THE EPIC BATTLE OF THE ANCIENT WORLD

CAESAR
Avalon Hill Philosophy Part 61

With ORIGINS III (77) just around the corner, it's a fine time to judge Avalon Hill's enlargement of ORIGINS. If you have their earlier edition, you will want to judge Avalon Hill's game itself.

SUMMER

SQUAD LEADER

This is one of the most ambitious projects we've ever undertaken in that it's more of a system than a game. Although 12 scenarios are provided, they serve more as tools to learning the system, rather than as an end in themselves. Each scenario illustrates an additional part of the Programmed Instruction format in building block fashion so that the player is not overwhelmed by the enormity of the material covered. As the player progresses through the game package each scenario adds additional realism and complexity. By the time the player has mastered the whole package, he will have progressed from a simple Stalingrad street fight with small arms and machine guns to an armored advance across snowcovered roads in the Ardennes against American engineers.

On the way, he will learn rules for flamethrowers, demoralize, charge, smoke, concealment, fanaticism, sewer movement, AFVs, off board artillery, AT guns, transport, night combat,reneutelings, entrenchments, minefields, bunkers, building height differentiation, rubble, fire, snow, dikes, mortars, and much more. When he's done he should be able to utilize the entire rules package to recreate any WWII tactical action in Europe. In fact, that's the whole idea. An extensive "Design Your Own" section of the rules shows you how to construct infinite scenarios. A fascinating Campaign Game allows you to take your personal counter to advance in rank and ability by tying the scenarios together into an organized campaign.

Mildly reminiscent of PANZERBLITZ in approach, SQUAD LEADER is actually unlike anything we've ever done before. The resemblance to PANZERBLITZ ends after the 4 isomorph boards which can be rearranged to butt together in a variety of ways. Counters represent individual leaders. AFVs and support weapons (10-man unit) or 5-man groups.

The four mapboards represent city, village, ridges and open farmland countryside on which such varied terrain types as wooden and stone buildings, one story and multi-level buildings, sewer systems, walls, hedges, woods, wheat fields, cliffs, hills, roads, and shellholes are depicted.

If the game proves to be as popular as we suspect, we'll put out expansion kits with additional boards, counters, and rules to cover specific situations (Remagen Bridge), different nationalities, and more AFVs.

BOXCARS:

BOXCARS is a game of railroad empire for from 3 to 6 players (how can play, but the multiplayer game is more interesting). The mapboard portrays the United States during the heyday of the railroads, with the major cities and the 28 most important rail companies that linked them. The players compete in amassing cash and railroads by moving from city to city along the rail lines; it is expensive to move along a rail line owned by an opponent, however, so the players have to be careful to buy rail companies that will give them a safe and direct route all the way into the cities that they have to get to to collect their payoffs.

BOXCARS was designed by a professional railroad man, and the mapboard portrays actual lines built by the most important rail companies. All of the suble interrelationships and connections that were built up by the real-life competition of the rail companies has been transferred to the game. As a result BOXCARS is a subtle game of deep strategy, the players have to plan carefully to purchase rail companies that will give them access to the various areas on the board, that link up to give fast connections between areas, and that obstruct the other players' movement or even cut them off from entire sections of the board. Add the fact that it is a multiplayer game, with players always threatening to combine in their purchases and upset the best-laid plans . . . and you have an exciting and subtle game of buying strategies, rail connection strategies, movement strategies and duplicitous deals.

BOXCARS has the additional (and unusual) virtue of being simple to play, so it is an excellent game to play with friends who like games but who do not like complex rules or games based on the military. Also, it is an excellent multiplayer game, which makes it a very good game for clubs or groups to play. It has already turned into an enormously popular "cult" game in the Baltimore area in the clubs that have played it. It is hard to believe that a railroad game could have this type of effect on any gaming audience. Every once in a while a game comes out that virtually everyone who has been exposed to...
Those who have seen and played my game CAESAR, formerly known as ALESIA, are well aware of the great and remarkable battles and siege which took place in east-central Gaul and finally crushed Gallic hopes of independence. The game, which faithfully reproduces by simulation all the elements of the climactic engagement at Alesia, is the ultimate teacher for those who wish to study the subject in all its aspects. However, the siege and battles at Alesia comprise only the tail-end of a fascinating and complicated campaign in that fateful summer of 52 B.C. Players of CAESAR should realize this and become familiar with this broader subject (in itself probably worthy of a simulation). This article is an attempt to place Alesia into its wider context.

Before entering into an analysis of the campaign, I would like to discuss very briefly the question of Caesar's veracity in his COMMENTARIES. It is a fact that there are virtually no eye-witness accounts of the great general's operations in Gaul other than his own COMMENTARIES. For example, Quintus Cicero, one of Caesar's lieutenants, corresponded with his famous brother, the orator Marcus, but the letters contain only minor details. Without corroborating sources, many have doubted how accurate Caesar's facts and figures are, especially since his writings were composed not only as dispatches for the Roman Senate, but also as public news; and since many of his figures, particularly concerning enemy strengths, seem inflated. It is my considered opinion that there are virtually no eye-witness accounts of the great general's operations in Gaul other than his own COMMENTARIES. For example, Quintus Cicero, one of Caesar's lieutenants, corresponded with his famous brother, the orator Marcus, but the letters contain only minor details. Without corroborating sources, many have doubted how accurate Caesar's facts and figures are, especially since his writings were composed not only as dispatches for the Roman Senate, but also as public news; and since many of his figures, particularly concerning enemy strengths, seem inflated. It is my considered opinion that Caesar is a trustworthy eyewitness.

THE SUMMER OF 52 B.C.
CAESAR'S LAST DECISIVE CAMPAIGN IN GAUL

By Robert L. Bradley, Ph.D.

Gallic relieving force at Alesia (detailed by Caesar tribe-by-tribe) simply have to be questioned. I question them far less than many have, and I consider Caesar, by and large, to be a trustworthy eyewitness.

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Matters seemed well under control in Gaul for the winter of 53-52 B.C., and the veteran legions settling into winter quarters must have felt confident of a quiet summer to follow—the first quiet summer since 58. Two legions were quartered in the Ardennes on the borders of the Treveri (see Fig. 1), two among the Lingones (not far from Alesia), and six at Agedincum in the territory of the Senones (we get the name of the Seine River from this folk). But the summer ahead was not to be quiet. It was to be the last and most effective effort by Gaul to avoid Roman conquest, an effort at last supported by Gaul as a whole.

Having settled the legions for the winter, Caesar headed south for his customary duties on the circuit court in Gallia Cisalpina (now northern Italy). His attention was really turned to Rome, where his supporters and those of his rival, Gnaeus Pompeius (Pompey), were engaged in sporadic but bloody street battles. The Civil War was several years in the future, but all the ingredients were already present.

Rome's internal problems did not escape the attention of Gaul, most of whose tribes had only been bloodied, not destroyed, by Caesar's victories. One last coordinated effort might cause the collapse of the Roman presence like a house of cards. So went the reasoning of the Carnutes, the Senones' neighbors to the southwest. Accordingly, this tribe led the revolt and went on a war footing. Shortly thereafter, in the early spring, the Carnutes butchered all the Roman traders who had settled into Cenabum, their tribal center. News of this action quickly spread throughout Gaul, spurring the radical element in each tribe. One of these restive radicals was Vercingetorix, a young noble of the Arvernian tribe, who immediately agitated for action; the more conservative rulers of his tribe, however, grew panicly and tossed him out of Gergovia, the main town of the Arverni. The conservatives had underestimated the sentiments of their people, and soon Vercingetorix raised an Arvernian peasant army, triumphantly re-entered Gergovia, and was proclaimed chief of the tribe. More than a dozen neighboring tribes joined him, and proclaimed him leader of their rebellion against Rome. Learning from past Gallic mistakes, he organized the available troops brilliantly, calling for draft quotas, with special emphasis on cavalry, and laying down severe punishments for even minor breaches of discipline.

We should pause here to evaluate Vercingetorix' abilities and character. We don't know much about him, but can infer a great deal. Though largely illiterate, he spoke a form of Celtic language akin to the Gaelic forms of Ireland, Scotland, and Wales, and knew at least some Latin. In terms of religion he must have followed the Druids. We know nothing of his appearance and can only guess that he was imposing, with brown or reddish hair, and in his early twenties. We know that he could play a rare combination of roles: rabble-rouser, inspiring leader, able administrator, and brilliant strategist. Whatever limitations his subsequent actions indicated, these limitations were imposed by the society and tribal structure which created and followed him. Had he been on the winning side, history would classify him as one of the outstanding generals of all time; as it is, he is still revered as France's (Gaul's) first national hero.

As the fuse leading to the bomb of concerted Gallic rebellion sparked and burned, Caesar found himself in an awkward position, to say the least. He was way down in northern Italy, and his ten legions were scattered in winter quarters across east-central Gaul. He did have at his disposal twenty-two cohorts of very recent recruits, whose advanced
training would soon be a baptism of fire. Hearing from informers that the Gallic plan was to invade "the Province" (the Romanized Mediterranean coast of Gaul known to this day as "Provence"), he marched to Narbo, garriponsed it and moved northeast. True to form, he took the rebellion by surprise with his unexpected speed, made possible by a forced march through snows six feet deep, heading through mountain passes to the borders of the Arverni (follow Fig. 2).

Vercingetorix, who had moved north to raise more rebellion in the territory of the Bituriges, now turned south to return to his homeland and meet Caesar's challenge; but Caesar knew better than to meet the enemy with inadequate troops and, leaving a covering force, moved northeast to Vienna (modern Vienne) and thence to the territory of the Lingones to concentrate his veteran legions. Vercingetorix's astute reply to this was to move north on a roughly parallel course and threaten Gergovia, the capital of the Boi, a tribe still friendly to Rome.

Caesar, as he himself admits, was now faced with a difficult decision: he wanted freedom of action, but had to respond to a threat to a friendly Gallic tribe (a rapidly vanishing breed, under the circumstances). Leaving two legions at Aedilicum with the whole army's baggage train, he marched with the rest of his forces to the aid of the Boi. On the way he besieged and accepted the surrender after two days of the main town of the Senones, Vellaunodunum, and two days later torched the abandoned capital of the Carnutes, Cenabum. This move must have served a double purpose: it was a symbolic funeral pyre for the murdered Roman traders and a revenge of sorts against the instigators of the rebellion, the Carnutes. From here Caesar headed south, crossing the Loire and entering the land of the Bituriges.

Vercingetorix had meanwhile besieged Gergovia, the friendly Boian town, but broke off to march north and confront the Roman army. He met Caesar at Noviodunum, a town of the Bituriges, which was in the process of surrendering to Caesar. The two opposing armies at last locked horns in the form of a large cavalry engagement which the Gauls lost, compelling Vercingetorix to withdraw a short distance. Noviodunum then had to surrender to Caesar, who proceeded toward Avaricum (Modern Bourges), the Bituriges' major settlement.

Gallic reverses at Vellaunodunum, Cenabum, and Noviodunum now convinced Vercingetorix that a scorched-earth policy would be most effective, since the season was still young and food was already a problem for the Romans. Having made this grave decision, many towns throughout Gaul were put to the torch, and their stored food supplies as well. The Bituriges, however, begged that Avaricum be spared from this and defended. Vercingetorix was very much against this exception to his new strategy, but in due course assented to the defence of Avaricum, and despatched troops for the purpose.

The Gallic army followed Caesar closely toward the town and harassed the Roman foraging parties which were attempting to gather provisions. Caesar had in the meantime decided that a siege was not feasible in view of the river and marshes in the immediate vicinity which made investment of the town difficult, if not impossible. A direct assault was the only answer, especially since food was becoming a real problem.

A revealing statement by Caesar in connection with this food shortage should be quoted here (my translation):

"For several days the men had no wheat and avoided inevitable famine by herding cattle from distant villages. Even so, no word from them was heard unworthy of the dignity of Rome and her previous victories."

The fact is that the Roman legionary was extraordinarily conservative and set in his ways. He was used to grinding his own wheat, making a dough, and pan-frying it over his own campfire at the end of the day. The Spanish tortilla is a direct descendant of this phenomenon. Meat at best played a very secondary role in the legionary's chosen diet. A similar grain shortage at Dyrrachium in the Civil War between Caesar and Pompeius nearly led to a revolt, despite ample supplies of lamb. Imagine G.I.'s becoming inflamed at having to eat steak instead of pancakes!

In any event an assault on Avaricum seemed to be the only choice, and an earthen ramp (agger) was constructed, along with mobile assault towers. Gallic harassment of Roman scouting parties led to a large-scale but indecisive skirmish. The center of attention for both sides continued to be the town, and Vercingetorix managed to slip more picked men into Avaricum for its defense. A classic duel between attack and defense developed: the higher the Roman towers became, the higher the Gauls raised the town walls; and in turn the Roman ramp and towers were built higher. Roman attempts to mine the town walls were met with counter-mining and the dumping of rocks and hot pitch on the attackers. After twenty-five days the Roman agger was 330 feet long and 80 feet high, and the Gauls grew desperate. This desperation of course led to a sortie, after the Roman towers had been set ablaze through successful counter-mining.

The sortie in strength came after midnight and led to desperate fire-lit fighting. Caesar pays special credit, as is his wont, to the courage of the Gauls: he watched as a man hurled lumps of pitch at one of the burning towers. The man was instantly killed by a bolt from a ballista. A comrade took over the task and met an identical fate. A third stepped in and soon died, and a fourth, and a fifth, and so on for the rest of the night. Great sport for the Roman artillers. The Gallic counterattack failed.

Much to the relief of Vercingetorix, Gallic sentiments now immediately turned to abandonment of the town, and this decision was made. In what was not to be the first or last case of female miscalculation, however, the women of Avarium..."
begged for the town's defense. They couldn't face the rigors of the refugee. When their case seemed lost they indicated to the enemy by screams that the town was to be abandoned. The Gallic command rightly feared flight that was broadcast to Caesar and decided to hold on.

The next day, in heavy rain, Caesar ordered a surprise assault. Surprise was complete and led to immediate panic. 40,000 men, women, and children perished. Simply stated, the Roman troops had had it—a massacre of their countrymen at Cenabum and the struggles of the recent assault preparations, after more than six years of fighting Gauls, had driven them mad. Conceivably there was an element of official sanction to this. The Gallic revolt was as potent as ever and Caesar might have, so to speak, dropped the atomic bomb on Avaricum in order to kill many to avoid killing many more in the near future. He might even have thought that such treatment would be a lesson to Gaul, though this is unlikely. Whatever the reasons for the obliteration of Avaricum and its populace (a mere 800 men reached Vercingetorix and the main army in his camp near the town), the revolt did not die. The Avaricum massacre had quite the reverse effect.

In perhaps the greatest measure of Vercingetorix' great abilities, the Gallic leader managed to comfort the survivors: siege techniques were a special Roman skill and the defense of Avaricum was from the start a policy to which he had been opposed. Undoubtedly these statements came to haunt Vercingetorix in the closing stages of his residence at Alesia.

Nonetheless, Vercingetorix promised to enlist more Gallic tribes in the cause, and he did—many more. The Gallic revolt was spreading.

In taking Avaricum, Caesar temporarily solved his food problems. The town was bulging with supplies. This Roman army rested within the remains of Avaricum for several days before moving north into the territory of the Aeduin, Rome's most faithful ally in Gaul. The move was intended to keep the Aeduin friendly or at least neutral.

At this stage (follow Fig. 3 from now on) Caesar despatched Labienus with four legions to the territory of the Senones and Parisii (the latter's capital, Lutetia, lay where Paris now stands). Caesar turned southward with six legions along the Allier River toward Gergovia, a major settlement of the Arverni. Vercingetorix pursued Caesar into his own homeland. Caesar reached Gergovia in five days with his adversary in hot pursuit. The town was seemingly impregnable and Caesar accordingly decided on a siege.

Cavalry skirmishes kept Vercingetorix and his field army at bay, so as part of the planned siege of Gergovia, Caesar ordered a strategic hill near the south wall of the town to be taken. A surprise assault of this feature was successful and Caesar, accompanying the X Legion, ordered a halt. The X Legion did so, but the other five legions did not, impulsively pursuing retreating Gauls to the town and attempting to scale the town wall. Despite fighting took place and Caesar calmly reports that the Romans had to retreat and regroup, with a loss of 700 men. He also admits that forty-six centurions had died. Since the Roman Army provided one centurion for every sixty men (full establishment), it would mean that only 2,000 men died. This factor, coupled with subsequent events, strongly suggests that Gergovia was a major and costly Roman blunder. Caesar rightly reprimanded his troops.

Two days later Caesar withdrew altogether from the vicinity of Gergovia and returned to the territory of the supposedly friendly Aedui. This tribe had meanwhile evaluated developments and picked Vercingetorix to be the ultimate victor. They put their capital, Noviodunum (not to be confused with the Noviodium of the Bituriges) to the torch, having massacred the Roman officials in their territory. Caesar lost several men, some from melting snows, neck deep in the water. Having dispersed Aeduan patrols, Caesar proceeded northward to the territory of the Senones.

 Meanwhile, the great Labienus proved how effective a veteran general with four seasoned legions would be. Leaving the north Italian recruits at Aedurnum (of the Ambivarii) to guard their supplies, he marched his four legions to Lutetia, capital of the Parisii. As the Parisii prepared to defend the town, Labienus did a quick about-face and raced over the Seine to land on the Senones. Taking it by surprise, he made quick marches, so widespread by now, however, that this was just too risky. Accordingly, he sent into Germany (the Rhineland) for mercenary horsemen. The German ponyades were inadequate, so he gave the troopers his officers' mounts. Then he headed through the territory of the Sequani toward the Roman Province in South Gaul, no doubt because of the threat that the Gauls were posing (see above). Vercingetorix took this movement to be a retreat and determined to attack the Roman army on the march. A fierce battle ensued in which the German cavalry completely outfought the Gallic horsemen and even routed some Gallic infantry. This is the first documented victory of German arms over Gallic, but not the last (cf. France 1940). Caesar saw his advantage and turned on the Gallic army. Vercingetorix retired quickly to Alesia, an intact town of the Mandubii, with Caesar on his heels.

At last we reach Alesia. Now you can read the designer's notes and historical commentary in the Caesar-Alesia rulebook. This, in addition to playing the game, will show you what a desperate and close finish the massive Gallic rebellion demanded.

Let us briefly evaluate the performances of the respective commanders. I have already noted that Vercingetorix operated under tight restrictions. These restrictions were produced by his society, a society of feudal loyalties. Like Ireland, Scotland, Wales, and the Germanic nations in wars against invaders, the tribes of Gaul for six long years failed to form any common front. Most of the Gallic Wars are a saga of tribes against tribe as much as Gaul against Rome. When the tribes finally got together, they did so with a vengeance and went to their homes, burned the Gallic cavalry, supplies, or half of the army. He was great in defense, great in attack. Toward the end of the Civil War of 49-48 B.C. he routed an impetuous landing by Caesar in North Africa and could have completely changed history had he not been wounded at a crucial moment. Why he sided against his former commanding officer is unknown, but the best guess is that he preferred being second-in-command with first-rate abilities. His tragedy is that he was born into a generation of generals. Had it been otherwise, Labienus might now be a household name as Alexander, Caesar, Napoleon, and Lee. He fought Caesar to the death in a close Spanish campaign, never seeking quarter, and his head was brought to Caesar on a shield.

Back to Vercingetorix. At Bibracte a major convention of the rebellious Gallic tribes was held, hosted by the recently converted Aedui. After brief arguments Vercingetorix got his way, and the Gallic revolt was to be abandoned.

...or at least neutral. They were snuffed out the following year. Bearing this factor in mind, Vercingetorix can be viewed as a remarkable leader with great strategic insight; he must have had great frustrations.

Continued on Pg. 27, Col. 2.
Caesar's success in the battle of Alesia was due primarily to his reputation, both with the enemy and his own men. The ingenuity and adaptation to purpose of the devices incorporated in his defenses have never been excelled in the annals of military engineering. Only extreme persistence and discipline could have created a defense that could stand up to such a force. These defenses are still used at West Point and other military institutions as an example of prepared positions. The Gallic troops cooped up in Alesia suffered a lag both in discipline and morale. The Roman legions, however, remained organized and active with their preparations. Caesar was able, through the use of these sophisticated entrenchments, to tune his men to their limit both physically and mentally.

Running from Caesar's legions and German mercenaries, the Gauls, commanded by Vercingetorix, arrived at the town of Alesia in east central Gaul. The town was situated at the top of a hill (now Mont Auxois) whose highest point was 500 feet above the two streams that flowed at either sides of the base. Around the town there extended a plain of about three miles and beyond this plain a circuit of hills arose of about the same height as that on which the town of Alesia stood. After occupation, a large number of Gallic troops dug a trench and built a six-foot wall of loose stones on the east side of the Alesian fortress.

Meanwhile, the Romans were building a line of investment eleven miles in circuit. Along this line were several camps and 23 redoubts. The Gallic cavalry attempted to sortie to hinder the construction but they were forced back into the city by Caesar's Germanic cavalry after much bloodshed. The Gauls suffered many casualties simply because they couldn't get back fast enough through the narrow doorways built into their wall. According to Caesar's commentary, the enemy were jammed together in the narrow doorways. Some of the Gauls were so panic-stricken that they abandoned their camp on the east of Alesia and attempted to seek refuge in the city. But Vercingetorix halted the desertion by ordering the city's gates closed.

So the first skirmish since the Gauls had retreated to Alesia ended with a great loss of Gallic men and horse. With discipline out of balance, Vercingetorix sent his cavalry through a break in the uncompleted Roman lines at night with instructions for each to go to his own tribe and press every able-bodied man into service. He added that if the messengers were "too remiss", 80,000 men would die at Alesia.

Vercingetorix calculated there would be enough food for 30 days and commanded it all be brought to his headquarters and distributed to the Mandubian tribe to each man. He brought into Alesia all his troops stationed outside the town and felt prepared to wait out the siege until relief arrived.

Caesar learned of Vercingetorix's plans from Gallic captives, and so began to construct extensive fortifications. On the west along the edge of the plain, he had a trench dug 20 feet wide with vertical walls. (see figure) Further west, about 800 feet, and toward Caesar's original line of camps, two more trenches were dug, 15 feet wide and deep. The trench nearest to the plain, he had filled with water from the river. Behind these two trenches, Caesar ordered a rampart to be built on the bank. The bank and rampart together measured 12 feet in height. He fortified the rampart with a breastwork of branches and inserted limbs whose sharpened ends projected outwards. These would hinder enemy attacks. Around the whole line of works, he situated towers 80 feet apart.

During this time, the Gauls would sometimes come out of the town, attacking the work being performed on the defenses. It was necessary for Caesar's troops to obtain grain and timber during this time. So Caesar thought to add extra fortifications. One of these was the cutting of stout branches or tree trunks, one end debarked and sharpened to a point. The stocks of these were driven into a 5-foot deep continuous trench with the sharpened end protruding. Caesar's men called these "boundary posts" since that is what they resembled. In front of these, on the side toward the town, another type of...
The Gauls had among their cavalry a few archers and lightarmed soldiers who might furnish support. These foot units helped to hold out against the cavalry until the cavalry was forced to withdraw after unexpected injuries were sustained. With this victory, the Gauls were confident that they were superior. They saw the Romans best; and all the Gauls, both those contained inside the defenses and the relief army, had armed their spirits with a chorus of fierce war cries. Since what was going on was in full view of everyone, no one was able to conceal either honorable or disgraceful deeds. On both sides, the desire for praise and for disgrace provided the incentive for courage in battle.

The battle wasragged till noon, when, with victory still in doubt, the German cavalry charged the Gauls and drove them back. The archers who were on foot around the fleeing cavalry were killed because they had not learned how to keep up with the horsemen. (Caesar explained in earlier writings that the German foot soldiers had learned to keep up with the horsemen by holding onto the manes of their horses.) The rest of Caesar's troops followed the retreating Gauls up to their camp, not giving them a chance to rally. Those who had come out of Alesia, withdrew into the town dejected and without joy.

There was an intermission of one day, in which the Gauls made a number of hurdles, ladders and grappling hooks. In the middle of the night, they stole silently out of their camp toward the Roman entrenchments Suddenly they made a great noise, by which signal those in Alesia learned of their approach. Having heard the noise, Vercingetorix gave the trumpet signal and led his men out of the town. The relief army threw out their hurdles and with slings, arrows and stones drove the Romans from the wall. Then the Romans took their posts at the walls and worked on the previous day, and with pound-weight slings, javelins (stakes with one end sharpened and hardened by burning), and acorn bullets beat off the Gauls. The darkness restricted vision and both sides suffered heavy casualties. A great many missiles were thrown by the artillery. The legates Mark Antony and Gaits Trebonius, who were responsible for these parts of the defenses, saw that they were besieged and sent the men in outer redoubts to help. The missiles of the Gauls were very effective as long as they stood far away from the Roman line of defense. When at close range, the men could not hold onto their weapons. The outer defenses were not penetrated. With the approach of daylight, the Gauls withdrew to their camp.

From within Alesia, equipment had been prepared by Vercingetorix for the sortie and for filling the inner trench. But the execution of these works was delayed for such a long time that as they approached the Roman inner defenses, they were aware that the relief army had already withdrawn to the town. Then, they threw earth, timber and hurdles into the town without accomplishing their purpose.

The Gauls had attacked first with cavalry and then with infantry. And now, twice repelled with heavy losses, the Gallic relief army planned their next move. They brought in men who knew the situation of Caesar's upper camps. There was a hill on which Caesar's troops were not able to completely surround the defenses (Defensive Mount Rea). The camp was made on a gentle slope in a disadvantageous position, and held by two legions. The Gallic leaders selected from among their tribes 3,000 who had the highest reputation for courage. They planned secretly among themselves and fixed noon as the best hour of attack. Vercassivellaunus was put in charge of these forces. He left camp at the first watch and toward daybreak had almost completed his march. He was hidden by the entrenchments so that he could send support to those approached noon, he pushed forward toward the upper camp described above. The cavalry approached the defenses on the plain and at the same time the remaining troops began to show themselves in front of the camp.

Vercingetorix saw them from the citadel of Alesia and he and his men left the town carrying the hurdles, long poles, mouses, hooks, and the rest of the equipment which they were carrying for a sortie. There was fighting at the same time everywhere and everyone was attacking the place that seemed weakest. The Roman forces were so separated that they could not easily match the Gauls everywhere. The great noise had the power of alarming the Romans as they understood that the fate of others depended upon their courage. And, Caesar writes, the majority of men will be disturbed by the things they cannot see.

Caesar obtained a suitable position from where he could observe the battle (probably on Flavigny Hill). And so that he could send support to those who needed it. To both sides came the feeling that this was the time to make their greatest effort: the Gauls, if they could not break through the defenses felt lost; the Romans expected the end of their labors if they could but hold on to their defenses. The gravest danger that the Romans were in was at the upper defenses where Vercassivellaunus was sent. The unlevel place on the slope had great influence. Some of the Gauls threw spears while others moved up under a turtle-shell roof. Exhausted men were replaced with fresh. All the men threw earth into the defenses which gave them an ascendant and covered up the traps which the Romans had concealed. The Romans were tiring and running out of missiles.

Upon observing the seriousness of the matter, Caesar sent Labienus with 6 cohorts to reinforce the distressed camp. He ordered Labienus that if he could not hold onto their position, he should lead his men out and make a sortie. But only as a last resort.

Caesar himself rode among the rest of his men and encouraged them not to give up. He pointed out that the Romans could not maintain it for long. The Romans depended on this day and hour. The Gauls on the inside had given up hope on the plain because of the extent of Caesar's defenses; and they now tried places with steep ascent which had not been so heavily fortified by the entrenchments. To here then, they carried the weapons they had prepared. The great number of spears thrown forced back the Romans fighting from the towers. With earth and hurdles, the Gauls filled the trenches; they also destroyed the Roman rampart and breastwork with hooks.

Caesar sent at first young Brutus with a few cohorts, then the legate Gaul Fabius with more; finally when the battle was raging still more violently, Caesar himself led in fresh troops. After the Roman reinforcement, the enemy was beaten back and Caesar sent messengers to Vercassivellaunus with a request to join him at the upper camp which he had sent Labienus. He attacked out with four cohorts from the nearest redoubt. He ordered part of the cavalry to follow him and part to go around to the outside of the defenses and attack the enemy from the rear.

Labienus, who with another legion and the people he was able to withstand the enemy forces, assembled together from the nearest garrisons a number of eleven cohorts and sent messengers to Caesar to inform him of what was happening. Caesar hastened to the engagement. The Gauls knew it was
I have heard a great deal of talk lately about the imbalance of my game, CAESAR (ALESIA), suggesting that the Gauls have an enormous advantage, that the Romans cannot win. This has seemed remarkable to me, not only because I have never lost a game when playing the Roman side, whether in the original version or the slightly modified Avalon Hill edition, but also because as the designer I have seen the game played numerous times in its various forms and have noticed that the Romans win about half of the time.

Play-balance, strictly speaking, is not the subject of this essay, but this important issue should be addressed. In brief, it can certainly be said that the Romans win about half of the time. This has times addressed. In brief, it can certainly be said that the Romans win about half of the time.

The fact is that perfect Roman play in CAESAR-ALESIA is virtually unbeatable. For this reason I prefer to play defense in the game.

Which gets to the point of this article. Since the Roman side is (admittedly) the harder to play, it might be valuable to explore one of the most important aspects of the game, an aspect which is determined before play even begins. This is the placement by the Roman player(s) of the twenty-three forts. In examining this subject, it might be interesting to study (briefly) what Caesar himself has to say about them, and how he positioned them in the actual siege and battles. Then my favorite fort deployment will be shown and explained, contrasting it tactically and strategically with Caesar's.

The two sources for Caesar's placement and use of forts at Alesia are first, Caesar's own account of the siege, and second, the French archaeological excavations at the site under the patronage of Napoleon II in the early 1860's. Caesar (VI, 79) does not say much about the forts, only that he built the twenty-three to hold strong detachments for rapid deployment (... castella viginti tria facia, quibus in castellis interdum stationes ponatur, ne qua subito erupto fliere, hac eadem nostris excubitibus ac firmis praesidii tenentur).

There is no proof that at Alesia artillery (machine guns) was deployed in these forts, but in an earlier campaign in Gaul they were definitely so equipped: (...) Ad extremas fossas castella constuit ibique tormenta collacavit (II, 8).

...At the ends of the trenches he built forts and there positioned his artillery.

Caesar deployed in this fashion at the Battle of the Aisne in 57 B.C. to cover his flanks against the Belgae. I have stated often why I decided that the forts at Alesia should be so deployed. All of this information is contained in the Designer's Notes included with CAESAR-ALESIA and need not be repeated here.

Now let us examine Caesar's fort deployment in the actual siege. Forts 1 through 6 were placed between the two large outer fortifications, which are the most important outer perimeters of theAlesia to the north of the town.

Fort 1, as noted above, is very effective in lining up a third (intermediate) defensive perimeter between the inner and outer ones. On the whole, however, I feel for three reasons that my set-up is superior in the context of the game. First, it is important for the Roman player(s) to bridge the several rivers which break the perimeters at various points; if this is not done, Roman mobility in responding to crisis areas will be greatly reduced. Second, isolated forts built in the open can be avoided by the Gallic forces and, if not, are less easily defended than forts placed on perimeter or camp ramparts. Third, and most important, it is crucial for the Roman player(s) to inflict the heaviest possible losses on the Gallic relieving force before it can break across the outer perimeter, and also to beat back such assaults if at all possible; forts placed at potential weak points on the outer perimeter are invaluable for these purposes.

The fort placements in red are yet another variation of suggested initial fort placements as suggested by the game developer (Don Greenwood) and a major player (Dale Wetzelberger). Their placement illustration and commentary is limited to those hexes not considered by either myself or Caesar.

Forts 7 through 10 were positioned at regular intervals just behind the inner perimeter facing the south side of the town. Here the Roman defenses were closest to Alesia and the forts were clearly intended as a less but powerful secondary line of defense for the inner perimeter.

Forts 11 and 12 were evidently concerned with providing extra strength to the outer perimeter where it is broken by a river south-east of the town.

Fort 13 was constructed halfway between the perimeters due east of the town, facing off-board zones VII and VIII. This fort was no doubt meant to be a central rallying-point in the open space between the perimeters.

Fort 14 guarded the break in both perimeters caused by the river which flows into off-board zone VI. While fort 15 covered breaks just to the north.

Forts 16 and 17 provided additional strength to the inner perimeter facing Alesia to the north-east of the town.

Forts 18, 19, and 20 were certainly built to cover all three sides of the deep indentation in the outer perimeter facing off-board zone V, caused by anomalies in the terrain.

Fort 21, like 13, was apparently intended as a major bulwark opposite zone IV between the perimeters.

Finally, forts 22 and 23 were sited on Mount Rea, the first to cover another indentation in the outer perimeter, the second to help fill the gap in the unfinished outer perimeter on the west side of the heights.

Before assessing Caesar's fort deployment, we should bear in mind that the game map is not a topo map, and that Caesar's forts did not necessarily perform all of the same functions as they do in the game, though this must substantially be the case.

I like Caesar's deployment of forts, particularly that of forts 1 through 6, 8 and 9, 22 and 23. I have often used set-ups similar to his. His deployment has the advantage of creating, in effect, a third perimeter between the inner and outer ones. In the context of the game, Caesar's deployment has weaknesses, however, in particular that most of the rivers that cross the perimeters are unbridged.

The fort deployment which I tend to use most often involves the following. Two forts face the junction of off-board zones I and X. These cover one-sixth-wide gaps in the outer perimeter where the Gallic relieving force can (and often does) attack very early in the first assault period.

Two forts cover zone II between the camps where the perimeters are perilously close together. Two more forts bridge the river which flows into zone III. Their bridging capacity is most important here, but the positions (especially on the inner perimeter) are also intrinsically weak.

Two forts face zone IV where there are minor salients and an important one is positioned just south of the camp facing zone V. If this camp falls (and it is not an easy one to defend), then the outer perimeter is left with a hole.

Three forts face zone VII where there is a sharp salient in the outer perimeter and where there are uncomfortable gaps in the defenses. Two forts bridge the river, which runs into this zone, on both perimeters. These are equivalent to the forts on the river covered fort.

One fort occupies the outer perimeter salient which faces the junction of zones VII and VIII. This speaks for itself.

Two more forts cover the river which runs into zone VIII as it crosses each perimeter. Again, bridging is paramount, but here in addition there is a break in the outer works, providing a good hole for Gallic cavalry. The fort tends to discourage cavalry penetration.

Two forts fill gaps in the outer perimeter facing zones IX and X. Here the Roman side scores a major salient on the inner perimeter facing the south side of the town. Here the Roman is most immediately vulnerable to an assault by the Alesia (interior) force.

* * * * * *

Clearly, there are fundamental differences between Caesar's fort deployment and my favorite set-up. There is something to be said for both types of set-ups. Caesar's, as noted above, is very effective in lining up a third (intermediate) defensive perimeter between the inner and outer ones. On the whole, however, I feel for three reasons that my set-up is superior in the context of the game. First, it is important for the Roman player(s) to bridge the several rivers which break the perimeters at various points; if this is not done, Roman mobility in responding to crisis areas will be greatly reduced. Second, isolated forts built in the open can be avoided by the Gallic forces and, if not, are less easily defended than forts placed on perimeter or camp ramparts. Third, and most important, it is crucial for the Roman player(s) to inflict the heaviest possible losses on the Gallic relieving force before it can break across the outer perimeter, and also to beat back such assaults if at all possible; forts placed at potential weak points on the outer perimeter are invaluable for these purposes.

The fort placements in red are yet another variation of suggested initial fort placements as suggested by the game developer (Don Greenwood) and a major player (Dale Wetzelberger). Their placement illustration and commentary is limited to those hexes not considered by either myself or Caesar.
from being the tumbling domino that sends the whole perimeter cascading. For example: assume the Gauls have taken the camp rampart in Zone I and occupy hex A. Romans on hex B would no longer be doubled in defense. Of course, the position can still be held by occupation of hexes C and D as long as the Roman player keeps his wits about him, which is not easy when marshaling and facing this many units. This sort of placement merely guards against careless mistakes—any one of which will prove fatal to the Roman. Those who feel they can command perfect play throughout need not concern themselves with such safeguards and can save their forts for other locations.

Continued on Page 27, Col. 2
When I first ran across the game called ALEZIA several years ago it immediately impressed me for its interesting situation, high excitement level, and close play balance. Therefore I was somewhat surprised when reviews of the game appearing in many of the mimeograph magazines of the time, while mentioning the first two qualities and praising the game overall, generally indicated that the Gauls had a definite edge in play. This latter observation was contrary to my experience, which admittedly was limited to a small, but I think reasonably capable, group of players. Our games were always very close, but won by the Gauls less than half of the time and often only as a result of a major, and avoidable, tactical blunder by the Romans. If I had to designate the side with an edge I would have picked the Romans.

During the playtesting for the Avalon Hill version of ALEZIA (ne: CAESAR) I voiced the opinion, a minority one I think, that the game was balanced as it was and changes should be kept to a minimum. Thus I was pleased when the final result, while eliminating the ambiguities of the old rules, made few changes in the substance of the game.

One necessary change, an adjustment in the map to conform to a standard board size, involved cutting four rows of hexes from the southern edge and adding one to the west. This change is of a major benefit to the Gauls as it brings several hexes of the southern ramparts within one move of the edge of the board, and enabled the Gauls to put greater pressure along the entire southern edge. The addition to the west is probably also a benefit to the Gauls, as it gives them a little more room to maneuver. These changes were somewhat compensated for, however, by the only terrain change, the shrinking of the fort in area V to regularize the Roman perimeter. The Gauls were also hindered by the rule making their movement from Alesia and from off the board subject to stacking limits, where under the old rules the entire Gallic army could appear on one hex and move their full distance, but this is balanced in turn by allowing the Gauls to retreat off the board if necessary, which was formerly prohibited.

The two most important changes, however, were of significant benefit to the Romans. The archer and engine tables, although toned down slightly from the playtest version, remain almost twice as effective as the original tables, which had no disruptive results. This result is often more devastating than an elimination as the disrupted unit may prevent the desired attack, while there are usually reserves to replace any eliminated unit.

The other significant change is the addition of seven new counters to the Roman army. The five Numidian infantry counters are valuable in shoring up weak spots, providing cheap soak-offs, and manning fort artillery, freeing combat units for front line duty. While the Roman player should be extremely hesitant about exposing Caesar to harm, both he and Labienus can make the difference in a crucial attack with their presence causing great morale benefits for nearby troops.

Despite these changes, many early comments on CAESAR have still been to the effect that the Gauls have a big edge. I suppose I should not be surprised at this reaction, for in this era of a game of the week many players never look beyond a first impression of a new game, and at first glance the Gauls do look mighty impressive. They have a 2-1 superiority, and can strike suddenly at any point, while the Romans have to defend a seemingly endless stretch of ramparts against attacks from both inside and outside.

Upon closer examination, however, the Roman outlook is much more favorable. I do not mean to suggest that the game is a lock for the Romans, but given a reasonable familiarity with the game I think both players will find it an exciting, well-balanced contest which will be won by the side which avoids tactical errors. I suspect that many players, looking at the board and the Gauls' numerical superiority, immediately conclude that the only hope for the Romans is to man the walls as strongly as possible and remain on the defensive, falling back when the Gauls gain a foothold on the ramparts. Such a policy will nearly always be fatal, as Gallic losses will be minimal once past the outer works and the Romans will have run out of room to retreat. The combat results table is a "push" rather than a "kill" table. The attacker cannot really be hurt. Thus if the Romans leave the attacking to the Gauls their numerical superiority will eventually create gaps in the Roman lines through which Verengetorix could walk. For this reason the Roman, if he is to have a reasonable hope of victory, must counterattack vigorously when the local situation permits. The Romans can in many cases not only stop an assault but drive it off the board with heavy losses.

I can hear the cries, "But if the Romans leave the shelter of their ramparts the Gallic 2-1 superiority will crush them." Not so. First let's see if the Gallic advantage is really 2-1. The Gauls have 306 factors in Alesia and 954 on the outside, for a total of 1260. The Romans have a total of 651. The forces in Alesia are subject to a delay in moving however, and then are at least two turns away from all but one small part of the defensive perimeter, so only a very small part of the Roman army will be tied up by the Alesia force during approximately the first half of the game, leaving at least 600 factors to oppose the relieving force of 950. Any attack made by the Gauls will have to go over the outer works, and while every unit will not be subject to its effect, many units will be in jeopardy for several turns. So, as a rough estimate we can calculate that 1/6 of the Gauls will be eliminated on the outer works, leaving about 800. Missile/archer casualties are harder to estimate, but 25-30 factors per turn is a reasonable figure. Thus it can be seen that the Gallic superiority is drastically reduced after the first few turns. When one considers that the Romans are often in doubled positions and the CRT is not especially favorable to the attacker the Gallic advantage is far from overwhelming, particularly as the Romans can use their superior mobility to concentrate superior forces in critical areas, while still maintaining a viable defense.

The key to Roman success in those critical areas is the 2-1 surrounded attack. The Romans should generally take every 2-1 surrounded attack available, refusing only when it would leave Roman units surrounding. Because of the four-square advance such attackers will often be able to move back to the safety of doubled positions after combat, but this is not a necessary condition as the Gauls can do little damage at less than 6-1 unless they can surround their adversary. The advantages of a sure kill of Gauls far outweighs the risk of a DE from a Gallic 4-1 next turn, and frequently the Gauls won't fare that well.

Conversely, unless the situation is really desperate the Romans should never take non-surrounded attacks at less than 4-1. There is little to gain from such attacks, and a single AR result can be fatal as the Gauls can often use it to open up a hole in the line or place the attackers in poor defensive positions.

Such advice is not akin to saying never to attack at less than 3-1 in STALINGRAD 2-1 surrounded attacks will be possible, many of them, virtually every turn. Any Gallic assault will have flanks, which may be vulnerable—especially if protected only by cavalry. A 4-1 against the cavalry may allow an advance which will surround Gallic front-line units. Gallic assaults on the ramparts are of necessity at low odds, often even lower than planned because of outer works losses. The frequent AR results will create numerous counterattack possibilities along the front line and the Romans should not hesitate to advance off the ramparts to take advantage of them. Even victories by the Gallic attacks do not necessarily put them in a good position, for if they advance onto the ramparts they often expose their flanks, and if they merely remain adjacent to the walls the Romans can often reoccupy them by finding a weak unit to crush while soaking off against the strong stack. The Romans should not hesitate to use soak-offs where necessary to support a counterattack. There is only a 1/3 chance of losing the unit, even at the worst odds, and the gains from the counterattack should be much greater.

If the situation arises, as it must, where the Gauls gain control of a 2 or 3 hex stretch of rampart a Roman line of 10 factor stacks behind the breach will prevent further quick penetration, giving an opportunity for counterattacks at the flanks. Only then when the Gauls can get at least 4-1 odds can they really begin to do some damage, as they then have the potential for a DE and some big advances. With the Romans concentrating troops for counterattacks often there will be insufficient troops to...
adequately form such a strong line to cover a 2-3 hex area. In this situation a "prevent" defense of a sacrifice unit with a second unit behind it to prevent Gallic advances is the best solution. The Roman player should not be concerned about the units he loses as a result of this tactic. The principal cause of Roman casualties may well be soak-offs and sacrifice units, but every factor lost in this way delays the Gauls and costs them many more casualties from missiles, the outer works, and 2-1 surrounded.

After saying how easy it is to kill Gauls, I now have to admit that the Romans cannot really hope to consistently defeat and drive them off the board, although I have seen it happen. If that were the case, the victory conditions the Romans would lose an overwhelming majority of the games. However, the above tactics are really just a suggestion of the best way to delay the Gauls. Killing lots of Gauls certainly makes it more difficult for them to launch effective attacks and create a hole through which to spring Vercingetorix. Given no time limit they could free him nearly every game, but they have a 12 turn limit, and their superiority, as we have seen, is not so great as to enable them to walk through the Romans in any game. Actually the Gauls have considerably fewer than 12 turns as it will take Vercingetorix 3 turns to reach the south and east edges and 4 turns to exit from the north or west, necessitating his leaving Alesia later than turn 9, but waiting that long will usually be fatal as it limits his potential escape route to a very narrow area, which every Roman on the board will rush to block, knowing that Vercingetorix will have insufficient time to change direction. Thus the Gauls almost have to create a breach in the Roman lines by turn 3-5, 6 to have a good chance of victory, and the reluctance to have to do this is why the Alesia force often cannot even move until then.

When the Alesia force does move out, it should receive the Roman's full attention and should be counterattacked in preference to the relieving force, other considerations being equal. After a few turns of missile fire, outer works and counterattacks the Alesia force may well be eliminated as a serious offensive threat.

Because of its distance from the Roman lines any threats by the Alesia force can usually be met easily. Only in the south can they reach the outer works in one turn, so the Romans will have to react very quickly, and the Roman army must be garrisoned, but sufficient forces to man the others may be placed in forts two or three squares behind the lines to operate their artillery, as sacrifice units, or to provide those crucial extra factors in the line. Stationing them behind gaps in the outer works enables cavalry to threaten 2-1 surrounded counterattacks along a very wide front. Archers-slingers should also be dispersed throughout the line. They should be stacked with stronger units and should generally not be placed in forts as the Gauls will tend to avoid such strongpoints and the fire potential will be wasted. They should of course be rushed to the scene of fighting as quickly as possible, rather than waiting in garrison.

After the first assaults, when most of the Gallic army is on the board, minimum garrisons should be kept in the unattacked areas while reinforcements should be rushed where the threat is strongest. However, the Romans must be careful not to over reinforce an area and stop an assault only to have it switch directions and punch a wide gap in the lines at the next area. Only experience will enable a person to tell how much force is enough to stop a threat. If the Gauls do achieve a line-up between interior and exterior forces the Romans should by no means give up. The Gauls still face a very difficult task in keeping that gap open long enough to get Vercingetorix out. A successful counterattack could close it or cause a detour sufficient to run out the time limit. A well aimed arrow could find Vercingetorix. Take another look—there may not even be a gap. Is there a field off from a fort? Vercingetorix cannot enter it. If you were stupid enough to take the Romans and agree to that optional rule you deserve whatever happens. Vercingetorix also dies as soon as he is in a Roman zone of control. Thus the Gauls have to create a huge gap to guarantee his escape. All it takes is one attack in the right place to win the game.

In the final analysis, the superior tactician, Roman or Gaul, will win the vast majority of the games.

**COMPARTMENT TRAYS**

At last! The long suffered problem of unit counter storage for Avalon Hill games is solved. The Avalon Hill compartment tray fits snugly into the bottom of the bookcase style box. A clean plastic cover fits over the mold to prevent counter leakage. Each tray has sixteen 1½" x 2½" compartments ¼'' deep which will accommodate up to 400 unit counters and 4 dice.

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These trays are available by mail order only direct from Avalon Hill. They will not be included in Elite Club game releases in either the retail or mail order line. The trays are available only in sets of 3 and sell for 93.25 per set plus 75C postage charges. Postage coupons cannot be utilized to order compartment trays. Maryland residents please add 4% state sales tax.
Like Hazlett, Thomas Hilton was a member of the AH playtest panel for CAESAR-ALESIA. Unlike Hazlett, however, Hilton thought the game was largely unbalanced in favor of the Gauls—a theory he still subscribes to. Judging these conflicting by-mail playtest reports against our own experiences was the toughest task faced by the game's developer in what otherwise was a remarkably smooth development program.

Patton's favorite method of attack was predicated upon gradual commitment of force with flexibility always maintained and can be described as follows: in order to attack we will have to pretend to reconnoiter (or feint), and then, depending upon what is revealed about the enemy's strengths and deployments, reinforce the reconnaissances, and finally put on the main attack achieving superiority deployments, reinforce the reconnaissances, and viable breakthroughs, and once the ramparts are advantage by the Gallic player attempting to get feints should not lack the malleability to exploit weaknesses and be reinforced. The Roman

Gaul has to know where he's going and not waste any turns. Eschew the vacating of any areas as only one unit can keep the Roman guessing as to the deployment in a given OB area.

Deprive the enemy of his freedom of action by having alternate objectives (the rock soup method assures this), and use the minimum force necessary for maximum concentration. This is a paraphrasing of the hopefully pellucid maxim, "concentration is the product of calculated dispersion". In other words the Gauls' greatest advantage is not in massing armies, but in a strategic position that is ideal. Its brilliance is manifestly multiple: to force the Roman to defend almost two entire fronts against an enemy whose location is unknown at first, and then only gradually revealed.

In beginning the conflict, Vercingetorix must first realize that his is, by limited numbers and weak units, an ancillary role and the burden of attack falls on his cousin Vercassivellaunus and the main Gallic force. The Celtae in Alesia are a vital part of the army of Gaul, however, and improper use does make matters much easier for Caesar. The Celtae are to be divided into 3 main sections: 2 strategic battle groups of 40% each, and an escort reserve to accompany the king outside the town. Both groups should be out (approximately turns 5 and 6) before Vercingetorix and his escort move against the weakest Roman sector.

The Gallic deployment is naturally more complex. As Vercassivellaunus, split your forces into 4 sections: A- 35% (some 55 strong units) of the total, B- the same, C- a diversionary group of 20%, and D- the off-board/exploration section. It is readily seen that A and B are the mailed firsts of the assault, and that C is still capable of more than a feeble and diffident attack on the ramparts. D is somewhat cryptic in comparison. It will be explained later.

Excluding section D, there are 3 forces the Gallic player has at his disposal. Under no circumstances are all 3 to be found in only 3 off-board areas. This would be an inefficient use of available force in that it is impossible for all the off-board units to reach the outer works hexes adjacent to their respective zones. More than one turn is required for this so it behooves the attacker to do the following: keep at least a dozen units in adjacent zones so as to reach more Roman hexes or to continue off-board movement and/ or support the initial attack by the bulk of its section. The Gallic player is not benefited at all by having units waiting idly behind the works; if a unit can't reach the ramparts keep it off the board. The obvious exception is when much ground has to be traversed as in the case of areas I and VI. Following the punctilious advance of a dozen or so weak units on the second turn against the works to activate "Gallic Attack Coordination", the sections should continue to remain off the board, and therefore stretch the legions until by the beginning of the fourth turn section A is as far as area IV, and B and C are in areas VIII and IX, respectively. Already three-quarters of Caesar's line of circumvallation is being threatened, and the Celtae are ready to launch a sorties against the ramparts of the counterattack. And Caesar still has no idea where Vercassivellaunus' Gallic army is on the off-board movement chart.

With the above deployment areas I, II and X are vacant of any units from the main sections. It is here that the auxiliary section D comes into use. Approximately one dozen weak infantry units and less than 10 of cavalry (the rest of the mounted troop accompanied in equal proportions the Celtae sections A, B and C) comprise this force. Although only one unit would be sufficient to keep the Roman guessing, the piecemeal expenditure of a baker's dozen units in addition will cause the Roman significant annoyance. Caesar will now have to garrison all his forts throughout the game and not be able to totally denude areas as the Gauls' sections commit themselves. Failure to do this will result in the cruel destruction of all but a handful of forts by either attacking or occupying units. Even weakly held forts can be assaulted with some chance for success. Owing to their firepower and movement advantages, the loss of more than 50% of his forts in the first phase will prove extremely critical for Caesar in the second. Finally, having a viable D section always threatens the Roman with outflanking along the ramparts and beyond.

Turn 4 should witness an attack by one section against any weakly held portion of ramparts. "Weak" is defined as any non-works series of hexes, ramparts lacking missile or fort cover, and/ or a defending line of adjacent cohorts. As the Roman will have to be "sucked-off" the ramparts the latter condition greatly facilitates this maneuver, unlike a line with alternating occupied-vacant hexes. All things being equal, however, the initial attack (or feint or diversion) should come from the section which has made the least off-board movement and is nearest to another section. Therefore C section should assault (not probe) the southeastern part of the board, while the first section from the Celtae move in an opposite direction to the northwest, and thus keep the likelihood of support from A section in the north open. One has to consistently look ahead for mutual support. Needless to say, the above movements are hypothetical and meant to be didactic, not as a rigid set of procedures. On the following few turns the bulk of the Gallic army is to be added to the battle resulting by the end of the sixth turn in successful stormings of the ramparts in two areas, less the attacks of the units from Alesia.

Subsequent to the sixth, the next four turns are crucial. Vercingetorix has to leave Alesia no later than the tenth turn to have any expectations of getting off the board. In fact the ninth turn is safer. However, in these three or four turns Caesar will remain unaware of the direction Vercingetorix will
THE GENERAL

and hence will have to maintain defensive lines in open terrain against overwhelming enemy opposition. It is here that the Gaul can avenge the heavy losses he must suffer to take the ramparts. In addition D section can take forts and run rampant to meet the main attack. And of course if the Roman is worse for wear--the Gaul--withdrawn to that threatened area can choose into a self-defensive position, as they need no longer worry about maintaining lines of contravallation around the town, and seek only to survive (to fight again phase 2). All that can conceivably be done strategically to facilitate the exit of Vercingetorix has now been done.

The Gaul is benefited greatly in the second assault phase, presuming of course that the Gallic leader is unable to escape in the first, if he has exercised a certain preiscience in his previous planning. Although a determined, concerted effort to free Vercingetorix in the initial phase must be sought, one must look ahead and realize that the more Romans destroyed and the more forts taken will improve opportunities in the next.

During inter-phase, a count of the first day's losses should be made to determine how much of the Gaul's suffering casualties of a most sanguine nature. Over a third of the Celtic and Gallic forces have been destroyed; mostly on the works and by missile fire. The Roman has not only suffered far fewer casualties, but nearly five percent points fewer proportionally. Caesar has additionally been deprived of about 1/3 of his forts. In other words, Caesar has lost 30% of his force, 23% cohorts, and 9 forts. These figures are not to be construed as arbitrary guesstimations, nor inflexible writ. They rep, good, logical figures which can lead to a basic conclusion: Caesar will lose fewer units proportionally than the Gaul, but a player of some expertise can keep those proportions reasonably close. If both sides suffer heavily who will benefit most? The answer is obvious to anyone with strategic sense.

By turn 3 of the second phase large Gallic units can be virtually anywhere on the ORMC threatening Caesar's entire line. As a result of his losses the Roman will have far fewer reserves and be considerably slowed down by the loss of forts and their bridging ability between ramparts and over rivers, not to mention being denied the use of their firepower. By utilizing phase 1 strategy of "rock soup", and now sending units from Alesia on suicide missions to get their Zones of Control on rampart hexes, further retarding the movement of the reserve legions, Vercingetorix and his cousin can achieve "mammoth concentration against the decisive point." More importantly, they can hammer through the legionary lines a corridor for escape. It will be a tough fight but an expert player can do it more times than not. But in 52 B.C. it was not to be.

The surrender of Vercingetorix and the capture of Vercassus and the massacre of the Gallic defenders marked the end of all Gallic resistance to Roman rule. The sack of Rome in 387 B.C. by the Gauls was avenged and Gaetcual (as it was known to its inhabitants) became a Romanized province. The stage was set for (after the fall of Imperial Rome in five centuries) the invading Franks to split into two groups: those living in civilized Gaul and those in the barbarous land of Germany across the Rhine. The migration of the (lower) Saxons to the land of the Brythons can be considered a result of Caesar's victory. For Caesar, he became dictator perpetuum one year after Vercingetorix was publicly strangled in Rome. "Vex victis!"

visions of Hitler or Stalin packing his bags and vanishing into the mountains behind a false beard, forget it—in the first place, there's no reason to think they ever would have done any such thing—after all, Stalin stuck it out in Moscow, and Hitler stayed in Berlin as if he were glued—and in the second place, the 1-point combat factor on those counters certainly argues that they represent somewhat more than one desperate dictator toting a luger—and finally, if they had tried to vanish into the woodwork, they certainly would be a less obvious target than the counter is—after all, many Nazis did vanish into the woodwork successfully, notwithstanding the armaments that overran their actual physical locations.) These High Commands were not equipped as mobile units, and in fact, depended heavily on rail nets to support them and their equipment. They should not be able to prance through the mountains, thumping their noses at struggling pursuers.

Even worse, as high-speed mountain units, these counters made excellent attack units—Stalin was the fastest Soviet unit and the only Russian mountain unit! As such they became a natural choice to lead the attack! I mean, Hitler waving his pistol as he leads the storming attack across the mountains near Kalinin, undoubling rivers as he leads the attack!?! That's why this rule was changed.

(10.8) BIG CHANGE! An attacker may always choose (before the die is rolled) to execute an attacker on a lower odds column than the odds column indicated by the actual combat strengths involved. For example, he could elect to execute a 5-1 attack as if it were a 1-1 "3" which would cause him to retreat. Similarly, he could elect to execute a first-impulse 10-1 attack as if it were a 7-1; it would no longer be an automatic victory; he would have to roll on the 7-1 column, but the attacking units could attack again on the second impulse.

The first reason we made this change is: there was a lot of confusion (why, I don't know, it all seemed so clear to me) about what happened in the first edition when you rolled a 10-1 attack as 7-1. In this edition, it is just a normal 7-1, no automatic victory.

The other effect of this change is to allow an attacker to slip past an objective (maybe) without seriously attacking it. For example: you have a first impulse 10-1 against a Russian blocking unit, but you don't want to eliminate the Russian, just get past him. So, you choose to resolve the attack at 1-1—if you're lucky and roll 3 or less you can retreat forward, gaining two extra hexes of movement and allowing your units to attack on their second impulse.

This is legal, it is not "sharp practice"—it is meant to simulate the tactic of screening an enemy stronghold and "sliding past" it, rather than assaulting it head-on. This was an important tactic during the Russian Campaign, and is included on purpose.
(14.4) Units in woods simply do not retreat after combat, regardless of the combat result. Surviving defenders in woods do not retreat on “DR,” “EX,” or “D1” results; surviving attackers in woods do not retreat on “AI” or “AR” results.

This is an extension of the rule and example in the first edition. We have been commissioned to note that if units in woods do not retreat in one combat result, they do not retreat in any combat result but if we meant that the first time why didn’t we say so? Now we have said so: they don’t retreat. Notice that this is voluntary—they do not retreat even if they want to. They do not move normally in the second impulse of movement, of course, but they do not retreat after combat.

(15.3) Stukas can attack any Military District in range on the first impulse of the game.

(17.21) When stacked units are halted due to lack of combat supply, each unit in the stack is halved and rounded up separately. When halved units are doubled due to terrain bonuses, it is this rounded factor that is doubled, so a 5 would round to a 3, which, when doubled, would defend with 6 factors.

(17.4) Supply lines traced at the end of the second impulse must run to a friendly city, to a rail line that runs to a friendly city, or to a rail line that runs off a friendly edge of the board (without passing through enemy ZOC or cities). In other words, a unit may trace its second-impulse supply line off a friendly edge instead of to a city, as long as the supply line runs off the board along a friendly rail line.

It certainly makes sense that units should be able to get supply from their rear areas even when those units happen to be near a board edge, so the rule was changed to allow supply from board edges. Rail lines in general were crippled in a peculiar manner near the board edges in the first edition, with no rail line in Hungary or along the vast cityless Russian board edges. This whole subject is discussed in detail under RAILROADS, below.

(18.6 and 20.7) Axis units arriving at Bucharest or Warsaw are subject to the same limitations that go for Russian units appearing at rail lines in the spare rail lines (either the board or the rules, or both), would have to be complicated enormously to make board-edge supply work out reasonably; etc.

(19.1) IMPORTANT CHANGE! Partisan counters can be placed only in Axis-controlled cities or in rail hexes between Axis-controlled cities.

This was changed for two reasons: first, the old criteria “behind German lines” was somewhat ambiguous and needed to be changed anyway; and second, we wanted to minimize the tedium of placing partisans along rail hexes in the front line, where they could form an AV-proof blockade for one Axis impulse. The rule as now written should keep the partisans back in the Axis rear areas, where they belong.

Otherwise, partisans are placed as before—in Russia, not in Axis ZOC nor within 5 hexes of an SS unit, etc. (Embarassing admission: a line got left out of this rule when we were putting together the second edition, so PARTISANS CANNOT BE PLACED IN AXIS ZOC, NOR WITHIN 5 HEXES OF AN SS UNIT! This rule is still in effect—this is necessary. If you want to address any appropriate comments to AH, please say so, or we will start snarling at each other or start crying."

(19.2) Partisans have ZOC in the hexes they occupy, only. This is a normal ZOC for all purposes—blocking rail lines, stopping movement, etc.—except it does not count toward controlling a city. In other words, a partisan by itself cannot control a city.

Common sense doesn’t clearly indicate that partisans should be prohibited from controlling cities, and the first edition of the rules didn’t address the question, so we made it clear: they can’t. The play of the game would be ruined if the Russians could start full-scale insurrections in the Axis rear at will.

(19.3) Partisans in Axis ZOC or within 5 hexes of an SS unit are removed at the end of movement during each Axis impulse. This avoids using partisans to block Axis retreats from combat—another questionable tactic that was not clearly forbidden in the first edition.

(20.1) All reinforcements and replacements must arrive on the board as indicated—they cannot be held off the board. This rule is to be included to avoid confusion among players familiar with other games where reinforcements can be held back.

(20.2) Reinforcements (and replacements, since the German replacement rule governs replacements) may be placed on the board during movement on their impulse of arrival. (This rule has also been rephrased to list the ways that units may arrive on the board—by sea movement if they have movement on their impulse of arrival, by rail or by placement at no movement cost in a friendly edge hex."

In practice, this “change” (the exact arrival time was not specified in the old rules) affects only the sea movement of arrivals. It permits ports to be captured during movement and then help (by subtracting from the die roll the sea movement of units) to arrive on the board. This was done to keep the sea movement rules the same for on-board units and off-board units—both cases, sea movement can be done any time during movement.

(21.5) As indicated on the German OB chart, Italian replacements stop from 1943 on and all Axis replacements stop after 1944.

(22.4) A Russian Guards armored corps counts as an armored corps, not as a Guards corps; he can replace a Guards armored and another Guards corps the same turn, but he cannot replace a Guards armored and another armored corps.

(22.6) Everything you wanted to know about Archangel, but had to find on the Russian OB chart, Archangel generates replacements each Russian first impulse from January 1942 to November 1944, inclusive, provided that the Russian player controls Archangel at the beginning of that Russian first impulse. If the Axis player controls Archangel, the
Russian player loses the Archangel replacements for the rest of that game, even if the Russians later recapture it.

**VICTORY CONDITIONS**

**RUSSIAN CAMPAIGN** is a long game, and it can very easily end in a draw. To correct both of these problems, "SUDDEN DEATH" victory conditions have been added to the game. This is in addition to the old, normal "CAMPAIGN" victory conditions in the first edition. The players can agree to use either set of victory conditions before the start of play.

**SUDDEN DEATH VICTORY CONDITIONS:** Before the start of the game, each player must secretly record a list of objectives, one objective (city or oil well) for each year from 1942 through 1945. Each player must select each year's objective from a list of three objectives for his side that year. At the start of the first clear weather impulse of each year, both players reveal the objectives they chose for that year; if a player controls both his objective and his opponent's objective for that year, then that player wins the game immediately.

This system forces each player to commit himself to making a major advance to capture his own objective city—while at the same time making lesser advances to capture all of his opponent's possible objectives, as well as the objectives that will be important in future years. Failure to take his objective clearly signals that the player's major advance has been defeated—which implies that his campaign has been defeated.

The objectives have been carefully chosen to be about 75% attainable, given a moderately major effort to take them. (The exception is the 1945 objectives, which are difficult to take in order to make it harder for a player who is doing poorly to survive.) Both players have to plan to take all their opponent's possible objectives as well, however, and both players will do well to plan ahead to capture objectives that will be important in succeeding years. The net effect is to cause advances over a wide front, as both players jockey for an increasing advantage from year to year. For the Axis, the big hurdle is their 1943 objective; once past this, it is the Russians who have to worry about getting to their 1944 objective.

Also, the objectives were chosen to reflect the areas that were considered important in the actual campaign. The Caucasus, the Crimea and the Baltic States are all important at one time or another, in addition to the more famous cities of battle—Leningrad, Kharkov and Kiev—and the great cities of Berlin and Moscow. The Germans and Russians can find it very helpful to hold Sevastopol or Kursk.

Finally, among each side's 1945 objectives is the elimination of the opposing leader counter. This is a nice way of encouraging both players to be careful with their leaders—especially since the other 1945 objectives are difficult to take; eliminating an enemy leader can easily win the game in 1945.

**THE OPTIONAL RULES**

(26.2) Each replacement turn, the Axis player gets an additional German replacement for each SS unit that is in play but is not in the replacement box. (The old way of encouraging both players to be careful with their leaders is to eliminate the replacement box in 1943, which does not generate a substitute replacement that year.)

If the uneliminated SS unit is panzer, the replacement can be panzer, panzer grenadier or a 3-4 infantry unit; if the SS unit is panzer grenadier, then the replacement can be panzer grenadier or a 3-4 infantry corps; if the SS unit is infantry, the substitute replacement must be a 3-4 infantry corps.

This rule helps the Axis player, and recreates the effect the SS units had in draining military resources from the regular German army. In addition, it penalizes the tactic of throwing away SS units in risky maneuvers just because they are replaced free. (26.6) All rail lines that exit the same board edge are assumed to connect somewhere off the board, so railroad supply lines and units using rail movement may run off the board edge and re-enter elsewhere along the same rail line. In other words, the rail hexes are in friendly possession, etc.

There are pros and cons about using this rule. As a general principle, I dislike having important strategic points off the board, where they are invulnerable to enemy action; they have a tendency to counteract the idea that a player can make through diligent good play. On the other hand, railroads did exist, although they seem to have been little used for one reason or another. Many players seem to really like the idea, so here it is.

(26.7) During the first Axis impulse of the game (but not until the game set-up) treat Odessa as if it were part of the Odessa Military District, Kiev as if it were in the Kiev Military District, Minsk as if it were in the Western Military District, and Riga as if it were in the Baltic Military District. In other words, the appropriate Army Groups can attack these cities, with Stukas, on the first impulse of the game.

This rule makes it possible to recreate Guderian's 1941 move past Minsk, in addition to making Odessa (in particular) pay the Price of a bad Russian set-up. This rule helps the Germans quite a bit, particularly if the Germans keep their eyes on Minsk and most particularly if the Russians make a mistake—at the very least, it removes the irritating invulnerability of Odessa on the first impulse. I strongly recommend it, unless the Russian player is significantly less experienced than the German player—but that's just my opinion.

**SUDDEN DEATH VICTORY CONDITIONS:**

(26.8) New rule: The Axis player rolls for weather at the beginning of each impulse, and that weather is in effect for that impulse for both players. In other words, weather is rolled for each impulse instead of each turn.

This actually helps the game quite a bit, particularly if "MUD" rolls infuriate you. The weather rolls can be absolutely devastating; having more die rolls brings the luck closer to average than having less. Also, if you have three or four disastrous rolls, the overall effect is spread over several turns instead of ending in a draw. To correct both of these limitations, I strongly recommend it, unless the Russian player is significantly less experienced than the German player—but that's just my opinion.

**THE SCENARIOS**

You will be happy to know that the scenarios have been changed; now it is possible to play shorter games dealing with a single campaign or even part of a campaign (some of the Scenarios are only one or two turns long) or you can link selected campaigns together.

The Scenario system is built around choosing a starting date and an ending date, from among lists of dates given. Each date corresponds with one of the dotted lines on the mapboard; the Russian player must set-up along his side of the starting date's front line, then the Axis sets up and they go at it. The ending date's dotted line is used at the end of the game to determine victory; each player gains victory points for objectives (2 points for major cities, 1 point for minor cities or oil wells) he holds that are on the enemy's side of the dotted line. Neither side gets points for objectives on his own side of the line—in effect, each player gets rewarded only for exceeding the historical campaign.

Different strength levels are given for both sides for each start date, so both sides can start with roughly the strength that was available. Generally speaking, the Russians get varying numbers of armies (no corps—all corps are in the replacement box and have to be built), and the Axis gets their entire OB up through the start date except for the casualties that are listed for that start date. The changing composition of Axis casualties is interesting to look at, even if you never play a scenario! The scenario OBs are based on the actual maps of armies and each arm's OB in the theatre at various times, with a certain amount of juggling to reflect the overall decline in the quality of the Wehrmacht. Particular units could be removed if they were reported as suffering severe casualties, but otherwise the counter mix had to be altered to reflect the gains in effective strength, even though the Germans managed to keep their paper strength fairly constant throughout the war.

For the Russian OBs, the unimpeachability of unit quality, fluctuating unit organization and some peculiarities of the game's mechanics forced me to be more arbitrary. Rather than try to extract the particular corps from the Army OBs, I gave the Russians only armies for each OB; this also gives the Russians more flexibility, since they can then build the type of army they want from their eliminated units. Corps, with their smaller combat factors, can be more easily canceled without losing the extra replacement points that might be left over in trying to build combinations of larger units. To a certain extent, the Russians are obliged to set up according to the historical situation—they are obliged to set up along the front line and certain workers that were historically part of them but not included in their historical OBs, but otherwise, the Russians may set up freely, allowing the players to impose their own strategies on the historical situation.

A short look at the OBs shows the Russians ranging from 36 armies in May of 1942 to 54 armies in November of 1944; the Axis are dented but not crippled until after Stalingrad. The scenarios include 1942's "Fall Blau," Stalingrad, Kursk, and the Destruction of Army Group Center, and more.

**THE VARIANT**

Also included in the second edition of THE RUSSIAN CAMPAIGN is the "What If ..." variant printed in the GENERAL, Volume 13, Number 4, complete with the variant unit counters. The main reason for adding it is to stimulate the strategic decisions that were made in other theatres but that affected the war in Russia. The big "what ifs" of the war are covered—what if Hitler had not been delayed by the Balkan campaign, what if the substantial mobile forces in Africa had been sent to Russia, what if Hitler had sent the "Battle of the Bulge" reinforcements against the Russians—with the trade-offs that were involved with each decision.

**RAILROADS**

The railroad rules were changed somewhat and rephrased extensively; they were the most troublesome section of the old rules, but now all should be clear.

Rail lines have two functions in THE RUSSIAN CAMPAIGN: rail movement of units and extending supply lines to friendly cities (when supply lines are being traced at the end of the second impulse). To be used for either of the above functions, a rail hex must meet all of the following conditions: 1) the rail hex must be "in friendly possession"; 2) the rail hex must be out of enemy zones of control, and cannot be an enemy-controlled city; and 3) the rail hex must be connected to a friendly city by a rail line that is in friendly possession, that does not pass through any enemy zones of control, and that does not connect to another friendly city. Any enemy-controlled city, through which a friendly rail line is isolated from all friendly cities by enemy ZOC, enemy cities or enemy-possessed rail hexes, then that section of rail line is not usable.
Each side is assumed to have friendly cities off their respective board edges, so if a rail line leads off a "friendly" board edge (without passing through enemy ZOC, cities or enemy-controlled rail hexes), then that rail line is usable. The west edge of the board is friendly to the Axis, and the east and south edges of the board are friendly to the Russians. The north edge is not friendly to either side, so rail lines leading off the north edge are not usable unless they connect to an on-board friendly city.

There is also an optional rule that off-board cities along the same board edge also connect with each other, so units may move between rail lines that lead off the same edge; this is covered under optional rules, above.

The section about off-board cities is one of the changes in the rail rules; essentially, it was done to make the situation around board edges more reasonable. Attacks and defense were constrained in very unrealistic ways when one of the players got pushed back beyond his last city in an area; the situation was particularly bad around the Russian board edges in Hungary.

The train counters provided in the game are used to indicate which side "possesses" which rail hexes and lines. Each rail hex is always possessed by one side or the other - the last player who made the possession requirements given below. The train counters are always placed in the farthest rail hexes possessed by the Axis player - the Russian player possesses all the rail hexes beyond.

A player can possess possession of rail hexes only during his own turn; his units can capture the rail hexes anytime during his turn (either impulse or even during retreats), but the actual change in possession does not take place until the end of the player's second impulse - so rail hexes cannot be used for rail movement the same turn they are converted (they can be used for supply, since supply is traced after rail lines are converted). A player can do rail activities only on his own side of the rail head markers - and only if the rail line he is using connects to a friendly city.

Converting rail lines: On a unit's own turn, if that unit occupies or passes through a rail hex that has a rail connection back to a friendly city - and that rail connection does not pass through enemy ZOC or enemy-controlled cities - then the whole rail line from the occupied hex to the friendly city will be converted to friendly possession (at the end of the second impulse). This rail conversion must exist when the rail hex is occupied - it does not matter if the connection is broken earlier or later, the line will still be converted. (The occupied hex cannot be in enemy ZOC, since the occupied hex is converted as well.)

A unit does not have to advance up a rail line to convert it - the unit can bypass a whole section of line and just occupy a hex far up the line and convert the whole line up to the occupied hex. A unit does not have to stop in the rail hex to trigger the conversion - the unit can just pass through, and if the rail connection to a friendly city existed at the moment it passed through then the conversion takes place.

Notice, incidentally, that a player can never lose possession of rail hexes on his own turn and he can gain them only on his own turn.

It is possible to possess rail hexes far in the enemy rear, simply by keeping a friendly unit there whose ZOC blocks rail connection that the enemy needs to convert the rail line.

Cities are special. A rail line must have a connection to a city under friendly control for that rail line to be usable; a rail line that does have a connection to a friendly city is usable for all rail functions even if the friendly city is enemy ZOC. Thus, a supply line can be traced to a friendly city in enemy ZOC, and a friendly rail line can be used for rail movement if it connects to a friendly city in enemy ZOC, and a rail line can be converted if it connects to a friendly city, even if the friendly city is in enemy ZOC.

However, the enemy ZOC still prevents rail movement onto or through a friendly city.

Notice also that a city is not converted automatically like other rail hexes - a city must be controlled, i.e., captured by ground units, before it can be converted to friendly possession. A city must be in friendly control and out of enemy ZOC before it can be converted to friendly possession.

A look at rail line possession

1A. A simple case. At the start of the Axis turn, the situation is as above. The Axis unit moves as indicated; at the end of the Axis turn the rail heads will be adjusted as seen in 1B below.

1B. The situation after the Axis turn. The railroad is usable and convertible.

2. An important point. At start, the situation is as above. The German unit moves as indicated, but since the Russian unit blocks the rail connection back to the German city the rail line is not converted at all.

3. Now, a tricky point. It is the Russian turn, the rail lines between the rail heads are in Russian possession. The Russian unit moves away. These rail lines are still in Russian possession, the Axis player cannot use them during his turn but they will be converted to Axis possession at the end of the Axis turn.

4. A final pair of points. The German 41st Armored unit cannot use rail movement; the Russian-controlled city (Voronozh) blocks the rail line. The German 60th Infantry unit can use rail movement, however, even though the friendly city is connected to it in enemy ZOC.

It might be helpful to take a close look at the effects of enemy ZOC. Enemy ZOC simply negate a non-city rail hex for all friendly rail purposes - it is as if that rail hex did not exist, as long as there is an enemy ZOC in it. (Enemy-controlled cities have the same effect.) In a city friendly to control, an enemy ZOC does prevent rail movement in that city hex and conversion of that city to friendly possession, but the ZOC neither cuts the rail lines into that city nor stops the rail lines from being usable and convertible.

CLARIFICATIONS

There were a few rules that were clearly stated in the old rulebook that caused a lot of questions nonetheless, sometimes because they were stated in an offhand manner, in passing, and sometimes because some of you folks out there just didn't believe that we meant what we said. These sections were rephrased so that now it should be crystal clear what each rule means. A few of the more popular questions:

(5.2) Any land area enclosed by a hexside is a playable hex - edges hexes and coastal hexes without coordinates are both playable.

(10.3) Each side may use sea movement only once per turn in each sea area, on either impulse.

(15.1) Stukas increase the odds by three levels - NOT three columns. Three odds levels might equal three columns, but it might not; a 1-1 becomes a 1-1-1, a 3-1 becomes a 6-1.

(16.3) Units that make an AV attack cannot attack the remainder of that turn; if they are forced to attack, i.e., if they are in the ZOC of an enemy unit and no other legal attack can be made against that enemy unit, then they must surrender at the very beginning of the combat phase (this is another application of the "illegal attack" rule, no. 12.9). This just clears up one of the odd circumstances that can arise when units that AV are trapped in enemy ZOC. This may sound unrealistically harsh, but it is intended to (forbiddingly) dissuade players from making AV attacks in congested positions; presumably, an AV against part of a heavy enemy line involves suicidal frontal assaults.

TRICKY TACTICS

In the RUSSIAN CAMPAIGN there are a number of tactics that seem shady but that are legal - and that are intended to be used. Despite the fact that these tactics are legal under the rules, a number of players have questioned them; also, other players have asked about other tactics which are clearly forbidden by the rules. To clear up the confusion, we will address each tricky tactic in turn and explain whether it is legal or illegal.
I. I. 13.4 Can Axis units set up opposite Military Districts that they cannot attack on the first impulse?

The units in the Army Groups can set up anywhere in Poland, Hungary or Rumania ("Rumania" is to be read as all of the units in Army Group North could set up in Rumania and move into the Odessa Military District on the first impulse of the game, as long as they did not attack any units; they could even move over AVd units in the Odessa Military District.

(3.4) Can the cities Odessa, Kiev, Minsk and/or Riga be attacked on the first impulse of the game?

NO! These cities are not in any Military District.

(3.4) Can the Axis player use Sea Movement on the first turn of the game?

NO! Sea Movement counts as movement—units that cannot move directly from one enemy ZOC to another enemy ZOC. Notice that a unit can be "frozen" in place if it is in enemy ZOC and all adjacent hexes are in enemy ZOC. Of course, if any of the enemy ZOC are removed by automatic victory attacks, then the unit could move, as long as it does not move directly from one enemy ZOC to another.

(8.3 & 8.4) A unit that starts the second impulse in enemy ZOC cannot move. If the enemy ZOC is removed by an automatic victory attack, can the unit then move away?

NO! A unit cannot move if it starts the second impulse in enemy ZOC, regardless of what happens to that ZOC later during the impulse.

(8.3) Can units or supply lines move along the rail line from HH1 to GG19?

This rail line can be used only for rail activities; units that are using rail movement or supply lines that are running along the rail line to a friendly city may move over this rail line, but normal movement and the 8-hex supply line to a rail line cannot move over this rail line.

(11.1) Can Army Group HQs or the Stavka unit use rail movement?

No. These units are too powerful to be given the enormous flexibility of rail movement.

(13.3) Notice that the defender must be retreated two hexes on a DR or DI result, but the loser must be retreated one or two hexes on an EX, AR or AI result.

(13.4) Can the attacker retreat his own units forward, or the defending units "forward" deeper into the attacker's lines?

Yes! The attacker may "retreat" his own units forward,—this simulates the historical practice of "sliding past" an enemy strongpoint rather than storming it; the German panzer divisions used this tactic extensively to make their penetrations during the 1941 campaign. The attacker may also retreat defending units away from their own lines,—this simulates a victorious attacker's ability to control the thrust of his attack—and thus control the defender's retreat by capturing crucial road junctions, penetrating a particular part of the defender's line, etc.

(15.3) An attack can be executed against defenders in different hexes. Can a Stuka be used to increase the odds of the entire attack? Notice that each attacking unit must be adjacent to each defending unit for this kind of attack to be made, however.

(17.1) Supply lines need not go to a friendly board edge—they can just go to a city under friendly control, even if that city is isolated from all friendly board edges. This rule is necessary to simulate the sieges that took place on the Eastern Front; in particular, the German pocket at Stalingrad held out from mid-November 1942 until early February 1943 without a supply line. Similar pockets were formed continually throughout the campaign, and as a general rule although they might be weakened by starvation, they had to be taken by storm—the supplies in the front-line depots (which were normally located near the rail-net cities) could keep an isolated army alive as a fighting force for a considerable time. These depots could also keep the front-lines functioning even in the face of severe partisan disruptions along the rail lines to the rear; it is the effect of these depots that is recreated by this rule.

The Russian player is attacking Bryansk, during a snow month of the second winter.

First attack: 1st Guards against the German mountain corps. The German unit has a two-hex supply line to Bryansk in the Rumanian's hex cuts the two-hex supply line to Bryansk.

Second attack: 2nd Guards against the German 3rd. The German unit is a two-hex supply line to Bryansk, through hexes "A," which is not in enemy ZOC. (During the first winter combat supply lines can be only one hex long and the German unit would not be supplied in this situation.)

Third attack: 3rd Guards against the 5-4 in Bryansk. The 5-4 is combat supplied. So, as an example, that an exchange is rolled, eliminating both attacker and defender. Bryansk is now unoccupied and in the ZOC of both the 2nd Russian Armored and Axis unit, neither side controls it. It no longer is a source of combat supply.

Fifth attack: Russian 2nd Armored against the German 6-7. The German is not combat supplied. Bryansk is not under friendly control. Assume the Russian unit is eliminated anyway. Now Bryansk is in undisputed Axis ZOC —it is controlled by the Axis again!

Sixth attack: Russian 3rd infantry against the German 4-4. The German unit has a two-hex supply line to a friendly city, Bryansk, and so it has combat supply!

(17.2) "Combat supply": During the first winter Axis units must be able to trace a "combat supply" line no farther than one hex to a city under friendly control—so the unit must be in or adjacent to the friendly city. During the second winter the unit must be able to trace a "combat supply" line up to two hexes to a city under friendly control—so the unit must be in, adjacent to, or have no more than one hex between it and the friendly city.

The city can be in ZOC and the unit can be in ZOC, but the unit still has "combat supply." However, during the second winter if a unit is tracing a two-hex path to a friendly city, then the hex between the city and the unit cannot be in enemy ZOC nor occupied by enemy units.

(17.3) Cities assist sea movement, make rail lines usable, cause rail lines to be converted, and are sources of supply and combat supply. Do all of these effects on the same impulse that they are captured (i.e., on the same impulse that they come under friendly control)?

YES! As soon as a city comes under friendly control it immediately has all the above effects—for example, a port could be captured during an impulse, and it would assist the sea movement (by subtracting 1 from the sea movement die roll) of a unit moving by sea later that impulse! Whenever a reference is made in the rules to a "friendly city" or a "city under friendly control," the reference is to a city that is in friendly control at that moment, regardless of who controlled it earlier or later that turn. Similarly, if a player loses control of a city then that city no longer counts for any of the above purposes.

(19.2) Can The Axis player arrange for an Axis unit to move by sea later that impulse! Whenever a reference is made in the rules to a "friendly city" or a "city under friendly control," the reference is to a city that is in friendly control at that moment, regardless of who controlled it earlier or later that turn. Similarly, if a player loses control of a city then that city no longer counts for any of the above purposes.

NO! A unit cannot move if it starts the second impulse in enemy ZOC, regardless of what happens to that ZOC later during the impulse.

(21.2) Can the Axis player arrange for an Axis unit to move by sea later that impulse! Whenever a reference is made in the rules to a "friendly city" or a "city under friendly control," the reference is to a city that is in friendly control at that moment, regardless of who controlled it earlier or later that turn. Similarly, if a player loses control of a city then that city no longer counts for any of the above purposes.

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NO! A unit cannot move if it starts the second impulse in enemy ZOC, regardless of what happens to that ZOC later during the impulse.

Virtual Movement allos...
WASHINGTON, D.C.  
November 30, 1975

THE GENERAL

PBM LUFTWAFFE

OPERATION CUSTER BY MAIL ON THE AMERICAN PLAN

LUFTWAFFE can be one of the most enjoyable of AH games, and contrary to some of the conventional wisdom is easily played by mail. By this I don't mean with the super-unrealistic system of the basic game either, but with the combat rules of the Advanced Game, and individual unit take offs, tank drops and landings. All that is needed is an AHKS type set of OB sheets (See example) and a system of grid coordinates, as well as such that provided by AHKS.* The movement of each unit is recorded each turn, and its actions. The AH Ops sheet is still the best for recording combat, tank drops and other details.

Like the basic game, Operation Custer has 20 turns; however the outcome is usually decided in 10. (If it takes longer, the American has not properly planned his missions and deserves to lose.) This compares very favorably with most games. The mail game procedure begins with the German player supplying his initial dispositions. The American then plans and records his missions. These can either be sent to his opponent in a sealed envelope, or coded, as has been suggested for other PBM games. (See Nov-Dec GENERAL, 1975, p. 12.) In either event, he must put forth for each unit: (1) turn of appearance at R line; (2) hex of appearance at R line; (3) targets. Upon receipt of the sealed (coded) mission plan, or simultaneously on a pre-set date, the German player sends his initial move. So much for details...

In Operation Custer the American must destroy 14 of the 17 German oil targets, and hold his losses to 1 factor less than double those of the German. Whether he gets 14 refineries or not depends upon his mission plan. Some of the targets are snaps, notably Mannheim. Others, such as Pardubice, are very difficult. The plan should call for a coordinated effort which will make maximum use of all the capabilities of the available units. Ideally, the Luftwaffe should be able to cope simultaneously with threats to all of the refineries, and as effective interference as possible from the American fighters.

In the center of Germany are located the oil targets where the bitterest air battles are apt to be fought. This is because there are 9 such targets in the triangle, Hamburg-Brux-Berlin, which can be defended effectively by a concentrated group of fighters against attack from all quarters, yet must be attacked. The strategy of the American Plan is to attempt to have 3 groups of heavy bombers arrive at this area simultaneously from 3 diverge directions. Because this is the area where fighter defense is easiest, the heaves, with their effective defense factors, and most of the fighters are directed to it. Here is how to do it on the American Plan.

Force 1 is the sneak raiders. For these use the maximum permissible, 5. As there are more B-24's than B-17's, use the former. Since it is easiest to approach Berlin and Ruhland from this tangent, place this Force at L39 on turn 3, after the appropriate advance notices. Assign I Group to Berlin, 2 to Ruhland, 1 to Merseburg and 1 to Leipzig. Unless the German extracts tremendous losses in the 2 turns he has before the capital can be reached, and is lucky in his selection of units to be eliminated, the I Group tagged for Berlin should be enough. Ruhland is assigned to 2 Groups because it is 1 turn farther, and like Berlin, awkward to be approached from any other direction. The other groups share their targets with Force 2.

Force 2, consisting of the remaining 7 B-24 groups, enters from FF-10 on turn 3. Use the余main of the B-24's here rather than the more numerous B-17's because there are fewer airfields along the planned route available to the Luftwaffe for staging, and no immediate targets to be protected. As a result, initial opposition is apt to be lighter, and composed of long range, lower rated fighters. This Force heads straight toward the top of the board for one turn; then turns left and proceeds on a line for Bohlen. This may serve to keep the Luftwaffe controllers in doubt as to the intended targets for this turn, which is worth having to face the AA fire at Zwickau and Salzburg. In this Force assign 2 Groups to Brux, 2 to Bohlen, 2 to Leipzig, and 1 to Merseburg.

Force 3 is the B-17's. Enter them in one big group from B-24 on turn 3. The 9 B-17 Groups' targets are divided: 1 to Gelsenkirchen, 2 to Dulmen, 2 to Hamburg, 2 to Hannover, and 2 to Braunschweig. This group usually has to fight most along the planned route available to the Luftwaffe for staging, and no immediate targets to be protected. As a result, initial opposition is apt to be lighter, and composed of long range, lower rated fighters. This Force heads straight toward the top of the board for one turn; then turns left and proceeds on a line for Bohlen. This may serve to keep the Luftwaffe controllers in doubt as to the intended targets for this turn, which is worth having to face the AA fire at Zwickau and Salzburg. In this Force assign 2 Groups to Brux, 2 to Bohlen, 2 to Leipzig, and 1 to Merseburg.

So far we have dealt with 11 oil targets. The 12th is taken care of by sending the B-25 Group Force 4, to Mannheim. Enter this group on turn 7, when nearly all the Luftwaffe is busy elsewhere, from Q-13. While you are assured of getting this refinery anyway, this timing gives maximum assurance that the unit can return safely and thus help with the second half of the victory conditions.

The remaining 2 refineries (assuming the foregoing plans do not meet with adversity) must come from the eastern group, as Pardubice is just too isolated. Force 5 consists of the B-26's. They enter from NN-10 on turn 7; proceed to NN-15; then bee-line it for Mistelbach. 2 Groups are assigned to Bratislava, 2 to Mistelbach, and 1 to Vienna. This approach takes them farthest from interceptors moving out of the "triangle" area.

Force 6 is the A-26 Group. It enters also on turn 7 from QQ-7; proceeds to QQ-18; and from thence to Vienna. This group will be even harder to intercept.

Fighters are assigned as follows: The B-38's and one group of Mustangs fly close escort for Force 2. Force 3 has 1 Mustang and 1 P-47 Group giving close escort. Force 5 has 1 P-47 Group. These close escorts will drop tanks if attacked, but not all in the same turn, in the case of Force 2 and Force 3. With these groups, the first time attack, only the P-51's will drop tanks. If eliminated, the P-38 or P-47 survive, those surviving units will drop tanks on the next attack.

The remainder of the fighters enter in independent clusters, as hunter-killers, or rat-catchers, if you will. The B-47's are entered at B-24 or thereabouts on turn 4. The Mustangs enter around P-14 on turn 3. Both will sweep into Germany ahead of the bombers. Their role is extremely flexible. They should strafe aircraft on the ground, particularly the jet or rocket units, if the opportunity presents itself. They should attack the German fighters in the air at every opportunity, making them pay dearly for approaching the bombers. The American player should always scatter these fighter units to separate hexes for each Group at the end of a turn, preferably not over a city, to reduce losses in attacks on them.

He then joins together as many as possible to make his next attacks, and disperses once again. Tanks should not be dropped unless necessary to obtain maximum kills in "must" situations—or to get the jeeps. It is desirable to have the fighters present even after the missions are completed, and the bombers are returning to the R line, in order to keep the loss ratio as favorable as possible. For that reason, many attacks will have to be made with tanks on, paying the penalty on the die roll.

If the American Plan works to perfection, the result should be 16 oil targets eliminated. This gives a margin of 2 for failures. The German in such a case will have faced a coordinated attack all over the board, which will have required great skill and insight. I would now proceed to write several paragraphs setting forth how such a German player should go about coping with the American Plan, but I'd rather teach it individually in a game!

* Placing the board with the NW edge at the top, letter the horizontal rows A through QQ. Starting in the lower left hand corner, number the NW to SE columns 1 through 46. Aachen is on I-20; Budapest, on NN-21; Warsaw, A-A-39.

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Contest No. 77

It is late in a game of AFRICA KORPS and the British have most of their strength in Tobruch and at sea. The British home base is garrisoned by only a supply unit—the British player thinks it is not possible for an Axis unit to get there.

But it is possible! Rommel is out of play (back near the German base helping supplies move up, naturally); only the Axis units pictured are available. Just draw in the position of each German unit—if you get the positions right you'll assume you worked out the rest. Assume the worst possible die rolls—and it is still possible to guarantee the fall of the British home base, regardless of what the British have at sea.

Solutions that guarantee the most British casualties will win ties; if a further tie-breaker is needed, the solution with fewest probable Axis casualties will win.
Robert Beyma is an expert gamer whose presence commands respect at tournaments all along the East Coast. His game analyses (especially 1776 - A COLONIAL OVERVIEW, Vol. 12, No. 1) have always been factual and well-received. RED OPTIONS is no exception and exhibits a solid knowledge of the game's nuances. However, our developer of the game finds his advice in one regard directly contrary to his own conceptions of good Russian play. Read the article through and see if you can find our source of discontent before reading our summation printed in italics.

You have just sat down to play THIRD REICH and have ended up with Russia. So you figure that you can sit around for a couple of hours and wait for the war to start. Wrong! The Russian player has to get to work early in this game. There is a lot to do in the six turns prior to 1941. Barring any wild results in the west, the war will likely be resolved on your turf. Before you get too smug over your importance bear in mind that Russia needs a lot of Western help to rebuild. Carefully played, the Russians can maintain just enough BRPs to ride out the German assault.

The essence of Russian strategy is survival! This means keeping at least 75 factors in play. This fact must be of paramount importance in all of your planning. The threat of conquest is much less after the addition of the rest of your force pool in 1942. At that time the Russians may begin to think about a counteroffensive.

An examination of the Russian force pool reveals that only 110 factors are available until the Spring of 1942. Note that only 68 of these factors are ground units. Obviously, the loss of the fleet cannot be afforded. Remember that naval units take four turns to rebuild even if you have the BRPs. The air units must be used very sparingly as they are costly to rebuild.

Russia is at a significant BRP disadvantage versus Germany in 1941. Every effort must be made to conserve BRPs early in the war. A reserve must be maintained to cover emergency situations that will invariably arise near the end of a year. Carefully played, the Russians can maintain just enough BRPs to ride out the German assault.

The Russian Army must try to avoid large encirclements. The real threat here is that the encircled units will die of isolation. This means that they will not be in play at the end of your turn. If too many of your units die in this manner you may not be able to keep 75 factors in play. At best your line will be weak for the upcoming Axis move. The alternatives are not pleasant. You can burn an offensive option and counterattack. If you merely open up a supply route to the entrapped units you will likely find them more securely encircled next turn. You can counterattack with the encircled units, get them killed, and then rebuild them where you wish. This tactic is a big drain on your BRPs and should be reserved for emergencies. A little prevention is worth a lot of cure in this instance. The best way to avoid major encirclements is to defend in depth. This will allow you to expel a few weak units up front to limit the effects of German exploitation.

All of your fine defensive efforts will likely be wasted if the Axis manage to get 2 moves in a row at a critical time. Mildly putting it, two moves in a row is devastating in this game. Seasoned players have been known to have a near breakdown at the mere suggestion that the enemy might get two turns in a row. There is not a Russian defense line in the world that will stop two consecutive German moves. What you need to do is to coordinate very closely with the other Allied players to avoid having this occur. This may occasionally put a squeeze on your unit construction so do not cut it too close.

If your diplomatic efforts have fared well, you should be getting lots of Lend-Lease shortly after being attacked. You need it! What's more, the Western Allies need to give it to you. The Russians can utilize the BRPs much more efficiently against the Germans than they can. What you need to do is to see to it that the necessary Lend-Lease routes remain open.

The Russian player has several basic decisions to make early in the war. A good place to start our discussion is the initial setup. Remembering the
concept of survival your first consideration should be the placement of the fleet. The fleet must be kept in play until at least 1942. This virtually rules out the Baltic. Once placed there they are not permitted to leave. The Germans can just about always manage a 1-1 against Leningrad in 1941. This leaves the Black Sea or, more specifically, Batum. Properly done, the Germans can almost always be kept out of Batum until at least 1942.

A quick glance at the board will show that Batum is perilously close to the Turkish border. The Turks have a fairly decent army and should be able to hold the straits for a while in the event of a German invasion. And then there is always the good old British presence in the Middle East. The problem is that somewhere you will be achieved. Through Turkey in 1 or 2 turns. What’s mere German invasion. And then there to hold the straits for a while in the event of a

in 1940 and disadvantages to consider.

I. The Russian ground forces will be spread thin in 1940 and 1941. The threat of German invasion of the Baltic States, Eastern Poland, and Germans will gain them and be on your flank. The Russians should be collectively called the Baltic. Forces should be allocated to occupy all of the cities in these territories on the first turn.

Leningrad should be defended with the maximum forces available. This includes stationing two 3-3s there sometime in 1939. The air units should be initially placed in the north where they can be used to stop a surprise German attack on Leningrad and Moscow.

If you are fortunate enough to find any ungarrisoned Axis minor allies, attack them! Elimination of one or more of these will seriously hurt Germany later in the game. Germany will likely be too busy in the west early in the game to intervene against you.

The topics of force pool builds and BRP position go hand in hand. The Russians should build their entire force pool in 1939 because you do not get a permanent BRP base growth in the 1940 Year Start Sequence. Any BRPs that you save in 1939 will be wasted. The chart below shows typical BRP expenditures and growth early in the war.

CHART #2

<table>
<thead>
<tr>
<th>BRP 1939-1941</th>
<th>Don't Invade</th>
<th>Invade Turkey</th>
</tr>
</thead>
<tbody>
<tr>
<td>1939</td>
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<td>90</td>
</tr>
<tr>
<td></td>
<td>Baltic</td>
<td>-25</td>
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<tr>
<td></td>
<td>Deel. of War</td>
<td>-10</td>
</tr>
<tr>
<td></td>
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<tr>
<td>1940</td>
<td>Start</td>
<td>115</td>
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<tr>
<td></td>
<td>Off. Option</td>
<td>-15</td>
</tr>
<tr>
<td></td>
<td>Builds</td>
<td>-6</td>
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<td></td>
<td>Est. Losses</td>
<td>-4</td>
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<td></td>
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<td>90</td>
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<tr>
<td></td>
<td>Growth</td>
<td>27</td>
</tr>
<tr>
<td></td>
<td>Conquests</td>
<td>55</td>
</tr>
<tr>
<td>1941</td>
<td>Start</td>
<td>172</td>
</tr>
</tbody>
</table>

Everything possible should be done to minimize BRP expenditures in 1940. The next BRP base growth in 1941 will likely be the only one that you will ever get. BRP expenditures should be limited to a possible offensive option to conquer Turkey and to completing your builds. The Russians should start 1941 with anywhere from 150 to 170 BRPs. This figure can be deceiving because you can lose up to 85 BRPs during the year. (Baltic-25, Turkey-30, Moscow-15, and Leningrad-15). You can see why Lend-Lease is so important. Meanwhile the Germans with their minor allies will be in the 300-350 BRP range.

The Russian initial setup on the main front must accomplish two basic objectives:
1. It must guard against a first turn German blitz particularly at Leningrad.
2. Your forces must be in position to occupy the Baltic on the first turn.

The diagram shown below demonstrates a relatively safe Russian initial setup. It assumes a first turn invasion of Turkey. The arrows indicate the first turn occupation of the Baltic. Note that the air units can be transferred south in plenty of time for an attack on Ankara.

The remainder of your forces should concentrate on the Turkish border. The diagram below shows these units prepared for a Fall 1939 invasion of Turkey. It does not hurt you any to deploy here on the first turn. These units could always be redeployed home if you get attacked on the first turn.

Diagrams 31 & 32

After Turkey is conquered, a double line defense of the straits should be set up. This defense will not stop the Germans but it should slow them down until you can reinforce. The Russians really can not afford any more forces in Turkey in 1941 if the main front is to be held. Of course, the Germans will have to weaken their Eastern front in order to attack you in Turkey. Do not forget that the Germans can
THE GENERAL

DIAGRAM 8
DEFENDING TURKEY

declare an offensive option in Turkey during Winter 1941. Once the Germans attack try to interest your British ally into helping you defend Turkey.

There are several schools of thought on invasion defenses. I will present three of them, the last one being discussed in some detail. Normally the German attack will not occur prior to 1941. By that time your initial armies should be fully mobilized. Russian forces should be occupying the Baltic and Turkey.

The first defense is the double line defense. This consists of a weak line of infantry along the border and a second line of strong units immediately behind them. The advantage of this defense is that the Germans can easily surround most of your second line by attacking every other hex and advancing with armor units. Additionally this type of defense is vulnerable to an airborne assault against your second line. This type of defense becomes more useful in 1942 and 1943 when you have enough units for three lines of defense.

The second type of defense is the void, or vacuum, defense. The initial screen is deployed far enough back so that Axis infantry cannot be used to attack it on the invasion turn. This will have the added advantage of placing it out of the range of most of the Axis air units. The advantage of this defense is that the Germans will put too much pressure on you on the first turn of the invasion. The disadvantage is that it surrenders a lot of terrain quickly. This means that you can kiss the Baltic goodbye in 1941. Additionally, the German attack on Leningrad and Moscow will develop rather quickly.

DIAGRAM 9
"SPACED ARMOR" INVASION DEFENSE

AIRBORNE/ARMOR BREAKTHROUGH OPERATIONS:
1. Attack 1-3 (28) at 5-1 and advance.
2. Drop airborne unit on 2-4 (8) and add a 5-4 air unit for a 2-1 attack.

The third type of defense is a combination of the first two. I call it a "spaced armor" defense. This defense places a screen of 1-3s on the border. The main line is placed far enough back to make it difficult for the Germans to attack. See the diagram below.

The Divina River is used to triple the second line in the North. The second line in the South is far enough back to prevent a breakthrough or a major encirclement. The important Baltic States are defended by extra units. The air units are deployed for possible defensive air support for the important sectors of the second line. The advantages of this defense are threefold:
1. The bulk of the Axis armies will be held up for a turn on the border while most of yours will remain intact.
2. The effects of German exploitation will be reduced. In some cases an armor unit will have to be "dropped off" before reaching your line.
3. It gives you a chance to hold the Baltic and Leningrad for a while.

The primary disadvantage is that it sacrifices the first line. Hopefully, the Germans will kill most of them for you. If not they might be able to tie up German redeployments. This defense is still somewhat susceptible to an airborne drop.

3. Attack 1-3 (29) at 5-1 and advance.
4. Exploitation: 4-6 (47) 1 SE Kiev, 4-6 (46) 1 SE Kiev, 4-6 (41) Kiev, 4-6 (19) 2 NW Kiev
5. 45 (40) vs 4-6 (50) vs 2-3 (9) at 2-1 and advance.

The whole Russian army is isolated using (2) 5-1 and (2) 2-1 attacks.

The airborne drop mentioned above can be a very devastating maneuver. The airborne unit is dropped during the initial combat phase on top of a key unit in the second line of defense (see diagram below). Air support is used to get a 1-1 or, preferably, a 2-1. This key unit is eliminated and a hole is opened in the enemy's second line. Your exploiting armor can then pour through this gap and surround large elements of the enemy force. A good defense is to place a few extra units, particularly armor, behind your second line. Another defense is to leave a lot of space between your lines and to cover the second line with defensive air. The Axis airborne threat becomes even more severe when the Italian airborne unit shows up in 1942. Of course, the Russians can use this same maneuver later in the war when they go on the offensive.

Thus far, most of our attention has been devoted to ground units. The vast majority of the war burden must be carried by the army. However, the Russians can get certain limited use out of their armor units. Their principal use is in the threat of defensive air in key low odds battles. The Russians do not have the BRPs to trade air units with the Germans. It is hard to believe that the Russians cannot afford even attrition but it is a fact of life in this game.

Early in the game the 15 air factors are needed to keep Russia in the game. They should be deployed behind the second line for possible use as defensive air in selected exploitation battles. Under no circumstances should you allow the Germans to counterair your air units. By carefully maintaining your air units you will deny the Germans complete air superiority. This will force the German player to somewhat limit his own air usage. Later in the game the Russians can afford to be a bit more aggressive with their air units. Staging gives you the capability to concentrate your air units in a critical sector for a key offensive operation.

No matter what defense is employed the Germans will hit you hard the first two turns of the invasion. The big question now is how to counter this initial assault and reach a reasonably good position by the end of 1941. It is very important to try to hold at least one Baltic city until 1942. If you can hold just one of them you will retain the full 25 BRPs for the Baltic for 1941. What's more you will deny this 25 BRPs to the Germans in the 1942 Year Start Sequence. The best cities to attempt to hold are Tallinn and Parnu. The invasion defense shown earlier attempts to vigorously defend this area. Do not forget to defend the beach at Parnu.
Some form of counterattack may be necessary to hold this area. Holding this area has the additional benefit of keeping the Germans away from Leningrad (another 15 BRPs) until at least 1942. A pattern of defense is starting to emerge. It is called protect your BRPs. As long as the Russians maintain their BRPs they will be able to replace their losses and hold the front. The Germans will eventually take the Baltic, although hopefully not until 1942. With competent play, the Germans can usually be stopped short of Moscow and possibly Leningrad in 1941. The Moscow-Leningrad area should be very strongly defended at the close of 1941. You can afford to give some ground in the South. The Allies will get two moves in a row in Spring-Summer 1942. The line can be stabilized and the Germans pushed back with the influx of the remainder of your force pool and American aid.

Every effort should be made to hold Turkey through 1941. The 30 BRPs can be really useful. The odds favor you retaining Turkey once the rest of the force pool arrives in 1942. Turkey also bars Axis access to Persia where your very important Lend-Lease cities are located. Care should be taken to protect these cities and Volgograd (the Northern Lend-Lease city). The danger of Russia being conquered after 1941 are minimal as long as the Lend-Lease routes are open.

More moves than not in 1941 and 1942 you will find large portions of the Russian Army isolated at the beginning of your turn. A judgment will have to be made on whether to attempt to save them. There are basically four courses of action facing you:

1. Declare an offensive option and try to break through to them.
2. Declare an attrition option and try to open up a supply route.
3. Declare an offensive option and try to kill off as many of the entrapped units as possible. They can then be rebuilt for use in the next line of defense.
4. Declare an attrition option and forget the isolated units.

There are three basic considerations in determining which courses of action to employ:

1. Number of factors needed in order to keep 75 factors in play.
2. Formation of a viable defense line for the following turn, and
3. BRP reserve.

If some of the isolated units are needed to keep 75 factors in play then you must find a way to free them. Breaking isolation by attrition can be risky. Normally, German armor units are surrounding you. Because of their zone of control and a certain degree of freedom in attrition retreats it is difficult to reopen the supply route.

Counterattacking the surrounding enemy armor is usually a surefire, although more costly, method, but has the added benefit that the armor you kill will not be around to enrage you again next turn. If you generally does you little good to save an entrapped army only to have it more tightly encircled the following turn. Your BRP reserve will most likely influence whatever decision you make. If you are fortunate enough to have two moves in a row coming the units could be lost and still rebuilt in time for the next German offensive. An example of a typical encirclement situation is shown below.

The Russians are fortunate in this situation to have both good counterattack and attrition choices. Two key German armor units can be surrounded. Attrition on the 6+ table will guarantee their elimination. Provided sufficient BRPs exist the Russians have excellent counterattacks on several of the armor units. In this situation there are too many encircled units to kill them off or to allow them to die.
An interesting feature of THIRD Reich is the use of variant counters to add a little variety to the game. Their play at an opportune time can have a big impact on the game. Naturally you want to get on good terms with your British ally right away and find out which counter(s) you have. Remember that he is giving to the Allies advantage to strategize the Alliance game. Use a little diplomacy. Work together as the game proceeds to determine which possible counter(s) the Axis have.

The two counters that most interest the Russians are 9 and 10.99 — This counter is for emergency use, and should be saved for when you really need it. It can also be used to set up two moves in a row or foil an attempt by the Axis to get two moves in a row.

#10 — This counter is your ace in the hole. It is even better than your winter bonus in 1941. Besides the free offensive option you can sometimes catch the Germans with their pants down as they might not be expecting it later in the war.

The only Axis variant that can really be compelling is number 7. This must be guarded against from the very beginning of the game. The best way to neutralize this counter is to conquer Turkey early in the game. Watch out for number 6 as this counter can be used to set up two Axis moves in a row or foil one that you were expecting to make. This game is your pretty good position by mid-1942. Now what do you do? Unless the Allies are doing very well overall you still need to be careful. The Germans still have a lot of punch left in 1942 and 1943. The Russians need to stabilize the front and fully mobilize during 1942. Massive attrition attacks can be used to recapture some terrain and kill some Axis units. At this point in the war, the Germans will not be expecting it later in the war.

So you find yourself in a pretty good position by mid-1942. What do you do? Unless the Allies are doing very well overall you still need to be careful. The Germans still have a lot of punch left in 1942 and 1943. The Russians need to stabilize the front and fully mobilize during 1942. Massive attrition attacks can be used to recapture some terrain and kill some Axis units. At this point in the war, the Russians will be doing very well overall you still need to be careful. The Germans still have a lot of punch left in 1942 and 1943. The Russians need to stabilize the front and fully mobilize during 1942. Massive attrition attacks can be used to recapture some terrain and kill some Axis units. At this point in the war, the Germans will not be expecting it later in the war.

The winter 1941 move can often really burn the Germans. Here is what you want to do:

1. Save enough BRPs for winter to be able to counterattack.
2. Try to move last in the winter turn. The Germans will not be able to hurt you much on their turn. The German Army will then be weakened for their Spring 1942 offensive.
3. Attack every undoubled unit in sight, especially armored, at 1-1 or 2-1 odds. This will use up the remaining BRPs for rebuild for spring.

The winter 1941 move can often turn the whole tide of the war in the East.

Thus far we have discussed some of the decisions and techniques of getting to something you might call a reasonable position. Basically, this should be a defense no further east than a line running from Moscow to Rostov. The Russian force pool should be fully developed and the BRP position secured by mid-1942. With American impetus, the Allies should be in a position to take the war to the Germans.

Here are a few thoughts on arriving at this position. The Russians should strive to delay the German attack as much as possible. Some players feel that it is in the Allies best interest to draw an early attack on Russia. This is likely to be true in the Coalition game. It is certainly not in Russia's best interest in the Alliance game. (Once players familiarize themselves with THIRD Reich, the American advantage will probably be overwhelmed by the commonly played multiple player version.) The Allies will almost assuredly win but not you. Stalin perceived this and did things he could to delay the war. Russia runs the risk of being conquered before full mobilization can occur. England and France might be less than eager to take the pressure of you. Remaining neutral should not be difficult since the Germans will also be trying to avoid an early fight.

All of this is not to say that Russia should stick his nose up at the Western Allies early in the game. What it means is that everyone should lay their cards on the table right from the start. Properly played, a 5 or 6 player Alliance game can be a most interesting experience.

Russia and England have the opportunity to secure the entire Middle East region during the first two years of the war. Persia should be occupied and the South Arabian objective route secured early in the game. Normally, one gets France to shell out the 25 BRPs for Persia as they usually have "surplus" BRPs anyway. However, this may require a bit more negotiating in the Alliance game. Once Russia enters the war, the Middle East can be jointly divided between Russia and the Allies. This will protect both players flank and ease some potential supply problems. Additionally, this area is a good base of operations for countering the Axis later in the war.
I was well into playtesting ARAIB-ISRAELI WARS when I first met the TROOPERS, and had my first introduction to programmed instruction in the field of wargaming. I became very enthusiastic about the potential of programmed instruction for ARAB-ISRAELI WARS.

So I decided to restructure the rules myself. I reordered the situations, adding rules gradually as they are needed, and my results are now presented to you.

To take our game and read the rules sections introduced with each new situation. Then play a game or two using the rules presented so far, and you can then introduce the standard rules and play all the advanced situations. But if you haven't yet bought the game, do so, and use this programmed approach to ease yourself into the more complicated situations (in the game, that is). If you already know how to play AIW, you can still use programmed instruction to teach it to a prospective opponent. And if you have AIW, but are intimidated by the mass of rules, don't despair; use the step-by-step method outlined below to gradually master AIW.

The situations are listed below, in sequence and with each situation are listed the new terrain features, and new rules introduced in that situation. The rules sections are keyed to the numbering in the rulebook. B = Basic Rules, S = Standard Rules, A = Advanced Rules, and O = Optional Rules. Many of the standard rules are introduced in the basic situations; it is wise to use them in the more complex rules while the situation remains relatively simple.

**B-1 Bir Gifgafa**

Since this is the first situation, a lot of rules are needed. It is not necessary to change the established rules. The players should find most of the rules familiar, but I suggest reading the rules carefully because there are subtle changes from the earlier games.

New Terrain: Clear, Dunes, Roads (see Terrain Effects Chart)
New Units: Sherman Mk 50, Sherman Mk 51, AMX-13, T34/85, SU-100
New Rules: B.1 (General Outline of Play), II (The Playing Pieces), III (The Boardgame), IV (Sequence of Play)—ignore "SPOTTED", V.A (How to Move Units), V.C (Road Movement), VI (Combat), VII.B, B, C (Mapboard and LOS, LOR), VIII (Nulls and Holes), VIII (Direct Fire Attacks). Be sure to examine the Combat Results Table; Chit Level column in the Effects Chart; Direct Fire, A vs Armored, in WEC; and Wreck and Double Wreck rows in Neutral Counters Chart.

**B-3 Tel Maschar**

Now that you have the basic movement and fire rules down, let's include more complicated terrain and start on the simpler Standard Rules. Treat the town as clear terrain for now.

New Terrain: Slope, Ridge, Crest (see Terrain Effects Chart)

By Jim Stahlert

**PROGRAMMED INSTRUCTION FOR AIW**

**ITS TOO LATE NOW . . . OR . . . PLAYTESTER MAKES GOOD**

**THE GENERAL**

**New Units:** Sherman Mk 51 HV, T-55

**New Units:** S.J.H (Split Move and Fire), IV (Moral—see Morale Chart). Examine the LOS/LOF charts for ground and slope level

**B-4 Botzer**

Overrun and Opportunity Fire completely change the game, and make it much more interesting. Also note the new weapons type rows (G, M, I) and non-armored target column in the WEC.

New Terrain: none
New Units: M-4A3, T-62, Arab Inf. Saqgar, 82mm Mortar, BMP, BTR-50 (see Unit Function Table)
New Rules: S.ILD (Overrun, see WEC), I.E (Opportunity Fire, see WEC) B.V.B (Carrier and Passenger Units)

**B-2 Ruid**

We now complete the Basic Rules with woods, towns, and spotting. As long as you have the fort in the situation, you may as well read the Standard Rules dealing with it.

New Terrain: Woods, Town (see Terrain Effects Chart)
New Units: Patrurion, Armored Inf. Israeli Inf 120 mm Self-Propelled Mortar, Fort; T-34/80, 85 mm ATG, 120 mm Mortar, Arab Truck (see Unit Function Table)
New Rules: B.V.III (Spotters), VII.E (Woods and Towns), S.V.A, C, B (Fortifications). Also review B.IV (Sequence of Play) and VII.B, C for effect of spotting, towns, and woods.

**S-7 El Al**

Welcome to the first of the Standard situations. The main difference between this and the previous situations is the larger forces involved. We also meet the Improved Positions.

New Terrain: none
New Units: Centurion VIII, BRDM, 107 mm RG, BTR-60, BTR-152, Improved Positions
New Rules: S.V 6 (Improved Positions)

**S-8 Mazrat Beil Jan**

Artillery enters the game in a big way. You will discover the value of both forts and mobility in foiling the big guns.

New Terrain: none
New Units: 122 mm HOW, 140 mm MRL
New Rules: S.III, II (Indirect Fire), II.B (Off Board Artillery), S.I (New Turn Sequence) See Indirect Fire row of WEC.

**S-1 Kalkilah**

In this situation the infantry, Queens of Battle, comes into its own.

New Terrain: none
New Units: Israeli Engineers, M3; Commando WEC. Rules: S.II.C (Close Assault Tactics). See CAT row of WEC.

**S-2 Abu Aghila**

We now add Minefields, and the fail to deal with them.

New Terrain: none
New Units: Sherman Fligel, MG, 81 mm Mortar; T-10M, Minefields (G-1)
New Rules: S.V.E (Minefields), VII.B (Fail in Minefield)

**S-3 Jibb**

With air strikes, a whole new dimension is added to the game. We also have Arabs vs. Arabs, for a change of pace.

New Terrain: none
New Units: 75 Ber HOW, 17 Ber ATG, Arab 106 mm RR jeep, Centurion III, M113
New Rules: S.II.F (Air Strikes). Review S.I for Air Striking Units.

**S-12 Marjayou**

The only addition is the rule allowing engineers to remove mines, if they can close enough. I suggest using Jordanian units for the Lebanese, so that you can tell which units have morale Band who has morale D.

New Terrain: none
New Units: M60A1, M113A1, PT-76
New Rules: S.VII.A.1.5 (Engineers Removing Minefields)

**S-4/S5 Jinn**

This situation introduces blocks, and gives engineers the ability to construct and remove them.

New Terrain: none
New Units: Scout Jeep, Israeli 106 mm RR jeep, Israeli Truck, Blocks
New Rules: S.V.F (Blocks), S.VII.A.3.4 (Removing, Creating Blocks)

**S-11 Kunneir**

This is one of the most surprising situations in the game. It looks like the Israelis don't have a chance because of the preponderance of Egyptian tanks, but they did win all the playtest games of this situation that I was involved in. This situation also introduces trenches and equipment to bridge them.

New Terrain: none
New Units: T-54, M48, Brandt, 17 MRL
New Rules: S.V.C (Trenches and Bridges), VII.B.2 (Bridge-laying)

**S-9/S10 El Firdan**

Back to Egypt. This situation completes the terrain types with the Suez Canal and mountains. Note that Construction Engineers do not have the same capabilities that Combat Engineers have.

New Terrain: Suez Canal, Morains (see Suez Canal Chart and Suez Canal, Mouts and Rock Canal chart)
New Units: Arab Engineers, Construction Engineers, etc.
New Rules: S.V.I (The Suez Canal)

**S-13 Chinese Farm**

Now that almost all the Standard Rules are introduced, it is time to get into the Advanced Rules. This situation introduces a couple of ways to get across the Canal if you don't have a bridge waiting for you.

New Terrain: none
New Units: Ferry, Pontoon Engineers
THE GENERAL

A4 Rafa

We continue the gradual introduction of Advanced rules with additional rules for mines and infantry units.

New Terrain: none
New Units: Minefields (1-1, 3-1)
New Rules: A.III.B.C (Special Infantry Capabilities), I.I.G (Variable Minefields), See UFT and Neutral Counters Chart.

A5 Egyptian Airmobile Attack

Back to a small situation. Note the mobility added to a force by helicopters.

New Terrain: none
New Units: M.I-8 Helicopters

A6 Fayid

Having included nearly all the Advanced Rules, we continue to add Optional Rules. This is the biggest, most complex, situation of all.

New Terrain: none
New Units: M.I.G Minelayer, Arab Jet Aircraft

By the time that you finish Situation A6 Fayid you will have mastered a very complex, but very realistic and enjoyable, game. Of course, once you are familiar with the full set of rules, you can go back and play any situation with the whole scheme.

You may have noticed that some of the rules and some of the units are left out. The S-60 57 mm AA should be added to Situation S-12 when using the advanced air rules. The PMP Carrier, SS-11 Missle, M69 AVLB, Iwin 20 mm AA, and UH-1 Transport Helicopters are not included in any Situation but are in the game for use in "design-your-own" situations. I did not include the rules on building, or bridges (A.V.B.C) because they take 40 and 60 turns to do, and the longest situation is only 20 turns. They can be included in your own monster situations. The supply rules (O.LE) require a lot of bookkeeping, and I did not include it for that reason. Nevertheless, the hard core among you can use it in any situation. The Smoke optional rule can make a radical change in most any situation; it tends to swing balance toward the attacker, because the defender's fields of fire can easily be obscured. Once you have the rest of the game down pat, you can add Smoke to any situation, and see what happens.

I hope that you have the opportunity to explore ARA-ISRABELI WARS thoroughly, and that you enjoy playing it as much as I enjoyed playtesting it.

SUMMER OF 52 BC . . . . Continued from Pg. 5, Col. 3

Why did he retreat to Alesia and submit to a siege? The Roman disaster at Gergovia must have been a key factor. In addition he probably sensed the great risks of an open field battle which the Roman legions loved. He may even have predicted the tactical 'doughnut' which so nearly destroyed Caesar at Alesia. By any account he did his best, which was nearly good enough by a hair's breadth.

History nearly always memorializes and applauds the victor (who were Ghengis Khan's victims?). This, the campaign of 52 BC, is Caesar's greatest and most remarkable. Yet one cannot but think that the Roman general stumbled into victory. By his own accounts he shouldn't have won. The great rebellion took him completely by surprise. Gergovia was a tactical disaster. Alesia should have been worse—it should perhaps have been his Carrhabe (the battle in which his erstwhile triumvir, Crassus, got nailed by mounted Parthian archers on a Babylonian plain in 53 B.C., just a year earlier).

By any standards the Gallic rebellion and Roman campaign of 52 BC was for various reasons a remarkably even match which either side could have won decisively. It is as fascinating as any struggle in history (and I am a nut for the Eastern	

FOREIGN READERS

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The ideas for this variant grew out of my experiences in what might be called the "comparative" phase of wargame organizations, the days when clubs like IFW or SPARTA would grow to perhaps 600 members and lay an ephemeral claim to national leadership. Most of us are pleased to see that era end, and our hobby finally put on a solid basis with the establishment of AREA, now over 3,000 strong. Nevertheless, a great deal of sage wisdom about the "classic" games arose from the thousands of hard-fought games of that era. In preparation for a major tournament, we would spend months in intensive study of a single game. We knew the games inside and out, or thought we did until somebody who knew them better taught us a lesson or two.

Over the years a consensus of opinion grew up among many of the best players that AFRIKA KORPS is too much of a "shoot'em up" game to be a fine test of strategic skill. Too many situations arise where the entire game seems to ride on the outcome of a single die roll. The most frequent example is at Tobruk where the most masterful player with years of subtle analysis up his sleeve can be beaten by a reasonably competent novice, and then wiped off the board after a single lucky 1-1 battle. Some may feel that this is desirable to teach the "masters" humility. But this is hardly a satisfactory answer if it means that the masters simply refuse to play Afrika Korps, which is otherwise a charmingly simple game with intriguing possibilities for imaginative maneuver.

Of course in a game between two experts, this particular problem at Tobruk doesn't arise, because years of experience have established that the German greatly reduces his overall chances to win by taking a 1-1 against Tobruk as anything other than a last resort. It is also true that some expert players use the criticism that there are "not enough die rolls for luck to even out," as a rationalization for their own sloppy play.

For example, in the Series Replay in Vol. 13, No. 5 the Axis player made this very complaint after the British broke out of Tobruk on his August I move with a 2-1 attack, and cut the supply line to the Axis main force near El Alamein with decisive effect. In this case the Axis player was asking for it, despite his good play earlier in the game, especially his very fine play on his May II and June I attacks. In passing, I recommend detailed study of these efficient Axis moves to any player who aspires to achieve mastery of AFRIKA KORPS.

But the Axis player's complaint after the August I move is entirely unjustified. The British 2-1 "van-opener" had an 80% chance to unhinge the Tobruk siege on the PBM tables they were using. Both Exchange and ½ A Elim would have been chancey for the British, but both would have required the Axis to expend at least 2 supplies and 4 critical turns to button up Tobruk again, and guaranteed that Alexandria wouldn't fall before November. But the Axis player never had to let this happen. First he should have kept 3 units around Tobruk until the British had committed his reserves beyond the possibility of a 2-1 attack. Or at least the Axis player should have kept his German units beyond hex row 47, so that they would have retained the capability to decisively counter-attack at Tobruk in the event of a British break-out. The way the Axis player moved his heavy units to hex row 57 accomplished nothing, and was only asking to get canned.

Even after these errors of play, the Axis player didn't have to allow the breakout. He could have moved Trantas to H28, I5/33 to K27, and Brescia to I24, and contained the breakout. Note that these moves leave a "hole" in the Axis line at I27, but (trick move!) I27 is an escarpment-road hex, and all roads leading into it are covered by German ZOC. Thus Allied units cannot move through I27.

The alert player will also point out that 15/33 can be Aved by 14 Allied forces in J26 and J27, and he can still breakout. But wait! With 14 factors in clear terrain, he has only 6 factors left to defend Tobruk and keep open a supply route to his AVing units, and you'll quickly see that this can't be done. It will be a raged fight, but the Allied army will almost certainly be destroyed if it tries to take on 15/33. In fact, the placement of 15/33 is the sort of cunning trap that tickles the imagination of every devoted AK player.

By giving this example I don't mean to fault the players or the commentator, all of whom are capable and dangerous opponents. They missed this opportunity for the very reasons you or I might, because their attention was focused on other important tactical matters, and perhaps because of psychological ploys they were pulling on each other. Instead of faulning anyone, I'd rather credit a very fine game which has "stood the test of time." If you want to play AFRIKA KORPS, be ready for some surprises!

The Variant

Of course the experienced AFRIKA KORPS player already knows that the game abounds in unlimited possibilities. But as a gamer he is legitimately concerned with the relatively large luck element compared with other classic games, and especially that it is so easy for the Axis to reduce the game to nothing but luck even though it may also reduce somewhat his overall chances to win. Historians may also be disappointed in the relatively high degree of over-simplification in AFRIKA KORPS, which was designed in the days before wargames became "simulation games," and took on the ambition of becoming an alternative form of serious literary expression.

I am a gamer first, and a historian second, and therefore I'm not surprised that any rules is that they retain the simple playable clarity of conception of the classic mode. But historical realism to the greatest extent possible, consistent with my first principle, is also built into these rules. After all, without historical realism to some degree, wargaming wouldn't exist, because we'd all be playing chess. Chess players turn to wargames because they'd like a game of greater social relevance, and thus the more realistic the better.

1) FORTRESSES—When attacking units defending in a fortress, a separate attack must be made against each separate defending combat unit. If the attacker has fewer units than are stacked in the fortress, he may not attack.

COMMENT—Statistically this reduces the odds of taking a fortress from 50% with a single 1-1 (with an extra unit to survive the Exchange), to about 3-4% when defended by 3 units attacked at 1-1. This is accomplished without affecting play elsewhere on the board.

2) TERRAIN EFFECTS—Infantry and paratroops are tripled in fortresses, and doubled in towns and escarpment. Armor, armored infantry, and reconnaissance are doubled in fortresses, towns and escarpment. Attacking units may also advance after combat into towns if all defending units are removed.

COMMENT—Historically the 9th Australian Division held Tobruk under siege from April until December 1941, against the worst Rommel could throw at them. By modifying the rules to make it reasonable for the Australians to attempt to repeat that remarkable feat of arms, the British armor brigades are freed for their historic role of attempting to relieve the siege. The effect of towns is also altered because towns were constantly used to anchor lines of defense.

3) LIMITED PORTS—For the British all towns in coastal hexes, and Benghazi, are now limited ports. One unit per turn maximum may either land or move out to sea, with supply counted as a unit for this purpose. The Axis may use Benghazi as a limited port, but none of the other coastal towns.

COMMENT—This rule is part of a pattern to further reduce the dominating importance of Tobruk. The possibility of the limited use of these ports to land or extract small forces also helps explain historical dispositions of commanders in the actual campaign.
4) LOWER EGYPT—Hex X69 (Lower Egypt) is now another Allied base, under the same rules as the Tripoli and Alexandria bases; except that it does not count as a border if enemy conditions are present, and has no sea movement. The Allies lose all sea movement if they lose Alexandria; all their units at sea must immediately land, and all reinforcements, replacements, and supplies must appear in Lower Egypt until (if ever) the Allies recapture Alexandria. The Allies must begin sea movement if they recapture Alexandria.

**COMMENT—**This rule corrects the historical improbability that the entire British Middle East Command would have rolled over and died if the Germans reached X62. More important it makes a great deal more difficult a devastating and unrealistic German strategy that ignores Tobruk even after November 1941, avoids all possible reinforcements, and supplies must appear in Lower Egypt until (if ever) the Allies recapture Alexandria.

5) REPLACEMENTS—Both sides receive one unit per turn as a replacement, starting at the beginning of the game. This rate may not be accumulated from unit to unit. If all units are on the board, or if a player forgets to take a unit, he still only gets one unit in following turns. All replacements must initially be placed on a home base hex (not an enemy base). From there they may move normally. The original replacement rule is replaced, and no longer in effect.

**COMMENT—**Historically attrition, and especially armor attrition, was a much more volatile affair than in the game as it is, with both sides often reduced to a mere handful of tanks, and then fairly rapidly replenishing them, beyond what the present rules make possible. This simple rule ingeniously allows a much increased replacement rate in time of crisis, and thus moderates the effect of extremes in die rolls.

6) LONG RANGE RECON PATROLS—The two South African reconnaissance companies (2SA/7 and 2SA/8) and supply units only, may attempt to march around the Qattara off the board to the south. To do this they must begin the move in hex X62. They then roll a die. On a roll of 1 or 2 they perish in the desert and are eliminated. On a roll of 3 or 4 they remain in hex X62. (They attempted the march, but were eliminated in the desert.) On a roll of 5 or 6 the Recon is immediately placed on any southern edge hexes between X23 and X55, and may immediately move the same as any other reinforcement. Only one unit per turn may attempt the march, Recon and supply units eliminated on a roll of 1 or 2 may not be replaced until the following turn.

**COMMENT—**This re-creates an important Allied historical capability that can restore maneuver to a stalemated situation.

7) SINGLE UNIT ELIMINATION—The interpretation of combat results of D Elim, A Elim, and Exchange is altered as follows. Back 2 remains the same. In Automatic Victory situations, all defending units are still eliminated.

**D Elim—**The defender loses one unit of his choice and the attacker then retreats remaining defending units in that battle 2 hexes. The lost unit must be armor, armor infantry, reconnaissance, or infantry.

**A Elim—**Attacker losses one unit of his choice and the defender then retreats remaining attacking units in that battle 2 hexes. The lost unit must be armor, armor infantry, reconnaissance, or infantry.

**Exchange—**Both sides remove one unit of their choice, with no advance or retreat. Must be armor, infantry, reconnaissance, or infantry.

**COMMENT—**Single unit elimination is a design alternative that seems to be especially suited to AFRIKA KORPS, where it moderates the potentially disastrous effects of a single battle under present rules, and increases the number of battles and die rolls.

8) ALLIED WITHDRAWALS (Optional)—A constant problem facing commanders of the 8th Army was the conflicting and often desperate need for troops in other theaters as the British Empire disintegrated under the inexorable demands of the war. Sometimes this meant the withdrawal of troops, even at critical periods. At other times it meant that units had to be disbanded because of lack of replacements. When called for on the following chart units are permanently withdrawn from the game. If any indicated units are off the board (eliminated) at that time, no replacements may be taken that turn.

**ALLIED WITHDRAWAL TABLE**

<table>
<thead>
<tr>
<th>Date</th>
<th>Unit</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nov 1941</td>
<td>2/2 S.G.</td>
<td>disbanded</td>
</tr>
<tr>
<td>Dec 1941</td>
<td>201 Gds</td>
<td>22 Gds new</td>
</tr>
<tr>
<td>Jan 1941</td>
<td>70 to India</td>
<td></td>
</tr>
<tr>
<td>Jun 1942</td>
<td>32 Tank Bde</td>
<td>disbanded</td>
</tr>
<tr>
<td>Oct 1942</td>
<td>201 Gds</td>
<td>to Syria</td>
</tr>
</tbody>
</table>

Some adjustments have been made in actual withdrawal dates to compensate for over-simplifications in the AH order of battle, so that more nearly correct numbers of each unit type will be available to the British commander at American period of the game.

**COMMENT—**This rule is optional because without a complete overhaul, it would not be possible to have a strictly accurate order of Appearance anywhere, and of course it is possible that these or corresponding units would be eliminated anyway if the game closely followed history. However, in unusual games it will prevent an historically unlikely concentration of Allied units in this area, and the historian will take at least some satisfaction in the attempt to be a little more accurate.

**Strategy**

**BRITISH—**Tobruk remains the focus of the game, but it is unlikely that the German can take it early in the game unless the British let him concentrate unhindered on it for several turns. Now that your 2-2-6 infantry are capable of defending Tobruk, your armor (if well handled) should not allow the Axis to come under siege if he can prevent it, but manning an outer defense line such as the Gazala—Bir Hachiem line that Ritchie used in May-June 1942 can be extremely risky. If you can hold Tobruk and keep down your losses until the summer of 1942, the use of the substitute counters should enable you to undertake a sustained counter-offensive, even if you are back at the El Alamein line.

**GERMAN—**The German should attempt to put Tobruk under siege as soon as possible, and push the British armor and forces at least as far east as the Halfaya Pass (hex X34) so they cannot interfere directly with attempts to capture Tobruk. But you will probably have your hands full warding off British armor probes and screening your supply route until your November and January reinforcements, and perhaps even your June troops allow you to mass a respectable size main battle force. Tobruk is the key to the game, but to have any decent chance to take it, you will first have to defeat his mobile forces in what will probably be a free-swinging battle in the desert. Tobruk should eventually fall to combinations of 3-1 and 1-1 or 1-2 attacks, and then you'll have your chance to try conclusions at El Alamein itself.

With variant rules, you should find that the notorious luck element is minimized, and that the possibilities for daring and imaginative play that characterized the Desert War will decide your fate also!
Designers' notes for Avalon Hill's platoon-level WWII games (PANZERBLITZ and PANZER LEADER) suggest that the typical scenario covers from 45 minutes to an hour and a half of "combat board time" because that was about as long as the armed units involved could sustain a no-holds-barred clash. In this respect, supplies of ammunition and fuel were the critical constraints. Thus, at the start of any scenario, all units are implied to be fully provisioned; by the end of an hour or so, they are running pretty low.

Consider, then, what might happen if some units began a scenario with a substantial portion of their ammunition and fuel already used! Such a suggestion conjures up visions of stalled tanks out in the open and machine gunners emerging from bombarded-out buildings, holding up empty ammo belts as they surrender. When such nightmarish scenes fade a bit, however, the veteran wargamer will undoubtedly recall that supply did indeed play a crucial role in more than one of the major campaigns of the Second World War. (Remember how Rommel starved to death in that last game of AFRIKA KORPS? Remember how beachhead limitations choked off that last offensive ANZIO or D-DAY? This significance of supply has gone beyond the narrow expertise of the Pentagon or the preoccupations of the major campaigns of the Second World War.

The general context of the scenario (for those who are interested) places it along "Hell's Highway," the avenue of Montgomery's rapid northern thrust following the Allied breakout from the Normandy beachhead. The date is therefore late in August, 1944. (This date is given for those players who employ the weather rules noted above.) The eventual stakes of this encounter (and others) are the success of the northward drive to capture a deep-water port (Antwerp in the actual campaign) and cut off a large German force along the Calais coast, and the freeing thereby of the Allied army's dependence on the Normandy beachhead as their sole source of strategic logistic support.

In this particular scenario, a British spearhead is driving to capture a key river defense line across the route north, before the hastily-assembled German defensive contingent can be reinforced. The British have been pushing hard, without a break, and their supplies of ammo and petrol begin to give out just as they are about to assault these objectives. The situation is critical, for paralyzed by the short supplies, the British not only may fail to take the river line, but may even lose the momentum of the offensive and suffer a German counterattack.

The Red Ball Express! A column of trucks, lightly convoyed and carrying fuel and ammunition has been dispatched to the front and comes racing across boards B and D in the nick of time. After the "pause that refreshes," the British can finish their assault on the vital bridges, and the Allied offensive rolls on. At least, that's the way the Allies plan it—but a squadron of German armored cars has managed to slip around the British column, and they have other ideas.

The mapboard configuration is fairly unusual, and demands more than the conventional "punch your way across the board" in the way of tactical thinking. (Being somewhat foot-loose myself, I prefer low unit density situations, and besides, there are four boards, why not use them? The beach on board B may be treated as a river or ignored at players' options.)

The German main force controls the "objective" here (Grancelles and its river line) with a motley but effective crew. The British are approaching from the heavy cover available on board C, and the real chase sequence of the piece (the armored cars after the supply trucks) is then displaced to the "wide open spaces" of boards B and D, where a lot of high-speed maneuvering is possible. Please note that the east-west juncture of boards C-A with boards B-D is

### AVAILABLE FORCES

#### ALLIED:

**British:**

- 2 x PzKw IV (IW) units
- 2 x SMG platoon*

**American:**

- 2 x 20 pdr. howitzer units
- 2 x 81mm mortars

**Recon Elements:**

- 1 x 30mm gun unit
- 1 x 81mm howitzer unit

#### GERMAN:

**Group A:**

- 1 x 37mm pak unit
- 1 x 20mm Flak unit

**Group B:**

- 1 x 120mm howitzer unit
- 1 x 81mm mortars

**Off-board:**

- 2 x Daimlers

**GAME LENGTH:** 15 turns Allies move first

### SETUP:

**British:** on Board C between rows R & V inclusive; all units except Daimlers on road.

**Americans:** on Board D, on roads south of Antwerp.

**German Group A in Grancelles north of river.**

**German Recon Elements in Merden on Board D.**

### VICTORY CONDITIONS:

**Allied player wins by controlling any five bridge heads on the river flowing through Grancelles at the end of the Allied player segment of turn 15. Otherwise German player wins.**

**Exhaustion Table:**

<table>
<thead>
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<th>Exhaustion</th>
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<th>Offensive</th>
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</thead>
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<tr>
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<td>D</td>
<td>C</td>
</tr>
<tr>
<td>B</td>
<td>C</td>
<td>D</td>
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**German Order of Appearance:** (limited in vehicles)

<table>
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<tr>
<th>German Turn</th>
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<th>Movement Lost</th>
<th>Offensive Fire Lost</th>
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</thead>
<tbody>
<tr>
<td>1</td>
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<td>C</td>
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</tr>
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<td>PzKw IV (NIW)</td>
<td>C</td>
<td>D</td>
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<td>C</td>
<td>D</td>
<td>all AFVs</td>
</tr>
</tbody>
</table>

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**SITUATION 27:**

**The Red Ball Express:** tactical resupply along "Hell's Highway" (8/44)
THE GENERAL

staggered, so that nobody can move south from St. Athan and find water rising inside the turret of his tank.

4. Tactical Restrictions. No units beginning game on boards A or C or off-board may fire or move into any hexes south of or including the river flowing past St. Athan. (This keeps the big armor at the front.)

Resupply Routine

Step 1—supply unit enters hex with combat unit. Stacking limits apply in all resupply situations and may not load into supply trucks for stacking purposes.

Step 2—all involved supply and combat units are inverted and considered dispersed at the end of the allied player segment of the contact turn and remain dispersed during the following German player segment. (Units not being resupplied need not be dispersed.)

Step 3—involves supply and combat units remain dispersed through the following allied "firing" turn, and at the end of that turn combat units are re-inverted with full capabilities and supply units are removed from play (unless they have supply capacity remaining.)

ALESIA . . . Continued from Pg. 7, Col. 3

Caesar coming because of his red cloak, a distinguishing mark he always wore in battle; and they could see from the high places the squadrons of cavalry and cohorts which Caesar ordered to follow him. The Gauls rushed to engage the relief force.

From both sides there arose a tremendous noise; the outcries were taken up even by those from the outer defenses. The Romans, charging up the hill, threw away their javelins which were of little advantage and used their swords. Suddenly the Roman relief cavalry came up from the rear; the cohorts led by Caesar were advancing as well. The Gauls retreated; but were met by the cavalry. A massacre resulted.

Sedulus, chief of the Lemovici tribe was killed; Vercassivellos, from the Arvernian, was captured on a cavalry sortie. The military standards were brought to Caesar; only a few of the 60,000 escaped to their camp uninjured. When the Gauls from the town saw the slaughter and flight, they hopefully retreated from the entrenchments. Then when the Gallic relief forces heard of Vercingetorix's retreat, they fled their camp.

Except for the fact that so much support had been required and the soldiers had been exhausted by the trials of the day, all the Gauls might have been wiped out. Just after midnight the cavalry was sent after the Gallic rear guard; a large number were captured and killed, the rest were put to flight and they dispersed to their own territories.

The next day, Vercingetorix called a meeting. He pointed out that he had not taken up the war for himself but for the common cause of liberty. Since there was no more hope, he would be willing for either of two alternatives; that he should offer himself to them that they might satisfy the Romans by his death or that they surrender him alive. Caesar ordered them to give up their weapons and to produce their leaders. He himself stood in the entrenchments in front of the camp while the Gauls produced their leaders. Vercingetorix was surrendered, his weapons flung down. (Plutarch has written that Vercingetorix rode slowly out of the citadel and around Caesar. Then suddenly dismounted and flung down his arms, "every inch a king.""

Caesar sent the Aeduan and Arvernian prisoners back to their own territories in the hope of recovering these states. The rest of the captives, 50,000, he distributed as booty, one to each of his soldiers.

OPTIONAL RULES

1. Caesar always rode a pure white horse and wore a bright red cape. His mere presence inspired his men, in the face of impending defeat, to victory. When defending against superior force, Caesar may be used to decrease the attacker's odds two odd columns. He need only be within 3 hexes of the defending units.

2. It is no secret that his adversaries feared Caesar as much as his own men respected him. Units stacked with the Caesar counter attack 2 columns up and 2 columns in the odds chart.

3. The loss of Caesar in combat would be a grave loss indeed. The legions would no doubt revert to a self-survival instinct. Should Caesar be killed the Roman legions will defend normally but will attack 2 odd columns lower.

4. Vercingetorix asked for all men of draft age. This should have raised at least 350,000 men. If the council had approved this, the Gallic army would have fielded an additional 60 units. These units could be taken from the blank counters which come with this game or any others. Had they taken these younger, inexperienced men they would be unaccustomed to military discipline. These added units could not stack with regular units. These units would also be less effective and less mobile. They should all be designated 2-5 infantry.

5. Vercingetorix, while only a boy of 20, carried with him the respect his chieftain father had gained among the Gallic tribes. Gallic units attack up one odds column on C.R.T. when within 1 hex of Vercingetorix. Note: If variant rule #1 is used and Caesar is within 2 hexes of defenders, the C.R.T. is effected only by Rule #1.

6. The Gauls trapped in Alesia were at a very low ebb, suffering from starvation and disease. The loss of Vercingetorix would most likely result in their returning to Alesia and awaiting help. If Vercingetorix is lost, the units in Alesia cannot attack out unless a breakthrough is achieved.

Any or all of the optional rules may be incorporated. These are offered not only to effect play balance, but also to allow you to explore some of the "what if's" of the situation.

DESIGN ANALYSIS . . . Cont'd from Pg. 17, Col. 3

NO! The unit must be counted as the Rumanian replacement. Minor Axis replacements are never interchangeable with German replacements; the Axis player cannot replace more than one unit for each Minor Axis ally, and he cannot replace a German unit in place of a Minor Axis unit.

(22) Can Hitler, Stalin, parachute, Stavka or worker units be replaced once eliminated?

NO!

(22.9) Worker units involved in a battle may be chosen as casualties.

(22) When a Minor Axis ally surrenders, what happens to its reinforcements and replacements for the rest of the game? When do the ally's units surrender?

When a Minor Axis ally surrenders (for Rumania and Finland, as soon as their captives are counted, for Hungary, at the end of the Russian turn if the Russians have five units in Hungary at that moment) all units of that ally are immediately surrendered for the rest of the game—all units on the board are removed immediately (even if it is in the middle of an impulse) and all units in the replacement pool or remaining on the OB chart are removed from play permanently.

PAGE 31
PAGE 32

THE GENERAL

A.H. Philosophy . . . Continued from Pg. 2, Col. 3

keeps coming back to. We found this true with KINGSMAKER, and to a lesser extent with WS&M, but the enthusiasm BOXCARS has generated locally is simply beyond belief. There hasn’t been a week since we discovered this tiny gem that the lights in our design offices weren’t burning past midnight due to an after-hours game of BOXCARS. Unless you are totally prejudiced against non-wargames you really should give this game a try.

D-DAY Revised Rules:

D-DAY rises again! Once upon a time there was a 1981 version of D-DAY, which was a very nice little game, but which increasingly lacked the refinements demanded by the increasing “state of the art.” So when Avalon Hill came up with a 1965 version of the rules that added airpower and stage 7, we were very happy with the new set of rule problems of its own, and D-DAY has been slowly fading ever since.

D-DAY ‘77 is again being redone, in a third edition. The rules are done along the “classic” lines of the original game, but with the addition of the latest game techniques to reflect each side’s historical limitations and capabilities. The new rules include better supply rules, tactical air support and river interdiction, carpet bombing, more accurate employment of paratroops, the political pressure phase, and means to defend the German V-1 and V-2 bases, and more. But above all the rules will be clear and simple, in the tradition of the “suited for play” competition “classic” games. This edition is being written by one of the best “classic” game artists, and the rules are supposed to be a judge for the AH 500 at ORSINGS II. So if you want to dust off your old game of D-DAY, or if you want a competitive, exciting game of the Invasion of France, we’ll soon have a set of rules for you! And that’s all you’ll need to update your D-DAY game—the rules.

AIR ASSAULT ON CRETE and THE INVASION OF MALTA:

This project promises to be one of the more unusual packages that we’ve published in recent times. It is actually two complete games in one package (no, this is NOT our answer to the “quad!”) Each game comes equipped with its own mapboards, rules, counters, and charts, although the Malta mapboard is only the size of a single 1776 map section. The main item in the package is AIR Assault On Crete, portraying the May, 1941 invasion by German airborne forces against the island of Crete, Greece. British, Greek, and Cretan defenders. Mapboard encompasses the entire northern coast of Crete on a scale of 1.6 miles to the inch. Mapboards have game turn playing procedures, artillery, airpower, sea assault and transfer, effects of heavy and light AA, effects of smoke, causing pre-planning of assault and drop zones, pre-planning of sea invasions, unit integrity, Cretan irregular forces, and unusual rules for Battle Evacuation of the island. Units are battery, company, and battalion size. The game plays like a ‘classic’ in terms of basic concepts, but the sheer breadth of air, and land interactions precludes defining this as a ‘simple’ game system. The inclusion of the invasion of Malta game in the same package was simply the logical thing to do. Since the game is small (one mapboard section and 300-400 counters), it was not deserving of its own game piece. Also, the time frame, scale, subtle matter (airborne invasions), and basic game mechanisms were very similar to Crete. What the heck, we thought, let’s put them both in the same box. Call it a freebie, a mini-game, or simply our way of saying thanks to the hardcore wargamers. In any case, Malta remains a fascinating game about one of World War II’s most intriguing “What If’s.” What if the Axis had launched their planned invasion of Malta, the critical bastion of the British Mediterranean defenses? Could they have succeeded? The answer might surprise you. This is NOT a conjectural game. Using research sources from literally all over the world, we have reconstructed the Malta defenses and the OOB of the 1941-1942 Malta garrison. For the Axis attack, we have chosen the Italian/Iran plan for a 1942 combined Italian-German air and sea assault. Using Operazione C3, Malta by Mariano Gabrielle, as the primary research source, we have been able to reconstruct the Axis capabilities for invading the island with good validity. “Operazione C3” was the Italian plan for the invasion which outlined in amazing detail most of the pertinent aspects of the intended operation. In this plan, the bulk of the forces used would have been Italian supplemented by two regiments of German airborne troops. The game is best described as a ‘tactical’ affair with a lot of action on a small board. An ideal short game for hardcore gamers.

GETTYSBURG ’77

Great care has been lavished during the design of GETTYSBURG to ensure that all information presented is as accurate as can be obtained from the sources available. This is immediately evident when first viewing the map, a multi-color presentation of the battlefield based upon a survey made by General Warren (hero of Little Round Top) of the area immediately after the battle. It presents all the important terrain features of Gettysburg at the time of the battle. You’ll no know why General Sickles moved from Cemetery Ridge to the Peach Orchard salient. Apart from the mapboard, both armies’ unit strengths and order of appearance have been painstakingly researched and checked to guarantee that players will have their troops where and when Lee and Meade did.

The game will contain over 1,000 multi-colored counters and markers to be used in 3 separate games that are to be included in the package. The counters emphasize the indistinguishability of unit and personal quality of each battery and brigade in both armies. Each Union brigade has its corps badge and division color or home state on the counter. The nicknames of the famous brigades will also be included. In fact, GETTYSBURG will be a good buy for the historian as well as the gamer. All information has been taken only from prime sources and in many cases double and triple checked to insure accuracy.

GETTYSBURG has been divided into 3 separate games, (i.e. different rules and with some different counters but using the same board); each designed to appeal to a specific segment of the game-playing public.

Introductory Gettysburg—Very reminiscent of the early days of wargaming, there are only about 25 divisional level units on both sides. Care has been taken to make the game easy to learn and quick to play. But care has also been taken to insure that both players are provided with a large variety of decision options to prevent play from becoming stereotyped. The main problem the Confederates face is to halt the Union forces sufficiently early in the game so that when the Union army finally arrives in force, the Rebs will be able to utilize their superior powers of concentration without endangering the Union forces coupled with several aggressive counter-threat to the Union superior numbers. There are two different scenarios supplied with this version of the game.

Intermediate Gettysburg—Presents a bidegrade level clash between the two armies. Turns are an hour in duration and units will be able to utilize strategic movement to get themselves in the battle in the proper time without allowing unanswered massive flank raids. Combat is resolved on a Step Reduction/Disorganization oriented table which when coupled with multi-ple combat, allows a force to “curl up” the flank of the enemy. Artillery will be able to fire at its proper range.

Advanced Gettysburg—innovation has been emphasized in order to present the Civil War as it should be and which has been, too often, difficult to appreciate with many of the earlier game systems. It is easy to quantify the characteristics of an "BB" or a "Panther" tank in a tactical WWII game because WWII was a weapons “oriented” war. The Civil War, on the other hand, was a person "oriented" war. Personalities stand out. So, in the design of the advanced game, personalities have strong influence on the game. Each army has a distinctive character, morale and experience rating. Each division and corps commander has a control and coordination rating which shows how many brigades he can move and how many he can send forward in an attack. Players will have to prepare major actions for the next day so that their corps and division commanders will be able to carry out their instructions. Brigades which cannot be controlled begin to fail behind, as their movement allowance is determined randomly. The combat system has been designed to emphasize the use of support in both attack and defense. Also, included in the advanced game, are universal strength markers which allow brigades to move and form lines on more than one hex in proportion to the unit’s strength. Units do move in line and column of the length actually occupied. As with the intermediate game, Army movement system is included which allows two players to move secretly without the need of a dice extraction. The unit movement system is designed to allow for yet another level of complexity. As with the introduction of a new player every so often, the scene is set for a dramatic climax to the Civil War. All fees are mailed to the host company, SRI, whose address can be found elsewhere in this issue.

The convention hosts inform us that the Trade Show is sold out with all 60 booths accounted for by 38 different companies. Major General Avraham "Bren" Adan will be the special guest speaker. He is the Israeli tank expert who led his division across the Suez Continued on Pg. 34, Col. 3
Dear Sir:

Mr. G. C. Grimes' recent "Philosophy" column (54) has set me thinking about gaming questions which tend to dampen my enthusiasm during the past year. Many people will have to say otherwise, but, in my opinion, it is unrelated to AH's games—even the less appealing ones (to me) maintain a physical quality which has some measure of respect for the effort in my head.

I share Mr. Allen's disappointment and concern over the "trend" towards shoddy products produced. Early in the expansion of the hobby, I accepted this, expecting it would give way to more fully developed expansion as AH's production grew. Even now I can accept the "trend" to not attempt the hobbyist effort and have no problems accepting games which, for various reasons, would be produced. However, a distance cannot be maintained because the consumer is ignorant of truly confusing, incomplete and erroneous rules, and can only size a product by what it bears under other names. Phuking down ten or twenty dollars makes it hard to accept being used as a test- piece in a worthy inadequately. The inclination to experiment on the less promising sounding products is thereby reduced. The chance that another version of the same game, perhaps by the same publisher, will not be in six or eight months suggests that publishers should spend the money to bring out a product which is first class. This was done originally (and knew it even when the original version came out. Mr. Grof's comment). AH has become more serious in the first edition of a game is discouraging!

But I also share Mr. Gleson's reflection that the hobby is growing up. Good games may be more difficult to find, and good games may be more difficult to come by, but they exist. Games which lacked sophistication and gaming excellence were constantly inventing their own way to make up for the lack of the other. They have been more than corrected as game research and innovative game systems have developed. But the reality is that the better games do become more difficult to find as time goes on, just as books and ideas do. This incomplete format seems to inspire less respect for the individual product. And while it may be a bad thing that more and more games do not have the quality (like increased money in the book field), this will not last; the market will catch up. AH's products are becoming more acceptable wherever they are available, which means more literacy (authorship) of gaming. AH has become more professionally valuable as a commercial venture—the consumer can write to this: they are more than increased to increased interest in the hobby.

Dear Sir:

Gaming today seem to fail short of the ideal in several ways. First, we have universal dissatisfaction which does impart a sense that the game is "cheap" and unfinished. However, my most serious concern right now is the lack of excitement or interest; the consumer is not being "told" what it is that we used to have. Some of the same publishers who discontinue almost completely with the hobby, if they were to reconsider it (and redesigning according to rules laid down by another isn't always very enjoyable). Hence people fall in the trap that they will never return to the hobby any business sometimes or waiting for the next one, hoping it will be different. Frankly I'd rather pay more for a game which has had a battle of life and death for consumers, than for over twenty twice as big and half as appealing when it arrives.

This I must agree that is not only a place for some independent criticism, but also need for. Someone has to say that a game is great innovations but they've incorporated in a thin shell of a product or that the finished product is great but is mechanically not much of an improvement.

And there to be a place to say it, too. No company runs its own products, it's face. It does seem to me that it is a real shame that a game which has appealed to me must have been the end result of two or more independent groups, but for especially particular skill. AH has something not in reaching the final product.

I am not fearful that the hobby is going to fall like the proverbial "safe" but it's not true. Around is a variety in to truly glut the market for some many years to come (and I think things will have changed by then) but if we have been disappointed more often than in my early days as a gamer, but then my expectations have risen a bit. Meaning that the revaluation of a game should be expected that business will respond. I do think that even though I have not been able to expect that business will respond. I do think that even though I have not been able to find value, as still I think there's a least part, representative of problems facing game-playing as a hobby. And I think that some structural problems need to be addressed. A question of communication and production are controlled by the same people (not badly, but not objectively either on good topics). I would encourage publishers of games to think about the possible merging of resources for the creation of a strong independent set of information and service for wargamers and board-game gamers in general after a time.

Scott P. Duncan
Pennington, NJ

Dear Sir:

Prohibition can be synonymous with varice. Obviously, the more the hobby appeals to, the more the recruiters, or even will be able to find any for sale. At least this seems logistical. Personally, I favor an increase in the number of titles. I currently own over two dozen. It is true that many are rarely played (some I've forgotten how) but getting bored is not a problem. The few games one has, the more the hours and the easier it is to get tired of that game. I have some games that I have to use money and of them I go ape over. Those that I really like I play repeatedly, others provide a good change of pace.

As far as quality goes, there is nothing much to say. It is ridiculous to assume that a game must be under development for two years, five months, and 10 days. The case has been made that the more "color" to playing a game, the more the game's life. But let's not come too hard on the smaller companies who do not have the resources of AH or the AMS's policy. I am in favor of increased production. I would also like to have more designs originating in Baltimore. I realize that I am trying to have my cake and eat it too, but you can always drill in half a border of designers and change them in the back room until they aren't.

Another person began focused at the mouth because he had to cough up the moola for the revised 1756 rules. I can sympathize with this. However, as I said before, no game is ever perfect and at least you don't forget about a game and abandon it to the "shelf". If AH won't give us an "Analysis" column forthir purport has its merits, but I would like to hear more about game design in general ("boat that"). You aren't a bunch of cheapskips who sit around chewing out errata sheets all day, but it might be a bad idea. Game owners should be able to write for the latest revisions. This would be of particular interest to non-subscribers (don't forget about us).

Now about this communication thing. It seems to me that you aren't really interested in what you're plotting, I am highly critical Avalon Hill lend (much to the detriment of SPI), and it is quality. I don't see that your条 "Greats of War: 1492-1776" from some old read S&T six months before anyone at the GENERAL hears about it, I don't care if you use it. What I'm interested in is the card game, not the article. I'm even live with the disappointment of hearing that you've changed your mind. Letting us in is that they make a card game is an interesting read reaction. Don't push us aside every tine they publish.

The action is not flying.

John Engberg
Hoffman Estates, IL

Dear Sir:

Ed. Note: This month's philosophy column should serve your complaints about being kept in the dark. As so much as the war, let's not that there is always such a great achievement. Although S&T devotees in passing along news of our impending games before we do, you've got to keep in mind that our "Gossip" column is aptly named. Much of the time we pass them on in reference to operations or the top, if not pure fabrication. It's sort of a friends game. We play them as "do it because we need to". Otherwise, we get our jollies by feeding false rumors to their "guts". In any case, we'll try to do a better job of keeping you in the know as to what's happening, if you promise you'll take with a grain of salt what you read in coming publications.

Dear Sir:

I've been playing your games for three years. They are rather coarse, and currently own over 13 wargames among them LUTZHAFFE. I have, in the last year, seen too many accusations that the Germans have won in the Advanced Game, leave ME 262, as early as Jan., '44. Not the least among these is Richard Hill's Wargame LUTZHAFFE in the GENERAL, Vol. 11, No. 4.

It appears plain to me that many wargamers are not familiar with the real thing's simulation. The Tournament Game is the game which portrays the actual events. In the instance of Wargame LUTZHAFFE, however, the Advanced Game is a simulation of what might have been if the ME 262 had not interfered with the jet program. If this were true then, the pilots would not have used the 17. It is in the Advanced Game, then the ME 262 would have been available to the Luftwaffe rather earlier. For the German to have the ME 262 as early as Jan., '44, is by means unreasonable. It may wellibus say "chance" that is not the concern of this letter. The concern is that the Germans can have the ME 262 in Jan., '44 in the Advanced Game.

Dave Sandberg
Onsby, Mfn.

Dear Sir:

Dear Mr. Greenwood: I read John Allens's comments on Wargam- ing, and found them interesting. I agree with Avalon Hill that more games will only help the Wargame hobby. However, I do not buy that AH doesn't produce quality products will fail in the long run.

Computing the slot car fad with Wargames is not a good analogy. Slot cars were intended to replace model trains. Most of the purchasers of slot cars found that Modelrailoaders were not about to give up trains for toys. Being a Modelrailer, I think that when we reach the second, I have prejudice. Those who still have doubts should obtain a copy of the January 1977 ADDICT GAME & MODEL CRAFTSMAN.

David Brookeson
San Jose, Ca.

Dear Mr. Greenwood:

In the January, February GENERAL J.R. Jenson mentioned another in the magazine's never ending series of probability in gaming articles. This trend began many issues ago with one article per issue, and has with the Jan/Feb issue increased to 2 articles per issue, as "Game Theory" and "SCHEMatics" appeared in tandem with a "Close Look at Richthofen's War".

Aside from these articles' negative impact in achieving market growth for AH (do you really believe that these articles attract and hold the younger audience so essential to magazine and hobby sales) they are just a small piece from a futilous assumption that the choice of matrix cards is a zero-sum game. That is, it is necessary for one player to win at the expense of the other, and in independent event. In by independent event, I mean that the choice of a card is unaltered by preceding choices, and that events are independent so that the choice remain constant throughout the game.

This assumption is obviously absurd. Imagine that the American has a stack of money it is being attacked by a 2-1somes larger stack of British only. In a zero-sum game, the composition of the forces is irrelevant, the odds are irrelevant, and any patterns the players may have developed in card choices are irrelevant. The composition of the forces is irrelevant, the odd are irrelevant, and any patterns the players may have developed in card choices are irrelevant. There is a zero-sum game in an absolute zero strategy.

In our historical situation, the actions of both players will be governed by a whole series of mitigating factors. The geographic location of both forces is important, as is the relative time of the battle, as well as the composition and strengths of the forces will all impact on the choice of tactical cards. However, the choice of one player to anticipate the card choice of his opponent. For instance, if the British attacker consistently runs with Hitler's ambushes. Analysis, a defensive player can anticipate and act accordingly, the attacking player can thus discourage low-odds attacks by blessing a predictable British player's regular with his replaced units.

The arithmetic calculations performed in the article are flawed, but when these processes fail, the situation becomes more confounded with just inherently must necessarily be invalid. Frankly, I am a little sick of the magazine's philosophy and I was a little nauseous which contain such superficial analysis.

Dwight E. Hamer
Springfield, VA
The playing time, if anything, is underestimated. Agreed in which the Roman goes the distance will inevitably last 6 hours.

WHAT THE NUMBERS MEAN: Put simply, the river is not considered like this: Anything under 2.0 is pretty darn fantastic. Scores ranging from 2.2 are excellent which might be considered good. 4 through 4.5 would be considered fair, with the upper half of the 4.5 combination considered poor. Anything rated 5.5 or higher indicates a dire deficiency and should merit immediate attempts at redesign or dropping from the line. As you can see, whatever the garden after initial release is in large part up to you. If there are dire deficiencies we are relying on the RBG to spot them.

1. Physical Quality 2.92
2. Boardplay 2.71
3. Components 2.78
4. Ease of Understanding 1.71
5. Completeness of Rules 1.85
6. Play Balance 3.36
7. Realism 2.64
8. Excitement Level 2.71
9. Overall Value 2.07
10. Game Length 3 br., 39 min.

FOOTBALL STRATEGY

A mighty recognizes this Friday evening event as the third national FOOTBALL STRATEGY championship. A seeded event with participants. The format of 64 players in 1 single elimination round. Among the entrants will be a Shaw, designer of the game, Don Greenwood. 1976 national champion, and Pat McElroy and John Hill, two-time runners-up. Prizes for this and all other tournaments except the AH 500 are: First—plaque; Second—any AH game; Third—any AH game. Fourth—sub to the general. Entry fee: $1.00.

SEMINAR
Criteria: What is a Good Game?
Randall Reed starts things off Saturday morning with a discussion of the AH philosophy in game design on applied to recent releases, an open forum for audience participation. Entry fee: $1.00.

WARR AT SEA

Saturday morning. The only new AH tournament ORIGINS III utilizes this recent, popular, fast-playing naval game with winners determined in a 10-round elimination tournament play balance rule. Play will be single elimination in 1 hour. Entry fee: $1.00 Judge: Don Greenwood

A. H. Philosophy . . . Continued from Pg. 32, Col. 3

Canal into Egypt during the October War of 1973. He will give a free lecture Saturday afternoon.

A. H. CLASSIC 800

The festivities start Friday afternoon with the third annual AH 800. Players may continue to enter until Saturday afternoon. The top four finalists will receive $100, $50, $25, and $12, respectively. Fifth through eighth place will be good for $10 plus an AH game of their choice. Ninth through fourteenth place will require free AH games, while sixteenth through thirty-second place will earn subscriptions to the GENERAL.

Play will take the form of a seven round, single elimination event with play limited to AFRICA, RONIS, STALINGRAD, WATER, DEATH, but when players cannot agree on a choice, AH will be the default choice. Entry fee is $6.00. Judges: Doug Burke, Richard Hambel, Jim Stahler.

The Question Box

ALEXIA

FREQUENTLY ASKED QUESTIONS—

Q. 181. If three Gallic units on the border of works face 1 with one surviving and seven more units, can these three Gallic units on turn 2, does this free the inner garrison?

A. No. The ten units must traverse the works on the same turn and whether or not they survive has no effect on Gallic Attack Coordination.

Q. Can units move into a river hex, attack a unit across the river, and upon obtaining a DR:4:AA result, move off the river into the defenders vacated hex and on to bedrock of its movement allocated on the Hand-to-Hand Combat Table?

A. 163. States that an advancing unit may always occupy the hex, but not the river hex, and that the attacking unit can enter the river hex. The unit may attempt to strike the adjacent connecting army is the defender destroyed?

A. Yes. However, it is recommended that the attacking unit attempt to strike the adjacent army is the hex is occupied.

Q. If an attack results in the attacker (or defenders) being able to advance past the defeated units vacated hex and into the ZOC of another enemy unit. Further Suppose that this advance, it carries this role, the same hex (subject to stacking limits) occupied by another friendly unit which has not yet fought but is not an attack or defense. What effect would this have on the subsequent combat?

A. The odds for the subsequent attack would remain the same and the only unit that started the combat phase in the hex would be affected by the results of the attack. Therefore, the advanced unit would not be forced to retreat from the hex based on the combat results. Any unit that could not make the advance further

The General

WOODER SHIPS & IRON MEN

Saturday morning. Each player will maneuver two to six ships in single elimination, 90 minute rounds. Entry fee: $1.00

SEMINAR

Before the Rising Sun

Dr. Larry Pinsky gets Saturday afternoon off to a rousing start with a thorough discussion of his design and our upcoming "monster" release, "THE RISING SUN." A knowledgeable, yet humorous speaker, Larry is sure to entertain as well as inform. Entry fee: $1.00.

DIPLOMACY

Saturday afternoon. A two day tournament competition. A round robin system to be agreed upon according to the Bianco/ Rocomma point system on the basis of both rounds. Additional players will be awarded for best performance with each country in either round. Entry fee: $2.00.

KINGMAKER

Saturday afternoon. A three round, single elimination tournament with winners judged at Victory Conditions or Parliamentary strength after 3 hours of play. Entry fee: $1.00 Judge: Mick Uhl.

SEMINAR

Everything You Always Wanted to Know About Avalon Hill

The evening concludes with first hand answers to your questions derived from a Question & Answer session with the AH staff, including as many of our freelance designers as we can round up. Answers from the source—not our competition. Entry fee: $1.00.

RICHHOFEN'S WAR

Sunday morning starts with the third running of the Demolition Derby. Entrants will be divided into six heats and located on a board from which there is no escape against a similarly matched team. Only one team may survive and only the team that survives will not move any further. Every attempt will be made to make the game as simple as possible and may gain ace status as they progress. Survivors will be put into a force pool from which new teams will be selected. All moves will be guided by the credited kills being put on the same team. Entry fee: $1.00 Judge: Randall Reed.

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Avalon Hill RBG Rating Chart

<table>
<thead>
<tr>
<th>Country</th>
<th>Credit Rating</th>
<th>Total Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Egypt</td>
<td>5</td>
<td>100</td>
</tr>
<tr>
<td>Tunisia</td>
<td>4</td>
<td>90</td>
</tr>
<tr>
<td>Greece</td>
<td>3</td>
<td>80</td>
</tr>
<tr>
<td>Persia</td>
<td>2</td>
<td>70</td>
</tr>
<tr>
<td>Babylon</td>
<td>1</td>
<td>60</td>
</tr>
</tbody>
</table>

Notable Names

- A. H. CLASSIC 800
- WARR AT SEA
- A. H. Philosophy

Origins Bus

Interested Group Baltimore and Avalon Hill will be sponsoring a charter bus to ORIGINS '77 in New York. The bus will leave the Baltimore area on July 24th and return on July 29th. Meals and lodging are subject to change. The bus will be on a first-come, first-served basis. To reserve your seat, please contact the convention authorities. Those interested in this transportation should send a stamped, self-addressed envelope to Avalon Hill, to the attention of Don Greenwood/Origins Charter Bus.

Roundtrip fee will be $139.00. No one welcomed without a reservation including the members eligible for free transportation. To get your reservation, send a stamped, self-addressed envelope to Avalon Hill, to the attention of Don Greenwood/Origins Charter Bus.
Infiltrator's Report

being published that week, taking on a dozen simultaneous opponents (with the book as a prize for the first to beat him) and arch-stabber Richard Sharp challenging opponents at Anonymous Diplomacy—you know he's playing, but for which country? Admission is free.

Canadians planning on attending ORIGINS II could do worse than the 450 roundtrip charter bus to ORIGINS leaving Toronto at 2 A.M. Friday. Further info: BUS BY MAIL, 20 Graydon Hall Dr., Suite 204, Don Mills, Ontario M3A 229, ATTN: Andy Webber.

Wayne E. Wells of 1503 Mulberry St., Charleston, SC 29407 announces the existence of the Charleston Christian Wargaming Club. As Wayne himself relates: "We are a Christian group who are more concerned with our spiritual growth than our wargaming hobby. However, we enjoy playing wargames and the fellowship they bring." More evidence of what sadistic warmongers we all are... yeah, right.

The 1977 Charles Roberts nominations have been announced. Nominated for best tactical games were STARSHIP TROOPERS, WELLINGTONS VICTORY, TERRIBLE SWIFT SWORD, and FIREFIGHT. Best strategic game kudos went to RUSSIAN CAMPAIGN, PANZER GUARDIAN, CONQUISADOR, and WAR IN EUROPE. The GENERAL was once again among the nominees for best magazine along with S&T, F&M, and MOVES. The winners will be determined by convention attendees popular vote during ORIGINS III.

When we make reference to our new design offices at 900 St. Paul St, we use the word loosely. A "100 years ago today" column in the Baltimore Sun recently made reference to President Grant's visit to these very same premises. New, no... but steeped in tradition nonetheless.

The Interest Group concept has gained international status, informs Robert Williams, of Interest Group RAF GREENHAM COMMON UNITED KINGDOM. He invites all interested U.S. personnel stationed in the United Kingdom and/or British readers to contact him at RAF Greenham Common, Newbury Berkshire, England.

No one submitted an entirely correct solution to Contest No. 75 but Peter Mayewski of Larchmont, NY headed the list of those who came close with 9 out of 10 correct answers. Other winners in order were: D. Gerratt, Rochester, NY; F. Small, Santa Clara, CA; A. Baer, China Lake, CA; D. Farrow, New Castle, DE; J. Elison, Cambridge, MA; R. Selinger, Toronto, ON; B. Perkins, Portsmouth, VA; P. Polli, Palatine, IL; and D. Appleby, Decatur, GA.

Letters of credit for AH merchandise were sent to all of the above.

Pictured below is the complex that is the solution to Contest 76, followed by the answers for each hex number.

A fast (and sloppy) explanation of how the layout can be deduced from the breaches:

Due to the intermingling of breaches, either the "C" tunnel group will have to loop around the ends of both the "B" and "D" groups, or the "B" and "D" groups will have to loop around the end of the "C" group. The starting segments are not enough to loop in two directions, so "C" cannot do all the looping alone; therefore it must be the "B" and "D" groups that loop. One of these must make a big loop around the end of the 10-hex "C" segment; such a big loop requires one big segment to go out, one transverse segment to cut across the end of the loop, and two small segments to come back. This leaves no segments to run off and pick up extra breaches, so the big loop cannot pick up extraneous breaches. There are 4 "D" breaches that have to be intersected, not in a line, so the "D" tunnel group cannot make the big loop—it must be the "B" tunnel group.

With the cells lettered in counterclockwise order, it clearly is easier to place the cell group to the right of the breaches. The "B" cell cannot be "east" of the "C" cell, or it cannot make a successful transverse loop at the end of its outbound segment; therefore, the "B" must be north or northwest of the "C" cell. But there are four "D" breaches, which means that each "D" segment must contain a breach, unless one segment can pick up two "D" breaches and doubling up is hard because the "D" breaches are not in line for the most part. Thus, since the "D" network must make a loop, it can hardly give up the chance of running the main tunnel through one of the breaches; this cannot be done if the "D" cell is northeast of the "C" cell. The "D" must be southeast, which means that the "B" cell must be directly north of the "C" cell.

Once the main cell has been oriented and placed—after all, we know that both the "B" and the "D" long segments must pass through a breach—the rest is just a matter of implementing the loops effectively.

This sort of puzzle is very tricky, and possibly there are alternative solutions. If you find yourself in a solution with a valid alternative layout for the Bug complex, then we'll accept that as an alternative correct answer.

The General PAGE