.
FALL 1903:


FALL 1903 ORDERS:

AUSTRIA: Nau knew that he was dead and therefore didn't bother to put up a fight. Thus all three countries were defeated.

ENGLAND: Blind trust and a lack of interest did the English in as the French stab took London and Germany finally gained the North Sea.

FRANCE: Edi was finally on the move again with the moves into London and the North Atlantic Ocean. However, he was racing some very tough opposition and it was a gamble for all or nothing.

GERMANY: Finally a real gain was made and the North Sea taken. The land attack against France was still disorganized however.

ITALY: The attack on Austria was now completed and the Turkish battle just beginning. The set-up and gain of the Aegean Sea would certainly help.

RUSSIA: Right on schedule as Vienna and Budapest were gained this year. Excellent attack possibilities versus Turkey and England now existed.

TURKEY: Though with the gain of Serbia and thus a build, Turkey was caught in a wedge of Italian and Russian units. Would Lén be able to talk his way out of this one?

DIPLOMACY PRIOR TO WINTER 1903:

This winter season nothing much happened on the diplomatic front. Lakofka was worried over not gaining Greece and losing the Aegean Sea in the fall. He suspected that Ver Ploeg tipped off Beyerlein on the Turkish orders for the fall. However, he was still pushing for a Turkish-Russian alliance with Brenton. The key to that alliance forming or not, so thought Lakofka, was tied to his demand that Russia not build in Sevastopol. As a standard threat, he told Ver Ploeg that Turkey would let Italy take all of the Turkish centers in the aftermath of a Russian stab. To cover all eventualities, Lakofka also wrote Beyerlein with a warning of the consequences of Italy building a fleet in Naples.

Edi Bisran, in a letter to Walt Buchanan, saw the end game as a battle for victory between Russia and France. Italy and Germany would be minor powers trapped between the two giants in their struggle — or so Edi thought.

WINTER 1903:

ENGLAND (McCalmont): F Nth refuses to re-
case, Brenton was really rolling towards victory.

Edi Birsan was still pushing hard for Russia to attack Germany. But now he also had to handle the Italian threat in the south. That was about the last thing he needed.

Gene Prosnitz had worked out how he could use the forced retreat to advance into a supply center. A supported Russian attack on the German fleet in the North Sea would dislodge the fleet, forcing it to retreat. And with a choice of retreats hopefully either London or Edinburgh would be open. Considering how long Germany had been without a gain of a center the tactic was well worth the potential problem of having the Russians in the North Sea.

Len Lakofka, as previously mentioned, was still trying hard. He offered Ver Ploeg complete use of the Turkish forces in exchange for survival. Yet he was doomed to elimination because Russia had no need for him against Italy. When the time came there would be sufficient Russian units to do the job.

Doug Beyerlein only carried on a minimum of diplomacy as his mother died during this season. He gave Prosnitz credit for suggesting the move against France in response to Birsan's query. Actually that was only a convenient excuse as the attack had been long planned.

FALL 1904:


FALL 1904 ORDERS:

ENGLAND: McCallum did not order the support of Liverpool and lost it despite Ver Ploeg's information. Apparently the postal service was the culprit.

FRANCE: Beyerlein was trying hard and managed to stay even, but against the combined attack of Germany, Russia, and Italy he had little hope.

GERMANY: After too many seasons of stagnation Germany was finally moving again. Burgundy was gained. The forced retreat tactic picked up London. And Germany would have a build.

ITALY: Nothing was gained in the fall, but a build was due by the end of the season. That would place added pressure on France in 1905. Russia: Nothing could go wrong. Ancona and Bulgaria were taken. The North Sea was now Russian. Even the move into the North Atlantic Ocean succeeded.

TURKEY: Down to two centers. Hope may spring eternal – but not supply centers.

DIPLOMACY PRIOR TO WINTER 1904:

Winter 1904 was very quiet as it occurred between Christmas and New Year's Day. Brenton Ver Ploeg was the only one to write. He tried to explain to Birsan the stab of France in such a manner to remove the emotional sting. This is a rather standard tactic, though greatly refined by Ver Ploeg, employed by the stabber when there is a chance that the victim may be needed later in the game or may be met again on another field of battle. Every little bit helps.

WINTER 1904:


FRANCE (Birsan): Constant.

GERMANY (Prosnitz): Builds A Mun.

ITALY (Beyerlein): Builds F Np.

RUSSIA (Ver Ploeg): Builds F St P(ncc), A Mos.

TURKEY (Lakofka): Removes F Con, A Smy.

WINTER 1904 ADJUSTMENTS:

ENGLAND: No real idea why he retreated to Wales and then removed F Edinburgh.

FRANCE: Constant – but not for long.

GERMANY: The addition of A Munich would help in the attack on France. However, it might be more valuable in the defense of the homeland.

ITALY: The new fleet would help in the attack on France.

RUSSIA: The building of F St. Petersburg (north coast) and A Moscow was not hostile to either of Russia's allies: Germany and Italy.

However, one wonders just what was planned for the new units.

TURKEY: The removals of F Constantinople and A Smyrna was Turkey's way of pleading for survival against Italy.

DIPLOMACY PRIOR TO SPRING 1905:

For one reason or another the diplomatic front stayed fairly quiet. Edi Birsan was trying to convince Beyerlein that Italy's only success lay with helping France against Germany and Russia. Beyerlein in return told Edi that he would not attack the Western Med nor support the Germans into Marseilles. In addition, Doug told of the Russian attacks on the Mid-Atlantic and the English Channel in the hope that Edi would stop the northern attack and concentrate less on the south.

Lakofka in a parting letter told Ver Ploeg that Russia could decide the fate of the remaining two Turkish centers. And if Turkey was allowed to live it would do whatever Russia commanded.

In comments to Walt Buchanan, Brenton Ver Ploeg decided to stay with the Italian alliance until he was assured that a stab would produce a win. If only Beyerlein knew!

SPRING 1905:


ITALY (Beyerlein): A Pic-Mar, F Tyr-Lyo, F Np-Tyr, A Ser-Bul, A Alb-Ser, F Gre-Aeg, F Ion S F Gre-Aeg.


TURKEY (Lakofka): F Aeg S F Eas, F Eas S F Aeg.

SPRING 1905 ORDERS:

FRANCE: With knowledge of what Germany and Russia would probably try, Edi made some
excellent moves. The convoy to Gascony from Belgium strengthened the center of the French line. It also added support against the Italian assault.

GERMANY: Belgium was gained, but that was the only advance.

ITALY: Bulgaria was gained in the east with Russian help and cooperation. With a fleet in the Gulf of Lyon now, Marseilles could be hit with a supported attack.

RUSSIA: No advancement of the front in the north was made. Just the opposite was true in Turkey where it all could be gained — but it would be shared.

TURKEY: By blocking the sea approach to Turkey, Lakofka hoped that Russia would either take it all (and teach Beyerlein a lesson) or let Turkey live.

DIPLOMACY PRIOR TO FALL 1905:

The amount of diplomacy was rapidly decreasing as the game headed towards conclusion. Edi was giving it another try (good diplomats never give up) with letters to Ver Ploeg and Beyerlein. He needed either for Bremen to attack Germany or Doug to march eastward and leave France alone. Beyerlein informed Ver Ploeg of the needed tactics to divide and conquer Turkey this season plus mentioning the need to strike down Germany in 1906. And to Edi, Doug wrote saying that he did not plan to let Ver Ploeg win, but the destruction of France was required.

FALL 1905:


TURKEY (Lakofka): F Aeg-Smy, F Eas S F Aeg-Smy. Owns: (0) Out.

FALL 1905 ORDERS:

FRANCE: The tactics were all there but not the odds. Marseilles and Belgium were lost. Just to stay constant was now impossible.

GERMANY: The attack on Gascony was to assure that the Italians could take Marseilles. The rest of the German land attack (or lack of it) showed Prosnitz to be very cautious even in the face of a dying France.

ITALY: This was Italy’s best year with the gain of three centers. The Turkish attack was now finished and the first gains were made in France.

RUSSIA: Growth limitations had caught up with Russia this year. Advances and gains were made against Turkey, but these were offset by giving Bulgaria to Italy as per agreement. No gains, other than moving into the Norwegian Sea, were made in the north. It was almost as if Russia was rebuking for a moment’s rest before making that last dash to victory.

TURKEY: Lakofka’s last tactical trick was foiled by the Italians attacking both Turkish fleets so that neither could give support to the other to stand-off the Russian move to Smyrna.

WINTER 1905:

ENGLAND (McCallum): Constant.


GERMANY (Prosnitz): Builds A Kie.

ITALY (Beyerlein): Builds F Nap, A Rom, A Von.

RUSSIA (Ver Ploeg): Constant.

WINTER 1905 ADJUSTMENTS:

These winter orders were taken with the Fall 1905 orders and thus there was no diplomacy period.

FRANCE: The removal of the two northern fleets showed that Birsan was preparing for the defense of his homeland. That was now his main concern.

GERMANY: A Kiel, like A Munich built last year, would most likely never get into the French conflict, but it could be useful in the defense of the homeland and Denmark.

ITALY: The three Italian builds gave Beyerlein a number of alternatives on how he wished to employ them. Such a decision could affect the outcome of the game.

RUSSIA: Constant — but then Russia was hardly hurting for units.

DIPLOMACY PRIOR TO SPRING 1906:

The set-up of Germany was in progress. In the spring the Russian stab of Germany would finally come — although too late to give France any relief. Tactical considerations between Ver Ploeg and Beyerlein now dealt with this set-up and stab. The Russian units in the Balkans would now slide westward along the Italian-Russian common boundary. The Russian northern units would get into position along with A Moscow to Warsaw.

Beyerlein would move the new armies forward into Trieste and Venice. A Marseilles would support German A Burgundy to Gascony to help break up the French line. Spain would then be easier to capture in the fall. And when the time came to drive into northern France, German-French divisiveness would doom any common defense. The Italian tactics in the coastal waters off of Turkey would be more than slightly confounding in the spring. F Greeks would take the Aegean Sea. F Eastern Mediterranean would attack Smyrna with support from A Constantinople. The only problem was that there was no F Eastern Med — the fleet was in the Ionian Sea. This fake attack would accomplish two things: 1) to Germany it would appear that Russia and Italy were fighting and therefore Germany should also strike against Russia, and 2) with fleets in the Aegean, Ionian, Tyrrhenian (F Nap-Tyr), and Western Mediterranean, A Constantinople could be conveyed to Spain in the fall.

SPRING 1906:

ENGLAND (McCallum): A Wal-Liv


ITALY (Beyerlein): A Mar S German A Bur-Gas, F Lyo-Spa(se), F Wes-Mid, A Ven-Tri, A Rom-Ven, F Nap-Tyr, F Eas-Smy (nsw) (F Lon H), A Con S F Eas-Smy, A Bul-Ser, F Gre-Aeg


SPRING 1906 ORDERS:

FRANCE: Excellent tactics again. One almost wonders if somebody was telling Edi what the other players would be doing.
GERMANY: Picardy was gained, but nothing else. If nothing else this German attack shows the difficulties in trying to push an attack through the narrow, two province German-French border. Without plentiful aid from the flanks it is almost always doomed to failure.

ITALY: The eastern tactics were as planned. The west did not fare as well.

RUSSIA: Liverpool nor the English Channel were gained, however, the convoy to Clyde and the general shifting of units into new holding patterns against Germany went smoothly.

DIPLOMACY PRIOR TO FALL 1906:

Everything was set to go against Germany. Birsan had agreed to vacate Spain and support Russian F North Sea to London. In exchange Beyerlein promised not to attack Gascony. With French A Gascony supporting A Paris, the German attack would fail. Beyerlein's convoy would be ready to go — although it later turned out to be one of the worst moves Italy could have made. Ver Ploeg was definitely ready for the fall. He would gain the most from this stab — as he had from all previous ones and would from the last stab of the game.

FALL 1906:

ENGLAND (McCallum): A Wat-Liv, Owns: (0). Out.


FALL 1906 ORDERS:

FRANCE: Again excellent tactics, although this time it was very easy to understand why.

GERMANY: Caught completely unaware by the stab, Germany was now in a very poor position to resist further attacks.

ITALY: On the surface there was nothing wrong with the Italian orders. But, as events would later show, Italy moved from an excellent defensive position vis-à-vis Russia to a fatally poor one.

RUSSIA: Poetry in motion as Russia swept in to pick up all three of the English centers (gaining one each from England, France, and Germany). The moves in the east were all designed with an obvious (with 20-20 hindsight) purpose in mind.

WINTER 1906:

FRANCE (Birsan): Removes A Yor, F Gas.

GERMANY (Prosnitz): Removes F Eng.

ITALY (Beyerlein): Builds A Ven.

RUSSIA (Ver Ploeg): Builds F St P(sc), A War, A Mos.

WINTER 1906 ADJUSTMENTS:

Once again winter was combined with the fall deadline.

THE GENERAL

FRANCE: The removal made of the two armies needed for France's defense against Germany signalled a fight to the finish against Birsan's eastern neighbor.

GERMANY: With the removal of the retreating fleet, Germany was prepared to stop the Russian and Italian attacks. But it would not matter.

ITALY: Another army for either west or east.

RUSSIA: The Russian giant had more units than he needed. However, a few extra wouldn't hurt.

DIPLOMACY PRIOR TO SPRING 1907:

In many ways the fate of the game hinged on this season. Ver Ploeg had now literally stabbed everyone on the board except Beyerlein. If Beyerlein decided to attack the Russian bear in the spring it would be a long, hard, and nasty fight before anyone won this game.

Ver Ploeg was out in force explaining his stabs to Prosnitz and Birsan (remember Russia took French-owned Liverpool in the fall) and hoping for forgiveness. To Beyerlein he was sensitive in not provoking an Italian attack. Russia would be supporting Italian A Tyrolia to Munich in the spring to help Italy grow.

Prosnitz had finally come alive diplomatically. He asked Ver Ploeg to halt the attack on Germany so that he could first eliminate France before losing to Russia. Gene wrote Beyerlein with an excellent plan for Italy to stab Russia this season. Movement to Serbia, Trieste, Vienna, Tyrolia, Smyrna, and Greece would take Vienna, Budapest, and Smyrna by the fall. Italy would gain and Russia lose.

Beyerlein, down with a cold, wasn't much in the mood for diplomacy, but looked over Prosnitz's plan. It would most likely catch Ver Ploeg off guard and succeed. However, as stated in a letter to Walt Buchanan, Doug had four reasons for not attacking Ver Ploeg.

They were:

1. Brenton and I have been allied from the beginning and have eliminated Austria and Turkey. With the destruction of Turkey, Russia had more than an excellent chance to stab me and did not. I feel that I owe him that much in return.

2. I think that the accomplishment of the two-way draw will show that a good player does not always have to stab to get ahead. Also I have used and shown in numerous cases that the diplomacy a player employs is much stronger than the units on the board.

3. Even if I did attack Ver Ploeg, I might find Prosnitz changing sides and allying with Russia against me.

4. In the course of the game Ver Ploeg has become more than just another good player but a very good friend and as his involvement with the game of Diplomacy is becoming less and less I do not wish to cheat him out of the two-way victory that he deserves.

SPRING 1907:

FRANCE (Birsan): A Bre S A Par, A Par S A Bre, F Mid Gab.


NOTE: Because only Birsan, Beyerlein, and Ver Ploeg saved their correspondence from the game the above figures for the number of letters sent each game year are undoubtedly low. With the inclusion of phone calls (Ver Ploeg spent over $200 on the game in phone bills) it is probably accurate to double the numbers given in the chart for the total number of diplomatic contacts per game year. Diplomacy supreme!

SPRING 1907 ORDERS:
FRANCE: Edi continued to hold out against some pretty rough attacks. However, it was quite possible that Ver Ploeg was informing him of the Italian orders.
GERMANY: Some attempt was made to stop the Russians, but the move of German F North Sea to the English Channel showed that Prosnitz was still obsessed with killing France.
ITALY: Except for the badly made attack in France, the Italians did about as planned.
RUSSIA: Everything was ready for the fall.

DIPLOMACY PRIOR TO FALL 1907:
This was it: the end. From numerous letters (if you will allow me to slip back into the first person) received from Prosnitz and Birsan, I was beginning to feel the probability of a Russian stab increasing. I had trusted Ver Ploeg—but one reality can never trust an ally when such a tempting victory is so close. Blind, as all too trusting victims are, I could not see the obvious. Now it was too late to rectify my error—or was it? The evening prior to the Fall 1907 deadline I studied the situation. Then, as I wrote to Walt Buchanan, before learning of the stab:

"I decided that if I thought that Gene and I could stop Russia I would change sides and attack Ver Ploeg next season. I figured that Fall '07 will decide the outcome of this game. If Berton does, as I hoped then the draw is probably guaranteed. However, if he attacked me this turn and the situation is improved, I will prepare for the attack then what will the final ending be? Would this govern whether or not I would try for the stab or merely continue to play along in hope of the tide. Well, I ran the whole mess forward and backward at least twice and came up with the following conclusion. If Russia were to attack Italy and Germany this turn and those two countries were prepared for that attack, Russia would not win in 1907. However, we could not stop him from winning in 1908. This is basically because of the strength of the Russians in the north and the open availability of Italian supply centers in the Balkans that cannot be protected. Therefore, nothing. Prosnitz and I would do could stop Ver Ploeg from the win if he wants it. And of course that is the key to this whole game. If I wanted to stab Russia I would have to do it during Fall 1906 or Spring 1907 and even then it would have been a very close battle."

"Therefore now all I have to go on is the trust of the Russian bear. The choice is his."

FALL 1907:
FRANCE (Birsan): F Mid-Bre, A Bre-Pic, A Par S A Bre-Pic, Owns: Bre, Por (2), Constant.
RUSSIA (Ver Ploeg): F Nw-Naf, F Den-Kie, F Nil-Hel, F Lon-Naf, F Aor-Lon, A St P-Nwy, F Bot-Bal, F Sil-Ber, A Pru S A Sil-Ber, A Boh-Vie, A Bud-Ser, A Gal-Bud, A Sev-Con, F Bla C A Sev-Con; Owns: Mos, St P, Sev, War, Ed, Swe, Nwy, Liv, Lon, Vie, Bud, Rum, Azk, Smy, Ber, Kie, Con, Ser (18), Builds 4 and Wins!

TITLE SURVEY . . . Continued from Page 17

29. THE IRREPRESSIBLE CONFLICT—A mammoth treatment of the American Civil War utilizing 8 normal sized boards which can be broken down into five lesser games or combined into one massive macro-game. Game will be divided into phases and encompass the political, economic, and transportation factors which determined the course of the war. This game would sell for $50 with mounted boards.

30. GUNFIGHTER—An individual role-playing game of life and adventure in an old west cowtown. Gunfights, barrows, and robberies come to life in this game of the old west.

31. COMANCHE—Another role-playing game of the old west featuring the glamorous deeds and tragic adventures of the Indian tribes doomed to annihilation by the western advance of civilization.

32. OLDE EARTH—A game of wizardry and monsters which allows you to replay the adventures of your favorite sword and sorcery books. Play runs the gamut from ordinary swordsmen to magic users, monsters, and hidden passages.

33. TRIREME—WOODEN SHIPS & IRON MEN when civilization was young and Empires rode on the late of vast floating shipboard meelace.

The Mediterranean is the battlefield and the opponents are many: Persian vs. Greek, Spartan vs. Athenian, Rome vs. Carthage in a struggle for victory at sea.

34. FOUR ROADS TO MOSCOW—A divisional level game utilizing one mapboard for four different games—each an invasion of Russia. Game does not include the Mongol invasion, Charles the XII, Napoleon, and Hitler's Operation Barbarossa. Turns equal 10 days with a game consisting of from 12 to 37 turns. Game system is similar to the "classic" tradition of a WATERLOO or STALINGRAD.

35. FOUR ROADS TO MOSCOW—Same game described above but including simulation techniques and totally divorcing the simple, yet unrealistic, classic game concept.

36. ARAB-ISRAELI WARS—The third member of the PANZERBLITZ game family. Scenarios will trace the development of weapons systems in the Medieast with emphasis on modern air support of ground forces.

37. WEED—An individual role-playing game dealing with the problems of scoring some Acapulco Gold. Plays deals with the problems and hassles at the City distribution level, i.e. law enforcement, rip-offs, and swindles.

38. SMUGGLER—A game on the same subject as WEED but dealing more with International Borders and various illegal substances such as Gold, Drugs, and the White Slave Trade. The French Connection comes alive as you cross the border safely or face arrest and deportation. Either solitaire or several players playing against the board.

39. DESTROYER CAPTAIN—Destroyer/small Cruiser level ship-to-ship combat game based on many of the small actions of World War I and II. Most scenarios would have 5-8 ships on either side.

40. REVOLUTION—An operational/strategic game dealing with the attempt at Revolution and maintaining power (if successful) the new Junta against possible counter-revolutionists and/or outside intervention.

41. EXODUS—An operational game dealing with aspects of the War for Independence fought by Israel in 1948. Would cover the Jewish fight for survival against internal Mufti attacks and intervening Arab Nations.

42. BREAKTHROUGH—A brother game to Battle of the Bulge—regiment and Brigade level—only this time it's an American breakout, at Avaranches and St. Lo! The stakes: the Allies penned up in the Normandy beachhead or the Germans surrounded in the Falaise Pocket.

43. KEEP THE PEACE: The time is July, 1914; the Great Powers of Europe are gathered on the brink of the greatest war man has ever known. This is a card game wherein the players attempt to keep the peace while gaining their diplomatic objectives. There are notes and threats and warnings; can YOU keep your alliance together as the game gets rough? Or will you swindle your way into a war— which is what actually happened. Random cards introduce complications and limit the options open to the diplomats. Can you keep the lights from going out all over Europe?

1829—The birth and growth of railroads. Up to 9 players buy stock to control railroad companies and turn them into dividend-paying concerns. Rail networks laid out on the board develop into more sophisticated lines and cities as railroads become more advanced.
A. H. Philosophy - Continued from Page 2

10. Dale Wetzelberger, president of IGB is about to present the Unsung Hero Award to Craig Ranson for having donated the most volunteer hours to the convention. Craig deserves most of the praise for the smooth flow of pre-registration.

11. Murray Summers of Secane, PA won the BATTLE STATIONS plaque in the naval miniatures competition which had to be called due to time limits.

12. Thomas Fillmore of Silver Spring, MD emerged triumphant in the Gladiator Combats. The attendees of DIP CON IX were much in evidence as shown by the t-shirt of this particular enthusiast, who happens to be admiring the new evidence as shown by the t-shirt of this particular Ransom for having donated the most volunteer hours to the convention. Craig deserves most of the praise for the smooth flow of pre-registration. The Diplomacy tournament was the largest ever held with 25 boards in use simultaneously.

13. The artillery of the First Virginia Regiment proved not enough to stop Fraaier's Highlanders boards in use simultaneously.

14. The artillery of the First Virginia Regiment proved not enough to stop Fraaier's Highlanders boards in use simultaneously.

15. SPEED CIRCUIT, a discontinued 3M game, proved to be a popular tournament event and is destined to be repackaged and reissued as an Avalon Hill game this fall.

16. Anton Weber of Montclair, NJ proved to be the best of 150 pilots who participated in the RICHTHOFEN'S WAR Demo Derby. Anton, like most of the other finalists, gained ace status on the way to his win.

17. Joseph Kurutz of Cleveland, OH seems pleased to accept the TOBRUK plaque from game developer Randall Reed. Kurutz needed a 'snake eyes' roll on the last turn of the final round to pull out his victory.

18. Bud DeAngelis of North Brunswick, NJ proved the best of 120 participants in the PANZER LEADER tournament.

19. Thomas Shaw accepts the Charles Roberts Best Game of the Year Award for Philmar's KINGMAKER from John Mansfield of SIGNAL fame.

20. The ladies were much in evidence at ORIGINS II and were far from pushovers as Mary Kawuhila demonstrated to John Cochran with a 24-13 pasting. It took Tom Shaw himself to end the ladies' participation with a 26-7 victory.

21. Armor Miniatures utilizing GHQ armor was once again one of the glamour events of the convention as IGB stalwart Jim Rumpf and Bill Alpert outdid themselves with 4 new scenarios ranging from the final street fight shown here to the amphibious invasion scenario of the opening round.

22. Peter Slieght of Herndon, VA earned his KINGMAKER plaque with three consecutive wins as the finals stretched into the wee hours of the morning.

23. The young ladies who manned our registration desk kept things running smooth as silk as by-mail pre-registration completely reversed last year's trouble spot.

24. Anton Haug of Columbia, MD proved the best in 6 rounds of single elimination combat in the SPI TACTICAL SNOUT.

25. Charles Cottle of East Haven, CT gained a bit of notoriety by being the only repeat winner at ORIGINS II duplicating his 1975 victory in the same competition.

26. Bill Stiener accepts his plaque for besting others in the ALIEN SPACE competition.

27. Bill Wales had to be victorious through 7 rounds of competition in WOODEN SHIPS & IRON MEN to win out over a field of 128.

28. James F. Dunnigan was certainly one of the highlights of the convention. The popular designer is shown here accepting the Charles Roberts Award for ORIGIN's Professional Magazine (SAT) and Hall of Fame (for his own individual achievements).

29. Dave Bakulski (right) is shown besting Robert Beyma who finished fourth in the AH Classic 500. After this semi-final round game Dave proceeded to lose to his brother Paul in the most prestigious tournament of the convention.

30. THIRD REICH games were spread all over campus for the 150 player tournament sponsored and run by ATTACK WARMAING ASSOCIATION. Local IGB members Karl Fickenscher (2nd from right) and Chris Chyba (extreme left) are identifiable in this particular game.

31. Leave it to the DIPLOMACY enthusiasts of DIP CON IX to stab us in the back and sneak into an auditorium reserved for University use. The Diplomacy seminar seemed to go well without interruption in any case.

32. Duke Siefried presiding over the Custom Cast Civil War Miniatures demonstration. This was just one of four events staged by Custom Cast which earned them the Exhibitor Service Award.

33. Dr. Clifford Sayre, better known for his efforts in ORIGINS Play, is shown here hosting a naval warfare miniatures demonstration put on by Potomac Wargamers.

34. Next to DIPLOMACY, KINGMAKER was one of the most numerous tournament games with a field of 150, including this board which apparently demonstrated better than the others.

35. Paul Bakulski (right) is shown in his semi-final match in the AH Classic 500. His opponent, Phil Evans, went on to reap 3rd place honors.

126 games were played in the competition (there were two forfeits in the second round). AFRICA KORPS was the most popular game; of the 45 games played, the Germans won 23 (interestingly, the British did better in the later rounds). There were 36 games of STALINGRAD played, 19 won by the Germans and 17 by the Russians. The latest versions of each game's rules were used. Surprisingly, the French won 20 of the 30 WATERLOO games played. This is contrary to our own feeling about the game's balance; we can only assume that it is harder to play the defense under the time pressure of a tournament. BATTLE OF THE BULGE was played 12 times with the Germans winning 11 times. ALEXANDER was played twice, the Persians and the Greeks winning once. The Allies won the only game of D-DAY played.

AfrO-KORPS was the most popular game, only one game of it was played during the last 3 rounds, largely because the semi-finalists were versatile players who defeated the AFRICA KORPS specialists and who could agree on other games to play. Between them, the finalists won 13 games of STALINGRAD, 3 games of AFRICA KORPS, 5 games of BULGE and 3 games of WATERLOO.

36. & 37. The cavalry must have helped when the First Virginia Regiment and The Maryland Company of Wayne's Light Infantry took the offensive and won the second skirmish of the day -- reversing their earlier setback.

38. Just part of the 128 later day John Paul Jones' who competed in W.S. & F.M. -- a game which is sure to be repeated as a tournament event in later ORIGINS conventions.

THE GENERAL


40. What would the AH Classic 500 be without judges? Our own Doug Burke (left) and Richard Hamblen were part of the cafeteria scenery for three days and nights.

41. Sunday's Naval Warfare Seminar was a small but enthusiastic success with a number of noted speakers on hand.

As ORIGINS leaves Baltimore we feel assured that its reputation has been established as a great attraction and that it will draw even larger crowds with better organization and attractions in the future. Success tends to build upon success and we expect ORIGINS will snowball into productions equal to the great Sci-fi cons drawing 10,000+. The successful participation in this year's con by Custom Cast, GHQ, etc. bodes well for the participation of all miniatures companies in future ORIGINS conventions -- thus drawing the various elements of the hobby closer together for the common good.

Avalon Hill will support future ORIGINS conventions with publicity and attendance. Interest Group Baltimore, for its part, is already looking forward to chartering a bus to New York to compete in next year's championships as well as sponsor more of the all important events which made ORIGINS I and II so successful. It looks like a great ORIGINS III already!
Letters to the Editor ...  

San Pablo, California

We agree that a show clock is a good investment for any serious gamer. Many people become so engrossed with making a "perfect" move that they completely overlook the amount of time they take to execute each move and are surprised and upset when their opponents make reference to their slow moves. This annoying habit usually leads their fast-moving opponents to try to make as many moves in as little time as possible. Those who relish to hash over each move for the "perfect" solution should limit themselves to playing in-house matches or playing by-mail matches unless they are playing one of their slower opponents. Your recent factor is more pronounced when the player makes many moves under time pressure, rendering the only way to convince a doubting Thomas that he is actually playing the game is by playing more of his moves.

Your grip regarding counter operations in Avalon Hill games has been corrected by this very editorial. By allowing an opponent to set up so many pieces toward their anticipated move you may easily tip the scale toward those who are thinking along those lines. A successful move does not mean anything at all, subjectively. We believe that this solution goes, as well as the game, to the best of our knowledge.

Michael D. Thornton
Mountsballo, Mass.

Dear Sir:

I have been involved with Avalon Hill games since 1978 when I purchased TACTICS II. I have played many games, and have been involved with the Avalon Hill literature, including reading over many of my copies of KINGSMAN. While not strictly a waggoner in the traditional game, it does seem to me that your second best effort to date is more than a little short of a complete effort (TWO RIDDICULOUS). The graphics are the best you've ever done, and best of all my wife bought every piece with every single move. She is now writing the great KINGSMAN to be the basis for his next effort. In the game 'only the dead are truly free', we have to have at least the possibility of Z-15 or B-48 which would add an additional layer of strategy to the game. If the game is going to be a tactical one, you are then left with an anti-aircraft element, which will make the game even more exciting. I'm still waiting for the 'real' thing. Dick Haney

Dear Sir:

I would like to make some suggestions in regards to revision of the OOB for Panzer Grenadiers. There are several ways to do this:

1. Include more mines in the German OOB:
   - In the German Army Group B, 4 mines @ 5 miles each. Divide these mines into 4 groups of 1 mine with 1 mine each at the center and at the corners of each of the 4 5-mile sides.
   - This gives you 4000 miles of possible destruction at any point on the map. Shorten the mine clear time to 1 turn (15 minutes) and the average 4000 miles for each mile to 200 yards. Assigning an average value of 1000 mines per group:
   - Divide the game into four 25-mile rows and place 4000 miles of mines in each row.

2. Include more blocks:
   - Maps and photos of the game show extreme anti-tank defenses running nearly the entire length of the beaches. The number of blocks is increased 12 to 1244 to represent these.

3. Include fighter-bombers in the Allied OOB:
   - The air plan for the invasion was planned on the basis of two squadrons of two aircraft per beach. This averages to 12 per beach. This should not include OOBs for their use in the invasion of the OOB. Possibly these should be

4. The general impression is that the major battle in the invasion area was aimed to encirle the main body of the German forces. The invasion was successful in that it destroyed the German front line in the north of France. The invasion required a great deal of plasma and artillery in addition to the main assault efforts. The invasion was successful in that it destroyed the German front line in the north of France. The invasion required a great deal of plasma and artillery in addition to the main assault efforts.

5. The literature published by the invasion in the invasion area is aimed to encirle the main body of the German forces. The invasion was successful in that it destroyed the German front line in the north of France. The invasion required a great deal of plasma and artillery in addition to the main assault efforts. The invasion was successful in that it destroyed the German front line in the north of France. The invasion required a great deal of plasma and artillery in addition to the main assault efforts.
CAESAR’S LEGIONS was the 25th game to undergo analytics in the RBG and fared well with a 2.64 cumulative rating good enough for 8th place on the current list. CAESAR’S LEGIONS is primarily what we call a special interest game. It appeals mostly to fanatics of the ancient period and lacks broad sales appeal which is why we’ve restricted it to the mail order only line. Otherwise, its appeal lies chiefly in the popular matrix CRT 3 as F776 and the hidden movement options of the Teutoburger Wald scenario.

The game proved very consistent in rating in the top third in five categories. The best performance came in Completeness of Rules which ranked 3rd best overall. The game has already gone into its second edition and the almost non-existent questions submitted on the gamer’s end have caused only slight cosmetic changes to the 2nd Edition rules.

The game’s worst rating came in play balance where it ranked only 92nd. This is a disappointment in that much time was spent on the playtesting of this game for solely play balance purposes. There seem to be two explanations for this: 1) players are concentrating too much on the introductory scenarios which are, admitttedly, Roman, walkaways, and 2) as is too often prevalent these days gamers just don’t play a game enough to discover the nuances of play which can turn the tide in favor of a side first thought to be at a disadvantage. For example, our playtesters consistently thought that the Romans didn’t have a chance in the battle scenario. We agreed at first and increased the time limit but then discovered new strategies that usually resulted in a Roman win and went back to the original 15 turn game limit. Play balance, in our opinion, is better than the rating indicates when experienced players are involved.

Excitement Level can vary depending on the scenario being played. The introductory situations are too situational to be exciting but the multiple combat system and ambushes of the Teutoburger Wald scenario can keep even the most stoic player on the edge of his seat.

The Question Box

RUSSIAN CAMPAIGN:
Most of the questions pertaining to this game have evolved around attempting to graft another game’s characteristics onto this game system. For example, do rivers and lakes freeze and become clear terrain? Do German units receive STALINGRAD damage? Do Stuka undouble river defense positions against ground attacks (BLITTZERKrieg) may the Germans start in Hungary (STALINGRAD)? etc. If you accept the rules for what they do, there is really only one problem with the RUSSIAN CAMPAIGN rules. The inevitable type is found in 1.6.4 which should refer to the Baltic — not the Black Sea.

Design-wise there will always be those who find fault in the case of the individual who challenges for failing SS units being permitted to move a man strength by bringing them back as replacements each year. Had he stopped to think it over, our critic might have realized that the rule gives evidence to the fact that SS units were always first in line for refilling and replacement rather than recovering and的男人 ability to return from the dead. Be that as it may, response to RUSSIAN CAMPAIGN has been overwhelmingly enthusiastic and the following questions and answers are provided in hopes of presenting an eight set of rules for the俄军 players among you who delight in oil picking.

Q. May a Stuka trace its range from AGN attack units in a Military District other than the Baltic on the first turn?
A. Yes. See 15.6 Stuka only trace their range from a HQ Unit. Airpower is not an intrinsic part of any Military District. It can be freely lent to other areas in ranges.

Q. May the Germans use sea movement on the first impulse of the first turn?
A. No — even though sea movement is possible without a port, no Axis units exist off the board (and the off-board Axis ports) at that point of the game.

1. Physical Quality
   - 3.22
2. Mapboard
   - 3.26
3. Components
   - 3.21
4. Ease of Understanding
   - 3.21
5. Completeness of Rules
   - 2.23
6. Play Balance
   - 3.73
7. Realism
   - 3.05
8. Excitement Level
   - 2.86
9. Overall Value
   - 2.73
10. Game Length
    - 2 hr, 15 min.

The Question Box

AVENAL HILL RBG RATING CHART
The games are ranked by their cumulative scores which is an average of the II categories for each game. While it may be fairly argued that each category is not ranked equally against the other, we use it only as a generalization of overall rank. By breaking down a game’s ratings into individual categories the game is capable of discerning where the game is strong or weak in the quality hereinafter known as the "Avalon Hill Readers’ Opinion of the Game." Each category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.
THE GENERAL

John Collins reports that the Central Virginia Wargamers Club got their start last May when a feature article in the Richmond Times Dispatch attracted many new people to their Wednesday night meetings at the local YMCA. The article, in turn, attracted a local TV station which did a short film feature on the group. The Richmond based club now has over 50 members and has been responsible for introducing wargames to four stores in the Richmond area. The group is currently planning to sponsor an event at ORIGINS III. Interested parties can contact the club at 6 East Main St., Richmond, VA 23219.

Don Greenwood won the 2nd Annual Avalon Hill BASKETBALL STRATEGY League with a 94-81 triumph over the Phoenix Suns of John Armstrong who is most remembered for having won the FOOTBALL STRATEGY tournament at ORIGINS I. Greenwood's Yale Knick finished second in the regular season to the Buffalo Braves of Dennis Yost but won play-off matches in the third and deciding game to end the season with a 13-6 mark. Greenwood won $50 for his league championship season which starts every year with a player draft.

James Venn, owner of the "Articles of War" store in Buffalo, recently donated some $800 worth of games to WHED Ch 7 in Buffalo. Every year the station holds an auction to raise funds for charity and the simulation games are reported to have started some active bidding, especially for TOBRUK and the AH sports games. James also successfully auctioned off one hour courses for non-wargamers who wished private lessons in simulation games.

Those who missed ORIGINS II can still make MICHIGAN SIMCON I which is scheduled for September 24-26 at the University of Michigan League Main Ballroom. A weekend admission charge of $3.00 buys access to the usual assortment of wargame tournaments, miniatures, auction, etc. Inquiries should be made to John C. Finley, 807 W. Madison #3, Ann Arbor, MI 48103.

William McCullum of Fairmount Rd., Newbury, OH 44065 announces the publication of his fanzine JAMAIJAMAI PAYS for the play of postal KINGMAKER & DIPLOMACY. Movement will be simultaneous with three week deadlines for moves. The game fee shall be $3.00. A copy of William's rules for postal KINGMAKER and a subscription to the magazine for the life of the entered game come with the $3.00 game fee.

Vol. 13, No. 1 proved to be another ratings flop, garnering a 3.58 overall. Apparently our readership is becoming more accustomed to increased quality and is going to be harder to please in the future. The sub-3 rating which we always strive for has now eluded us for three straight issues. Individually, the articles stacked up as follows in our 1200 point maximum scoring system:

Calibrated LUFTWAFFE .................. 384
Series Replay PANZER LEADER ........ 251
KINGMAKER Analyzed ................ 135
Avalon Hill Philosophy .................. 106
Winning with the Underdog ............ 94
Adding the Luftwaffe ................. 93
Occupation as The Key to Victory ...... 90
Design Analysis ........................... 80
Second Thoughts .......................... 11

Infiltrator's Report

We note here with great sorrow the passing of Rear Admiral C. Wade McClusky who died three weeks before the ORIGINS II convention at which he was scheduled to appear as Guest of Honor. McClusky had been a very active member of the Avalon Hill Technical Advisory Staff since 1964 when he collaborated with AH in the design, authentication, and production of the popular MIDWAY game. All scholarly accounts of the battle credit McClusky as the hero of the American forces that day. Burial was at the U.S. Naval Academy in Annapolis with full military honors.

Due to our parts department moving into new facilities, the public will no longer be able to purchase gaming supplies in person. New games will continue to be sold at the regular Harford Road address and a limited number of tournaments respectively.

Early reports from the 4th Annual Flying Buffalo Wargame Convention in Phoenix list it as a great success with over 50 enthusiasts in attendance. Congratulations go to Charles Shannon and Dave Eagle who won the Avalon Hill & KINGMAKER tournaments respectively.

THIRD REICH RULES

The Second Edition of the Third Reich rules is now available for $2.00 plus 50¢ postage. These rules have not been rewritten. They are still in the original lengthy and somewhat ambiguous style. Those expecting a crystal clear revision will be disappointed, and should not order the revision.

What the second edition does have is a 5 page Appendix of Questions & Answers on play—many of which have appeared in the GENERAL previously. Marked in the margins of the rules themselves are 35 changes to the actual copy. All of the important changes have been published in the Design Analysis column of Vol. 13, No. 2 of the GENERAL so that previous owners need not purchase a new set unnecessarily.

4th EDITION BASEBALL STRATEGY NOW AVAILABLE

BASEBALL STRATEGY, originally published in 1960, is now available in its 4th edition. The game had been restructured and repackaged in 1978 to accommodate the bookcase format. Over 500 playtest games later, the Avalon Hill Baseball Strategy league discovered apparent flaws in the remake. The game developed into a scoreless pitching duel between ace pitchers and expert defenses with super defensive plays being the rule rather than the exception.

The new version puts more offense into the game and allows for intentional walks, stretching base hits, and increasing the negative effects on tiring or ineffective pitchers.

Owners of the previous bookcase edition need not purchase an entire new game to update their set. A new playing board will do the trick, although a purist should also get the slightly amended rules to complete the update. Although the basic matrix system of the game remains largely untouched, a variable die roll has been introduced after the matrix phase to add further variety to the range of results for each interaction of the offense and defense. Owners of the 3rd edition should be sure to update their present sets.

BASEBALL STRATEGY Game ............... $10.00
Board .................................. $ 3.00
Rules/Manual Set ........................ $ 1.75
plus the usual shipping charges

Club Ithaca has struck the first blow in the 1976 Team Championship Tournament sponsored by Nicky Palmer of Denmark. Bryan mound won for Ithaca as the Allies in ANZO over Alan Carlson of the YOGWC. This is just the first of many matches to be decided however and reports should be forthcoming regularly for the balance of the year.

Interest Group San Francisco under the direction of Michael Peterson meets bi-monthly at the "Gardens" Recreation Hall, 1919 Alameda de las Pulgas, in San Mateo, CA. Among their plans for the coming year are a Bay Area tournament based on the PWA-AH 500 structure of Origins I. Mike can be reached at 415-574-5998.