At the risk of sounding like a 2nd rate burlesque comic, this time around we've got both good news and not so good news in this issue. I hope you can stop worrying—we didn't forget to insert your VICTORY IN THE PACIFIC map sheet and counters in this issue. The bad news is that there isn't any insert! I'm afraid we've reneged on our pledge of 4 months ago to bring you there isn't any insert! I'm afraid we've reneged on our pledge of 4 months ago to bring you VICTORY IN THE PACIFIC and still available games. Among the bids: $9.00 for a used KINGMARK, $6.00 for AFRIKA KORPS, $15.00 for an autographed copy of the original Charles Roberts TACTICS rules, and $6.00 for the inevitable prized copy of TRAFALGAR.

The Avalon Hill booth did a booming business—sweating our ORIGINS II sales by a considerable margin. VICTORY IN THE PACIFIC got off to a slow start due to the lack of pre-con publicity, but sales picked up briskly on Saturday and Sunday after gamers spotted the easy to learn game in play all over the student union. But the real surprise of the convention for us was the acceptance of RAIL BARON—alias BOXCARS. A few were sold Friday and played that evening. Word spread fast and by Sunday we had sold out of our non-wage game at a wage convention! Believe us, if you're at all inclined to take our advertising seriously, give RAIL BARON a try. We heard our advertising on the radio, and still available games. Among the bids: $9.00 for a used KINGMARK, $6.00 for AFRIKA KORPS, $15.00 for an autographed copy of the original Charles Roberts TACTICS rules, and $6.00 for the inevitable prized copy of TRAFALGAR.

The Avalon Hill Philosophy Part 2

VAUDEVILLE REVISITED

The Avalon Hill Game Company

4517 Harford Road.
Baltimore, Md. 21214

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PLAYING YOUR HAND IN KINGMAKER

"THE PLAY'S THE THING WHEREIN TO CATCH THE KING"

By Richard Berg

If Andrew MacNeil is the designer is the father of KINGMAKER, Richard Berg is no less than its American Godfather. It was Richard who discovered the English sensation and arranged its first sale on these shores by encouraging SPS's importing of the Philmar, Ltd. English edition. Just as importantly, it was Richard's glowing reviews in numerous hobby journals that won the game its' initial American audience. Berg can lay claim to more than just converting fellow Yanks to the novelties of KINGMAKER however. He's never been bored in a game yet and considering his fondness for treachery and the fact that KINGMAKER IS a multi-player game where the losers can gang up on the seeming leader that's a considerable boast. Maybe that's why it's so hard to get him into a game these days... why risk such a record once the word is out on you.

Of the 300 or so historical simulations that have appeared in the last decade undoubtedly one of the most unusual is KINGMAKER, Andrew MacNeil's politically-oriented game on the Wars of the Roses. It never ceases to amaze me that a game which covers so esoteric a period in history (at least for Americans) as the baronial conflicts in the English 15th century has caught on with such rapid facility.

The reasons for this are interesting because they cast light on the thought processes of the gamer, an area into which publishers and designers have tread with great trepidation. Until the arrival of KINGMAKER (it first appeared in the US in its first edition in the early spring of 1975 but had been circulating throughout England for at least a year prior to that) only one game of similar design had ever held the public's interest more than briefly: DIPLOMACY. This simulation of power politics and abstracted military aggression had been a cult ever since its introduction in the early 1960's. It was immensely popular and, now that we can look back at it, quite simple in its intent. It made its way into people's faces: Plague always makes for quick changes in power hierarchy and spreading a little disease doesn't hurt.

Generalities aside, the best strategy in KINGMAKER is preparation and knowledge. The player who knows the board, knows what is going on and what has gone before, and then has the flexibility to handle all of this knowledge is a successful baron, a veritable Neville amongst the Scrope. (A bit of historical byplay: Alas, poor Scrope, your time has passed. No longer may players launch the once infamous Scrope Attack," made infamous in the 1st two editions, wherein the hapless Scrope went around like a Kamikaze in kilts and buckler, sacrificing himself in attacks the odds of which staggered the imagination, just to kill off some nobles. The AH edition of the rules has removed this bit of dastardly—and often

and with such amazing effect, in a conflict simulation. Perhaps other designers felt constrained to avoid the “Monopoly” influence, or the seeming utter randomness of such a system. But in KINGMAKER it worked. The two series of cards—Event and Crown—are the game. The recent, and excellent, article in THE GENERAL (Vol. 13, No. 1) by Robert Harmon is well-worth referring to as a reminder of what each card in the game can do, and how often it can do it.

And knowing what the cards can do is the key to the game.

Strategy in KINGMAKER is like going over Niagara Falls in a barrel: you know what you want to do, but once you start doing it you are no longer in control. And the player who usually sticks to a strict plan in KINGMAKER will usually find himself suffering the same fate that befalls the old Barrel-Driver.

The best players in KINGMAKER follow the age-old adage: Hope for the Best, but Expect the Worst. The former may be fleeting, but the latter is sure to arrive somewhere along the line. Moreover, do not despair! KINGMAKER is so cunningly contrived that even total elimination means little, unless it occurs during the latter portion of the Middle Game or in the End Game itself. If such a fate befalls you, you will have to be content with being some major Baron's pawn. You might also try breathing in people's faces. Plague always makes for quick changes in power hierarchy and spreading a little disease doesn't hurt.

The heart of KINGMAKER is the marvelous series of cards which direct the play of the game. Cards had never before been used to such an extent, and with such amazing effect, in a conflict simulation. Perhaps other designers felt constrained to avoid the “Monopoly” influence, or the seeming utter randomness of such a system. But in KINGMAKER it worked. The two series of cards—Event and Crown—are the game. The recent, and excellent, article in THE GENERAL (Vol. 13, No. 1) by Robert Harmon is well-worth referring to as a reminder of what each card in the game can do, and how often it can do it.

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The beauty of the design is that each play is different, each game a new situation. Here is an obvious improvement over the static initial situation inherent in DIPLOMACY. The latter produces what are known as “Standard Hands” that mean being in a location from which you can strike. Basically, his intent is to solidify his position and gain himself a Contender—any Contender. Without a Contender your play tends to be aimless and, worse, useless. You will find yourself at the mercy of the stronger factions, who will use you as a pawn and then drop you like a hot Yorkshire pudding. Get that “prince”, even if you have to steal the packet boat to Ireland to do it!

Each player must decide what his best deployment is (some of the nobles being given variable locations). This is where knowledge of the gameboard comes in. The Lancastrian pieces are located in the center of England, with Margaret and Edward right next door to each other, while the Yorkist Household is spread around the fringes of the country. If you have a faction that is powerful in the center by all means take advantage of such a situation. Otherwise, try to base your power in one of the fringe areas where you can grab—and maintain in relative safety—one of the Yorkists.

Further use of game knowledge can be made in assigning the offices and titles. For example, unless you want to create a Power Base in the North (which is foolish unless Percy, Earl of Northumberland is one of your barons), the Warden of the Northern Marches can prove an extreme annoyance. He has an irritating habit of heighing off to Scotland just as you are hopping down to London, Embarrassing at best. But if you are so lucky as to combine Mowbray, Duke of Norfolk, with the Chamberlain of the County Palatine of Chester you have created quite a formidable Baron, with an exceptionally powerful stronghold in Wales—a difficult area of the board to approach without notice.

Let us look at the Sample Hand to see how the principles of the Gambit may be applied.

First, note the imbalance between the hands. Player one has a basic total of 330 Strength Points, while Player Four has, at best, 130. Player Two has a seemingly miniscule strength of but 100. However, he possesses the Constable of the Tower of London, and Talbot, Earl of Shrewsbury (The Constable should have little trouble claiming the extra 200 men that go with this office (See below). That would give him 300 rather quickly and pull him up to par with the other major factions. (It also makes him King, as Henry is his as soon as he enters London). However, as we will see from the example of Player Two, initial strength is misleading. It is position which is important—and it is position which will remain important throughout the game. You must always be ready to grab an opportunity, and being ready means being in a location from which you can strike quickly. Sequestering yourself in the Cheviots might...
Once having gained Henry, Player Two will have to rely upon a good draw from the Crown Pack to give him aid. His barons are weak, and he is strong only in London and its environs. His opportunities to garner other Lancastrians (and thus strengthen his position) are slight. The only position worth considering Player Three's strength in Central England. He thus seems to be tied to London, and only some shrewd politicking will get him out of that hole. Players who hang around London usually end up hanging, literally.

Player Three's situation is enviable. He has strength—290 points—and exceptional position. Furthermore, he is Chancellor of England. Not only will he go first, but, in the obvious stalemate that will quickly occur, he will, under certain circumstances, be able to call Parliament (if he lives that long). Warwick is placed in Warwick, right next-door to Margaret and Edward, where he, Roos, and Pole can grab Margaret and then Edward right off the bat. Furthermore, Herbert can wait right into Cardigan (an open town) and pick up George, a Yorkist contender, on the first turn. Player Three's position in terms of bargaining power and alliance is thus quite enviable. He will hold three contenders in short order, and his power base in the center will make him quite capable of unloading on Player Two in London, should he get some reinforcements in the draw. Thereupon, he may decide how to divide his hand. Chancellor obviously goes to Warwick, a very powerful noble (and the namesake of the game's title). Admiral of England provides some interesting sea maneuverability, but Three hasn't the coastal Nobility to take advantage of it. Note that Pole and Roos have been placed within striking distance of the Lancasters by deploying Roos at Belvoir. Player Three has some very interesting times ahead!

Player Four has problems. He has little inherent strength, and his positioning is mediocre at best. But he still has possibilities, and this is what the players should be aware of. From the way he sees things developing on the board in the initial deployment, and from the lack of strength in his hand, it should occur to Four that he will have to act boldly if he is to succeed. The key to his success is the ship Swan. The situation is in Four's favor if he can control Berwick by the time of Four's initial move. This means the Swan will be free to move. With the intent of using this ship as a Catalyst, Fitzalan has been placed in his Southern holding, Arundel, but given cards which essentially give him power further north. Initial strength Welsh holding in Chirk. The reason for this is that Four's best move is to go to Ireland as quickly as possible, grab Edmund, and bring him back to the northwest (thus Fitzalan gets the Bishop of Carlisle and the City of Lancaster). Grey, Cromwell and Bourchier should be able to join with him in an easily effective little interdiction of the enemy base and/or combat in the initial moves as players are too busy getting organized, and Four should be at least able to set up some sort of Power Base in the West. It's not much, but it is a start. And it also places him near Edward of March should he attain the strength to take Harlech.

From studying the above dispositions and tentative opening moves we can formulate some basic precepts that players should keep in mind as they begin playing. Three will move first (he is the Chancellor) and thus One will move before Two. This will enable One to crown Richard King before Two can call a Parliament (a foolish move at this stage of the game anyway).

Thus, One has good strength and good position. He will soon, barring unforeseen complications (Plague, etc.) have a rival Contender and become the leading faction in the North.

Player Two has had the unfortunate happenstance of having to discard three nice Offices. Things like that happen all too often. His strength as well as his position is also basically weak, and his bases of power are divided between North and West. Clifford and Scrope are of little help to Talbot, and furthermore, they are in great danger in the center of Player One's Power. But, Player Two is the Constable of the Tower of London, and that makes Henry his—~if he can get there without mishap. And that is why Bristol has been assigned to Talbot (among other reasons). Talbot can use Bristol as a refuge (praying that the Black Death doesn't catch him there) and a jumping-off point for a quick one-turn trip to London. By the second turn of the game he will have Henry. Unfortunately, Player One will probably also have Richard (York) by this time, so the effect of this will be nullified.

Players from picking you off. If possible, consolidate your Barons before grabbing the Royal Piece.

3) Try to get an early Power Base, a position from which you can operate and to which you can retreat in times of danger. Position is everything, and a player can make himself overpowering in one area his chances of success are greatly improved. Of course this Power Base/Position should not be so far from what's happening that you become a veritable hermit. Position means the ability to strike as well as to consolidate.

4) Get a Royal Piece as quickly as possible. George and Edmund are virtually freebies; others are more difficult. However there is usually always one member of Royalty who is attainable. Study the initial dispositions vis a vis your strength and act accordingly.

In essence, the object of your initial deployment and opening moves is Power. You must obtain some sort of power, be it a Royal Piece or a strong Power Base/Position. If you have neither you will soon be at the mercy of the players who do, players who will be winning the best royals positions before the event pack is finished and reshuffled. (This has been specifically designed into the game, and it is entirely dependent on the Positioning he has devised in the opening portions. The reason for this is not that the game will depend on who controls what, but rather that the player who has good position—and power in and from that position—will be able to take advantage of those incredible and all-consuming turns of fortune that strike through the game like a horde of Huns.

As players' factions become bigger they will become more and more susceptible to the annoying Raids and Revolts that spring up about once every two turns (at least). Remember, nobles called to other places may not take other members of their factions with them, so a major faction can quickly become splintered. The good player is one who has enough power and position to a) overcome these sudden changes of fortune when they occur to him, and b) take advantage of them when they occur to others.

Now, there is no way for a player to ignore these events. Nor is it possible to ignore Plague. However, at least the latter is somewhat foreseeable. And, in the words of the original edition, "The Player who has his whole force wiped out by Plague really deserves to lose." And that is the truth. Remember that Royal Castles do not suffer Plague and, furthermore, that plague is cyclical—once it has occurred in one city it will not occur again in that city until the Event Pack is finished and reshuffled. (This has been specifically designed into the game, and it is somewhat unrealistic to shuffle the deck every once and a while as Plague—which represents other misfortunes as well as actual disease—tended not to reappear in cities it had hit in the recent past, i.e., this is a carefree player can take advantage of cities that have been hit before them as havens knowing that they are safe for a while.

As for the Revolts and Raids, the player must learn to anticipate, to realize that certain of his nobles will be called to places undesired at times unwanted. These calls are unavoidable, but the effect of such can be minimized by careful planning (within the parameters of the amount of planning you can do in KINGMAKER). Establishing a Power Base in an area to which you are likely to be
summoned is one way of handling these emergencies; actually, it is probably the only way. Otherwise you must trust to luck and the largesse of the other players, which is usually feeble at best.

The Middle Portion of the game is thus best played by players who minimize misfortune and capricious chance. Nevertheless, this is often quite important. Now, be not mistaken about alliances in KINGMAKER: they are invariably consummated in greed and dissipated in mistrust. Moreover they are rife with irony and hypocrisy for the simple reason that two factions helping each other are usually after one goal, and that goal can be attainable by only one of those factions. This is not to say that all alliances should be avoided; just the opposite is true. You usually cannot survive without the help of another faction, unless you control most of the major nobles in the game. And if that happens you usually spend most of your time running errands throughout the countryside.

No, alliances are necessary and even helpful. They can act as buffer zones to certain areas, and they can often help lesser factions survive while building up their strength. However, most alliances in KINGMAKER are short-lived. Unlike DIPLOMACY, where alliances can be mutually advantageous as the players involved divide the spoils of new areas conquered. In KINGMAKER there is little gain in controlling areas for the short term, unless the short-term gains are after Royal Peace. And, as at least 50% of those situations will most likely have had their proverbial throats slit after just several rounds, the prize may be difficult to attain. In this fashion wheeling and dealing is infinitely more difficult and requires a more devious personality in KINGMAKER, for there is usually little to bind two factions together. It is the superior player who can use his fellow players to accomplish his aims without giving them anything worthwhile.

As the Middle Game progresses the factions begin to solidify, if they can avoid Plague and other disasters. The Faction controlling the King usually has a great advantage—whether you are using the optional Parliament rules or not. This advantage may be offset by having a rival faction-crowned King, creating a temporary stalemate, or, as is more likely, by the annoyance of Embassies. The key thing to remember is that it is easier to control the King and keep a strong faction of nobles around him at all times. Quite simply, an unprotected King dragged off to Weymouth or some other such tank-town to meet the Scots or French ambassador will be devoured before he can move an inch. However, unlike Raids and Revolts, when the King is summoned to embassy he may take any nobles in the same area with him. Thus it behooves the player to protect his King in this fashion.

Of course, strong factions are usually dissipated by the very Raids and Revolts mentioned above. Sometimes this can be avoided—aside from the ways we spoke of before—in an unusual and daring fashion. Certainly nobles are called by Raids and Revolts more than others; these are usually the powerful barons. These are significant examples. For instance, Mowbray, Duke of Norfolk, and Percy, Earl of Northumberland—have almost as many drawcards as they have advantages. Percy has the largest household, and as such, his strength is formidable. But his base of power is far to the North—too far to be of any use as a true Power Base. Moreover, the centre of power in Cockermouth, is in the unusual position of being a coastal castle with virtually no access to the sea! Mowbray, Duke of Norfolk, has good strength (50) and some excellent castles (five of them) spread around the country. However, Mowbray is a one-man travelling circus and he is so susceptible to calls for Raid/Revolt that he cannot be trusted. As for Stanley, who also has a basic strength of 50, hisdrawcards are self-evident (lack of power base and constant calls to Douglas). To give Stanley any power other than he has or cannot be avoided is to waste time and resources, as well as money. Several ships at your disposal Stanley can become more useful. But he is a question-mark at best, and players should be ultra-cautious about using him or relying upon him to any great extent.

An important point to remember during the Middle Game is that cards drawn from The Crown Pack may be concealed. This is a powerful weapon, as the players may not know that you are holding Neville, who is Chancellor of Cornwall with several groups of mercenaries and some bishops. To spring such a surprise on the other players is usually to carry the day, at least locally. Knowing just when to spring that surprise is the essence of good timing, which is a very important sense to have. The obvious faults of "too soon" or "too late" are magnified in a game which is so one-sided, where two other players are equally as capable of making advantage of presented opportunities. Actually, it is almost impossible to act too soon in this game; players should strike when they can and then not wait around to see what develops later. But you can be vulnerable to being wasted on trivial conquests. If you are lucky enough to have a pocket baron with the power of a Neville, as above, make sure you use him on a worthwhile mission.

There are other mechanisms in the game that players should be aware of, particularly Free Moves and Writ cards. They, along with the new King's

Pardon cards, are virtually self-explanatory in their worth, and players should be careful if they want to make the best use of them. Free Move cards can be very valuable in planning a quick, decisive raid from an area which seems far removed from the center of play. And the combination of a surprise noble plus a few Free Move cards can be incredibly devastating.

THE END-GAME

Time was, in the early editions, when the players with the most power would simply take their pretender and sail for Calais, the healthiest city on the block (no Plague!). Now we have a Plague in Calais card, as well as other French sideslits, so that scheme is no longer valid. The end-game, however, can bog down when there are two players with equal strength possessing the only two pretenders. By this time all the cards are in play and there are few surprises left. Play tends to become somewhat static as neither side is willing to take a chance.

Plague, of course, can loosen this up, as can Embassy cards, and players must be ready to jump at the first opportunity. Strong factions should get rid of as many pretenders as they can. While Royal Pieces must be reassigned and, to some extent, the middle of the game, they become an increasing liability as the game progresses. They slow down movement and make factions more of a target. (And remember Beaufort!) Usually, an embassy card here, a raid card there and a huge battle occurs with the winner emerging with the sole royal piece. It can sometimes take a bit of waiting for this to occur, as players have solidified their positions and are unwilling to make deals.

I have purposely omitted discussing Parliament and its uses until now. Briefly, each player tends to use Parliament—as King—according to his own personality. That to call Parliament is important depends on saying—if you have the power and there are strong Offices and Titles to dispense. The strength of the King is nowhere more apparent than in Parliament—his faction is strong enough to overturn an Office; this is where political deals are made—and consummated. Never underestimate the power of greed, and use it to your fullest advantage. As King you should never hesitate to give yourself the choicest appointments, and the player who is shy and unassuming or, even worse, generous, will not be King for long. To be King means to have power; and to win you have to know how to use that power. The best players in KINGMAKER are those who use a baronial mentality to the fullest. Trust no one, and grab, grab, grab. KINGMAKER is not subtle; you cannot finesse 500 pounds of armored illiteracy. You club him into submission—and Parliament is where you pick up your bludgeons.

KINGMAKER is not a game which can be discussed in specific strategic details. Success depends on a state of mind. It is a game which demands concentration from its players, a game in which trust is an anachronism. Speed of movement and ruthlessness are the two key ingredients which trust is an anachronism. Speed of movement and ruthlessness are the two key ingredients for success. For both of these ingredients use one source; power. Throughout the entire course of the game you are playing for power. Whether it be local power or total control, no player can survive for long in this atmosphere without some form of power. And to that end you must always plan your strategy.
In Praise of Kingmaker
by Charles Vasey

Charles Vasey is a part time Law student and self-confessed full time work dodger whose gaming exploits trace their beginnings to 1968 when he first obtained 1914: an acquisition which amazingly did not change his natural leanings toward simulation as opposed to playability. Vasey, a medieval French name synonymous with wanton, lascivious, and mischievous (or so he'd have us believe) fills his off hours by publishing a fine gaming newsletter entitled PERFIDIOUS ALBION which is notable for its candid and fresh remarks on the wargame scene. A true victim of the wargaming craze, Charles hopes to make his debut in the Big Apple at ORIGINS '77—a notable achievement for an Englishman.

Kingmaker is a creeper of a game. When it first appeared in England it was reviewed as being 'fun' but not especially accurate. It was easy to pick on a few 'obvious' errors (though often they were a great deal less erroneous than the reviewer thought). The basic opinion was it was for 'kids'. Yet beneath this simple exterior was a great deal of cunning work, work which few reviewers could spot because Andrew McNell did not speak the standard language of game design, he did not come from the great AH/ SPI tradition. Only as time passed, and one tinkered with the game, did realization slowly steal over you—one could not do better!

I have long been interested in the Medieval period and tried to design games based upon this period, using standard design procedure. They all failed completely. Militarily the War of The Roses is fairly simple in mechanics. Armies stamped around, often missing each other, often engaging in private wars with their neighbors, often running out of food, and clashing in battles of frequently the same form (three main bodies, the side that wins is the one that chases two of the enemy's off the field). However in 1813 talking about Bosworth Field said “Battles are singular periods; productive of strange events. Much may depend upon a trifling, the effects of a trifling may be victory, and the effects of victory, everlasting.” If the actual fighting depended on simply marching forward and hacking until you won or got beat, the raising of armies was much more difficult.

The War of the Roses was a very strange war indeed. It was mainly a form of super-gang warfare that was carried on by the nobility while the common people stayed out of it. There are exceptions of course; Edward IV halted the old practice of “Spare the Commons, and slay the Lords” after he was deposed, and in 1461 Margaret of Anjou let an army of pillaging northerners into the south and burnt many of the “good towns” of the Yorkists. This escapade did little to endear the Lancastrian cause to the Londoners who could always be trusted to stamp up for a Yorkist campaign, it also made the Yorkist cause synonymous with Law and Order. (Rather like the gamer who goes around attacking everyone’s castles, and finds his land being dismantled in unison by players who have forgotten their own animosities). Having disposed of popular fervor as a source of troops one must ask how the armies were raised. There seem to be two methods. (1) The personal retainers (private army) and vassals of the nobles. Knight-service, which had been calculated as one knight per five hides of land held, was no longer a common practice but often one’s vassals would serve for pay taken from their rents. Now the nobles would draw up contracts of service with important captains of war (the English were remarkably willing to serve under men of ability but little nobility) or warlike vassals. In 1474 when Edward IV was to invade France he issued an indenture to Richard Duke of Gloucester to find, at his own expense, 120 men at arms (i.e. wearing full armour) 19 of which were to be knights, and one thousand archers. (2) One could, with varying shades of legality, issue commissions of array. These called upon citizens to muster in defense of the king. Of course the answer to “Who are the King’s enemies?” depended on whether you were Yorkist or Lancastrian. Was it traitorous York attempting to steal the crown from Henry, or was it scheming Suffolk and Somerset who were ensnaring the king into a form of vice-regal government? Obviously if you were told to attack York and believed the latter you would deny the legality of the commission, or find the first opportunity to vanish from the army. Thus commissions, at best, could only be effective when issued in one’s own lands, or if the enemy took to using foreign aid. There is much overlapping between the two kinds of army, but even so representing it in standard game terms could be a problem. One has to know roughly how much money each magnate got from his estates, and where those estates were.
Let me first point out that the office of Earl or Duke did not hold great significance to the area in question. The same is true for the smaller manors that, in the case of the county of Lincoln and the Shire, were owned by the king, for example the manor of Duffield. The real significance was the vast estates of the Plantagenets and other nobles which had been accumulated over time. These estates were often the result of personal acquisitions by the noble families themselves, or through inheritance. The Plantagenets were known for their ambitious acquisitions of land, which often resulted in vast estates that stretched across the country.

Two very difficult areas. The final important feature in this quest for accuracy is the Parliament. The Parliament is often portrayed as a body of nobles who met to debate the issues of the day. However, this is not entirely accurate. The Parliament was made up of nobles, knights, and members of the shire, and was used to pass laws and make decisions for the country.

The War of the Common Weal (1465) when whole and bread of England and Wales. The Black and White roses were the symbols of the two sides of the conflict. The Black rose represented the Lancastrians, while the White rose represented the Yorkists. The conflict was fought over the succession to the throne of Richard III of York. Richard was the last Plantagenet king, and was succeeded by Henry Tudor, Duke of Buckingham, who was a member of the House of Lancaster. The battle was fought at Battle Abbey, and ended with the death of Richard III and the victory of Henry Tudor.

Certain noble houses (Hastings for example) were able to get promotions and offices either from their own ability in administration or war. Thus these gentry are practically useless unless they receive the patronage of the King or the great Lords and get a title or an office. Most of the families missed out (apart, perhaps, from de Vere and Holland). Two very important exceptions were the Mortimer Earldom and the Archbishopric of York. The Mortimer Earldom was able to put up 1,700 knights, and the Archbishopric of York was able to put up 1,700 men.

In Ireland, the situation was quite different. The English had a much stronger presence, with their castles and their own seats. The English were able to defend their lands and the large areas in each square. As such I think it works, and the game has good claims to accuracy in these areas. Perhaps my main quibble might have centred on the分配 of the castles. It may cause a great deal of work for the Game Master to add new castles, but it is essential for the game to work. Overall then we have a very neat system to represent the complex power-structure of Medieval England. For a little more fun and some accuracy one should possibly be allowed to remove titles and offices in Parliament. Many nobles lost offices in times of royal strength (John Neville lost Northumber-bridge, his brother George at various times had York and the Chancellorship removed — with a good deal more reason than his brother). Of course no noble cards can be removed (outlawry), no mercenaries or towns (neither give a damn for Kings), but bishopships could be removed (it was nearly always possible to find some mistake in inspecting a bishop, so some expenditure in Rome could solve this problem). Should you try this out I recommend it should require a 2/3 vote as it only happens when one faction is clearly regarded as leader.

This point of royal strength leads one to the greatest, initial, problem in the game for the history buff. That is that the royal family are as pawns. This causes little trouble with Henry VI who was a born pawn, and Edward of Wales was (a) not grown up, and (b) a nasty little swine when he was. Margaret of Anjou was nobody's fool however. George of Clarence was easily led. Richard of Gloucester seems to have had genuine regard for his brother Edward and never opposed him (although he did not extend this love to his brother Woodville's children). Richard of York was simply an old man who was programmed to be a renegade (he was a good diplomat and a fine general, and almost a Renaissance Prince. Edmund of Rutland died too young to matter, or to make his mark. One certainly felt that York should have been a noble like his enemies Suffolk and Somerset. Of course, Avon Hill has done much to repair this with two Plantagenet nobles, I would think that the factions should only be able to kill their pawns if they can overcome their personal troops (if they fail he joins another faction).

The more one looks at the game the more one feels that wherever history seems to be disregarded, the actual results came very close to reality, even if their working was not immediately obvious. It must be a sign of great skill to design a game to which so little can be added. The Avalon Hill version is recommended for its new rules and the excellent notes and family trees. Oh yes and those new cards and faction markers are really splendid; a well done to the Art Section.

The Thorns on the Roses or The Battles of the War

First St. Albans (E5) 22 May 1455 — The Duke of York, Earl of Salisbury and Earl of Warwick with 3,000 men attacked the King and the Earls of Somerset, Buckingham, Pembroke, Northumberland, Devon, Rutland (4L13c) and Ormonde (1L2c) held 2,000 men. Fierce street-fighting took place and Ormonde was killed. The Nevilles held the Archbishopric of York (5 Lords), the Earldom of Northumberland (3L, 2c), Earl of Salisbury (1c), Earl of Kent (1c), Chancellor of England (20 possible), Warden of the North (2c) and their own seats (4L, 3c) — a total with their allies of 8,000 men. The battle was a great victory for the Yorkists, with the defeat of the Lancastrians and the capture of the Archbishop's seat. The battle was fought at St. Albans, and the Yorkists emerged victorious, giving them a strong foothold in the north of England and Wales.

Second St. Albans (E3) 17 Feb. 1461— Warwick with 9,000 attacked in badly positioned entrenchments by the Queen with 12,000 men. John Neville was overwhelmed and Warwick pulled out. The King was re-taken by his supporters, with the exception of the Lancastrians who joined the Yorkists. The battle was fought at St. Albans, and the Yorkists emerged victorious, giving them a strong foothold in the north of England and Wales.
arrives and takes the Lancastrians in the flank and rolls them up. A huge slaughter follows, Northumber-

land killed, Devon and Wiltshire are executed. Rest of Lancastrians are being burnt at the Stake.

Hedgley Moor (A4) 25 April 1464—John Neville thrashes some Northern Lancastrians including

killing Sir Ralph Percy.

Haxham (A4) 15 May 1464—The Lancastrian army breaks before the onset of John Neville. Somerset

finally stops running. Roos and Hargrave are also killed. Almost single-handed John Neville has cleared

the North.

Edgerton (E4) 26 July 1469—Warwick and Clare-

mont enters into England with 15,000 men—

ostensibly not as Edward's enemies. Yorkist clients

Herbert of Pembroke and Stafford of Devon march to

help him. They argue and Devon marches off with

6,000 men. Pembroke (14,000) is beaten and

executed. Devon is taken later and is also toppled for

his piec.

Empingham (Leancoat Field) (E5) 12 March 1470—

A Neville provoked rebellion under some local Lancastrians is stamped out by Edward who

announces his victory to Westminster.

Barnet (E5) 14 April 1471—Edward is defeated but

returns with Burgungi munition. 9,000 Lancastri-

ans内科 to the Oxford troops attack, 8,000 Yorkists. Oxford on the Lancastrian rights off cushions, but

Richard of Gaunt does the same to the Lancastrian

left under Exeter. Due to mutual

mistrust Oxford flies the field and Edward and

Richard of Gaunt retreat to meet Warwick and

Woodgate go down fighting, but Oxford and Exeter show a clean pair of heels. Warwick and

Cromwell fall too.

Tewkesbury (E3) 4 May 1471—6,000 men on each side. Somerset launches a surprise attack on the

Yorkist Yorkist center. Unfortunately he falls into another ambush. Devon and Wenlock (a

Neville paragone) refuse to support Somerset and are
given off themselves by Hastings and Edward. Somerset is captured and executed (the third of

that title to suffer this fate) but not before he burns

Wenlock’s brains out for not supporting him. Margaret of Anjou is taken, as is her son who is

murdered/executed (depending on what you believe).

Bowsworth (E4) 22 August 1485—The Tudor Earl of

Richmond invades at Milford Haven. Richard and

Howard, Earl of Norfolk, launch an attack but are

not supported by Northumberland or the Stanely

brothers (Hit men by appointment). Richard rides

straight at Henry but dies with his boots on, some historians have suggested that the death of

Richard's horse may have been a point to mislead the King's

but his brother Surrey is released (a typical Tudor compromise—the iron fist in the velvet glove).

Stoke Field (D5) 16 June 1487—England having

nearly run out of nobles moves from the sublime to the ridiculous. John de la Pole Earl of Lincolns (grandson of Richard of York's arch-enemy Suffolk) continues to be declared Richard III's successor as Richard was his uncle. As befits a Lancastrian representing the Yorkist cause(!) he recruits an army of Germans and Irishmen (under Fitzgerald) and some of his own retainers. To

complete the unlikely scenario he discovers a pseudo-Warwick (George of Clarence's son). The whole weird event comes to a complete end in a violent battle with the Germans fighting to the

death.

The Field saw the end of the War of the Roses.

The last vestiges dying with Richard de la Pole (called "White Rose") being killed fighting for

France. The violent cleaving of the English nation to become two very separate. Especially using the

advanced system which allows equal arms to

resolve matters. The loser seldom loses all leaders

but they often lost the mass of their armies—this

coincides nicely with the loyalty rule where the

successor is seen as aLogin. Even the Yorkist doubt if one could accommodate Blere Heath with a

2:1 defeat.

No conclusion can I recommend "Warwick the

Kingmaker and the Wars of the Roses" by Paul

Murray Kendall, a very fine American historian and

no mean storyteller. He lays bare the problems of

gaining power if one was not of the blood royal. Full

of the feel of the period and a good introduction to

the "Great Earl" himself.

K M By Mail ............................................................Continued from Pg 11

Chichester in the first place to confer his Peace?

Should he now announce the premise of Parliament at all? And if I hadn’t announced it at

that time, was the war still effective the turn after? All in all it seemed a pretty dreadful mess and there

was no way in which I could emerge smelling of

roses in all players’ opinions. In the end I concluded that the trouble wouldn’t have arisen if Parliament

had been called properly in the first place and I

didn’t therefore think it was justified to bend the

rules in the favour of the player who, however

unintentionally, had made the original error. Mick

should have held his men in Chichester since there

alone they were safe. But it is one thing to justify

decisions in a particular set of circumstances and quite another to make a general ruling in advance

(particularly on the basis of an inadequate

rulebook). Before I start another postal game I must

resolve the possible intricacies of Parliament.

Damn. I see that I have betrayed myself. I was pretty

vague in response to requests for another game

when the first was over, but because of the

dreadful mess and sheer fun of the game but with a wary eye to other

commitments. Now I have said I will start another, and hang other commitments. It is a very

seductive game, this KINGMAKER, and one which

I think will be with us for some years to come. My

advice to aspiring gamers should be pretty

obvious by now:

1. Keep it simple—avoid the temptation to contain as many different elements as possible and

whatever that is;

2. Encourage the atmosphere by insisting on

named factions, stimulating the players into writing

press releases and using narrative style as much as

possible in the reports;

3. Maintain the tempo by imposing strict deadlines on the players and short "turnaround" time

on yourself;

4. Keep careful account of the ownership of

castles, etc.—it’s particularly easy to forget to make

the adjustments on the board when a noble is sent to

meet his maker;

5. Try if you can to introduce Michael von

Haag’s "clever precision," perhaps, in the form of a

modified zone of control ruling; and

6. Above all, enjoy yourself—this game is

infectious. The gamemaster’s job is far from a

routine slog; it is just as much fun as the players’
tasks—and that after all is why we play games.

You won’t regret the venture.

Postal KMs Mechanics — Continued from Pg 14

name or number of place. If no path is given, then

the unit will be moved by the Herald, generally to

the player's disadvantage.

The execution and ransom sub-rules, loyalty

tables and noble-killed provisions of Advanced

Battle shall be used. The latter shall be determined

by Herad die roll. Combat shall not be initiated at

the request of one or more players, and upon

contact, that is both parties, attacker and attacked

shall occupy the same square simultaneously.

A player whose moves are shared with a friendly
town, city or castle; that is one owned by his

faction or one through which he has permission to

pass, shall be stopped within that place by the

Herald in the event that such place comes under

siege during the turn. Otherwise, the attack shall

not hinder his movement.

Neither battle or Parliament shall prevent the

movement of other players not involved.

Parliament shall be run by the Herald, in

accordance with the rules. Players shall be

initiated by a player, who shall notify the Herald

of his intent and furnish a list of proposed

awards. All other players shall upon notification

also furnish a list of proposals.

Underlined moves printed in JFP will mean that

the order is either impossible or that due to an

event card, the noble in question has been summoned to a place different from the intended final location.

Those squares named after a prominent for-
tification located within, such as York; shall henceforth be termed York (city) & York Commons to

mean the open area surrounding the name place.

Movement shall be counted as before whether or not the unit is moving to the commons or the

fort; consequently an enemy may order an

attack upon the nominal owner, before the latter has

entered the fort. To do so, the attacker must be

situated within the commons where the noble

travelling. If the player moves the path is a square, otherwise, the defending noble is considered to have

the opportunity to gain sanctuary within.

The loyalty table shall not affect the death of

the Dukes of York and Lancaster. Once dead they may

only returned to play when the associated King

changes hands.

AREA TOP TWENTY

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The above players represent the 20 highest verified (11+ rated) games of the 3,000 member AREA pool. Players with an opponent qualifier less than C were not calculated among the top player rankings.
KINGMAKER BY MAIL

Don Turnbull has more qualifications for discussing postal KINGMAKER than his British heritage. Don has been an active postal gamer and played a number of games from the year One and his exploits among fellow AHKers with his own fan 'zine ALBION were so well thought of that editorship of the first (and only) 30 issues of that international classic won him accolades as the winner of the first "Charles Roberts Awards Hall of Fame. More important for our purposes here however, is that Don was the gamesmaster for the first game of postal KINGMAKER played in Britain—the birthplace of KINGMAKER. Don doesn't really lay down the law as to how to proceed in a postal KM game but his general advice on the subject should be prerequisite reading for all potential gamemasters interested in bridging the gap between postal DIPLOMACY and KINGMAKER.

Fashions come and fashions go—but if a multiplayer game is to have any chance of lasting success in the UK it must lend itself to postal play. Nowadays face-to-face meetings of kindred spirits are quite common—the twice-yearly AHIKS Europe weekends, Ian Livingstone's Games Day, Malcolm Watson's 'Orgies' and a whole range of others including the drop-in-and-play service operated by some specialist games outlets. But it was not always so. In the bad old days, when Avalon Hill was the only 'proper' games producer and Baltimore the only Mecca, the few UK enthusiasts were spread very thin across the country and face-to-face meetings were rare. So the arrival of a new game (itself a rare occasion then) prompted immediate appraisal of its postal possibilities; if postal play proved impossible, or even merely awkward, the game might well be put on the shelf and forgotten after a few solitary experiments.

The JUTLAND postal team game—now safely without support; I wonder if it can be resurrected?—was born in this way and proved an exciting, though long-winded, battle of wits for 6-10 players. The Gamescience BATTLE OF BRITAIN had more success and I believe some games (2 players with or without a third party acting as monitor) are still in progress after 5 or more years. AH Management had a go, and, untypically unifying, postal career but the players were thin on the ground. I wish I had met day again in its new guise of BUSINESS STRATEGY. The multi-player postal game provided an interesting diversion from the two-player STALINGRADS, BULGES and D-DAYS which reigned supreme.

UK magazines now offer a wide range of postal multi-player games including DIPLOMACY and its variants, ORIGINS OF WORLD WAR II, ELECTION, David Watts' excellent RAILWAY RIVALS, the AH STOCK MARKET Game and BUSINESS STRATEGY, EN GARDE and a pretty dreadful thing called SOCCERBOSS. Oh yes—and KINGMAKER. Old habits have died hard.

The first appearance of KINGMAKER was something of a shock: excellent concept, excellent playing board of which Don has a wonderful poise, and the realm of pale imitation I'm afraid, excellent game equipment, but lamentable rules with more holes than a pale imitation. Those who have suffered at the hands of Philmar's first edition rules will remember the light-headed feeling they induced. But the game itself had such a head start that it would have been unfair to夭 to go on. So after late-night battles at one of the excellent AHKs Epping meetings, and encouraged by enthusiasts of like mind about the game, I set about devising a postal version and asked for volunteers. In April 1975 the first postal KINGMAKER game was under way starting well-known players such as Bob Stuart, Bill Turnbull (he's not kidding—ed.), Clive Booth, Mick Bullock and Michael von Haag joining the fun from a background of DIPLOMACY games in my COURIER magazine. Incidentally, I little knew what I was starting—both Robin and Clive are now running postal games in their magazines, like any other self-respecting germ, the KINGMAKER bug has started to spread.

In devising postal rules it was important to pull together views on how to fill the gaps in the Philmar rules. Unfortunately I didn't have the pleasure of meeting the designer, Andrew McNeil, until the game was under way, and I found that in filling those gaps I had unwittingly lost the spirit of some of his original intentions. Particularly I had failed to grasp that he had virtually ignored the time-space factor as a deliberate policy; his concept of a variant length of turn was one I detested and my own version brought me up on zones of control and terrain effects charts — and I regretted one or two of the rulings I had devised too late to change them. The main difference was my ruling that a noble had to reach the designated Parliament venue in his normal move before starting the game. In practice this was my ruling that a noble had to reach the designated Parliament venue in his normal move; his concept of a variant length of turn was one I detested and my own version brought me up on zones of control and terrain effects charts — and I regretted one or two of the rulings I had devised too late to change them. The main difference was my ruling that a noble had to reach the designated Parliament venue in his normal move before starting the game. In practice this was my ruling that a noble had to reach the designated Parliament venue in his normal move; his concept of a variant length of turn was one I detested and my own version brought me up on zones of control and terrain effects charts — and I regretted one or two of the rulings I had devised too late to change them. The main difference was my ruling that a noble had to reach the designated Parliament venue in his normal move before starting the game. In practice this was my ruling that a noble had to reach the designated Parliament venue in his normal move; his concept of a variant length of turn was one I detested and my own version brought me up on zones of control and terrain effects charts — and I regretted one or two of the rulings I had devised too late to change them. The main difference was my ruling that a noble had to reach the designated Parliament venue in his normal move before starting the game. In practice this was my ruling that a noble had to reach the designated Parliament venue in his normal move; his concept of a variant length of turn was one I detested and my own version brought me up on zones of control and terrain effects charts — and I regretted one or two of the rulings I had devised too late to change them.

I made myself very unpopular in some quarters with my 'anonymity' rule, another rule devised especially for the postal game; without being too defensive, let me explain... First, I am quite convinced that a postal version of a game can differ significantly from the face-to-face version without detracting from the spirit of either game; I would defend the last ditch the right since I then had to do some careful checking myself. Of course there was at least one player who felt it should drop; he wanted to try and confuse me by deliberately ordering nobles belonging to other factions; in a way he was right—amongst the game's attractions are uncertainty, mayhem and downright dishonesty—and it kept me on my toes throughout.

The postal game required other rule adjustments but many of these were later incorporated into the second edition Philmar rules and the AH rules anyway. Board coordinates were not used but areas were identified let us say by the letters of Masham, south of Chillingham, etc. Movement was broken down into five movement phases per turn so players had to order their nobles' exact routes and could pause in certain phases of their choice if they did not want to use full movement. Battles took place when nobles of opposing factions landed in the same place in the same movement phase, and survivors could continue their ordered movement after the battle. Players kept me informed of their 'friendship' and 'tresspass' intentions. Nobles differing from the same movement phase at the same time did not do battle if all controlling players had declared 'friendship' with each other (this led to some fine misunderstandings and a lot of deviousness). A noble could enter a town, castle, etc., controlled by another player if the latter had permitted 'tresspass' to the former. Battles were reported on, though factions were not mentioned and the nobles' total strengths were kept secret. Nobles' titles, offices and religious were announced to all but holdings of ships, mercenaries and towns were kept secret. Six events cards (one for each player) were drawn at the end of each turn after new noble cards had been allocated; the results were announced openly (e.g., a noble called away to deal with a revolt) or secretly (e.g., a faction getting a free move card) as appropriate at the end of the report for that turn. If two or more events cards called the same noble to two or more different places I resolved the conflicting demands on his time at random to determine to which one he would react. I wondered whether it would be possible to penalize a noble unfortunate enough not to be able to deal with all the demands upon him—what would the good people think if a noble got a command to put some sort of price on the information. An alliance would at best be an uncomfortable partnership and the opportunities for deceit and treachery were endless. I suppose this was rather a selfish rule since it made the game much more fun for me as game master and gave me great delight in the confusion it caused. At the end of the game some players suggested its removal and the publishing of more complete information; others wanted to retain the rule as adding desirable spice. Despite the opposition, I still believe the anonymity rule is a good one in the context of this game; I am glad to see that other gamemasters agree. One might even call the rule vaguely realistic. It did have its unexpected side-effects, though; if a noble stayed put for a while, either because the controlling player wanted it to or because he had forgotten he was in control (which did happen) everyone was apt to assume that the noble was their own lost sheep, and for one game turn I had no fewer than four different players writing orders for the same noble. Serves me right since I then had to do some careful checking myself. Of course there was at least one player who felt it should drop; he wanted to try and confuse me by deliberately ordering nobles belonging to other factions; in a way he was right—amongst the game's attractions are uncertainty, mayhem and downright dishonesty—and it kept me on my toes throughout.

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players his marked ability to attack footsteps had taken him the strongest noble from the group he had won the game and had nothing really to complain about anyway. I would not however commend to

about anyway. I would not however commend to advising aspiring gamesmastering won the game and had nothing really to complain in the postal game was the difficulty of bringing castle. As Bob Stuart characteristically puts it: “Was

and 29 turns were played. I remember it as a fascinating and hilarious business and that the King's Peace couldn't...
Postal Kingmaker Mechanics

By Will McCullum

Will McCullum goes Don Turnbull one better and spells out the postal KINGMAKER rules he uses in his own game and offers this as a guide to help us with a postal version of the map with named areas and sea squares which should be of interest even to KM players with no plans to defy the postman.

An undervalued neglected masterpiece, Huizinga's The Waning of the Middle Ages is the best source of background to KINGMAKER. It is the synthesis, the crystallization of a lifetime of work at the University of Leyden in the field of history of that period. (Most public libraries have a copy or two). Huizinga's central thesis is the contrasts in medieval life. In other words he believes that people experienced life more intensely because of the contrast between bodily cold and comfortable warmth; hunger and well-fed; sickness and health; love and rejection. The waning of the middle ages is seen as a process of erosion of the distinctions between those extremes. Certainly the return of the summer sun and the exquisite perception of spring no longer move us as they once must have done.

At that time society distinguished a superior class known as the nobility or aristocracy. It is commonly held that this distinction is based on land tenure, but it does not seem unfair to postulate that the real basis for the distinction of nobility was grounded in the willingness of certain individuals to face death. An aristocrat thus is someone who is not afraid of death for honor or loyalty or even sport. More to the point, an aristocrat is someone who, in an age of violent death, might exchange the perception of life for the stone cold tomb.

The young Pole, Duke of Suffolk, wasted with sickness, could barely stagger to the front line in his battle armor at the battle of Agincourt. Subsequently he was cut down in the first French onslaught. Yet his power was with his King in the line. He was Duke of Suffolk because he was in the line and died and he died in the line because he was Duke of Suffolk. To our minds it is almost inconceivable that a man would throw away his life in this fashion; it is no longer chic; it embarrasses the modern mind; yet these are the rules of the game. It is this boldness, resolve, confidence, or willingness to accept risk which is the true test of a brave man. KINGMAKER is a really exciting game, but which is too often lacking. Postal games, at least in the States, particularly suffer from timidity, some of which may be due to unfamiliarity with the rules, which are different from most "war games". Hopefully this will change since now postal KINGMAKER has about as much excitement as checkers matches between seven year olds. One of the seemingly least understood rules is the loyalty of the players for titled nobles, which allows their family to replace subject noble, effectively returning the lost unit to the player.

On the other hand, perhaps KINGMAKER isn't really a war game at all. Certainly there are a number of alternative winning strategies. The object of the game is to win the most number of alternative winning strategies. The possible mix of 12 random cards is practically infinite. Even relatively weak nobles can be assigned an ennobling title, and this changes their characteristics, title and opportunities. Essentially each "hand" is played differently.

In postal play there is very little resemblance between games played in different zines since there is no convention yet on the distribution and holding of these Crown Cards. The big difference is in whether the cards are held blind (closed) or not. Don Turnbull's first postal game in the U.K. started the convention that holding all crown cards blind, that is, no player knows who owns any nobles in play, except for his own. Most U.S. 'zines have followed this practice, however, JJP identifies all cards in play and only when certain cards are held unanswered, i.e. not in play. Also, it has been customary to augment an original distribution of say, 12 cards, by periodic distributions from the crown deck, but Beaucolleon has recently initiated the practice of halting all crown cards at the commencement of play. There are only minor differences among the various 'zines apart from the above, such as distribution of event cards, or whether the earlier "English" or newer Avalon Hill version is used. Apparently there is still some snob appeal in owning and even playing postally the former, which is still, since the AH version is a much better game. In this case, these are questions of detail compared with the cited differences in crown card distribution and holding which have a really profound effect on the course of the game.

Well, we have drawn a 'hand'; what now?

Some cards, of course, are far stronger than others. The office: "Chancellor of the Tower of London", for example, not only confers control of London, and King Henry, but also an enormous number of players are held in "possession" by the game. However, all of these advantages do not of themselves confer victory. Rather the contrary, for the inherent security one feels with this position is more spurious than real. This relates to the other players. For face-to-face play, it seems that the ideal number of players is four; five for postal play to compensate for missed moves. Too many players results in impossible weak factions. In this situation, the above can become a most dangerous position in postal play, since it will be assumed that the Chancellor is in play and anyone venturing near London will be suspect—and hence ganged up on. It is vital to be aware of your opponents have; or what cards are in play; frequently it is more useful to deny them opportunities rather than to develop your own hand. For someone with a bunch of untitled cards, this may be the only way to play.

At the same time, the above can become a most dangerous position in postal play, since it will be assumed that the Chancellor is in play and anyone venturing near London will be suspect—and hence ganged up on. It is vital to be aware of your opponents have; or what cards are in play; frequently it is more useful to deny them opportunities rather than to develop your own hand. For someone with a bunch of untitled cards, this may be the only way to play.

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because of the way the rules are written. However, they are very reasonable and add a degree of
necessary, and the number of squares could be
Newbury, Massachusetts, in the U.S.

JJP-%-Will
Beaucouilliun-W-Dick
Canterbury
Khazad
Durn-The oldest Kingmaker

JJPgames,

Clumm. R.R. #1, Amesville, Ohio 43005

Cambridge Tunes—Players only—Stephen Hall, 4405 South 36th St., Arlington, VA 22206

An event card, applicable to all players
Duke of York and Lancaster cards. In JJP games, neither is considered responsive to the loyalty table
and once killed, are considered to remain dead until the heir or King associated with them is killed. JJP
has published a map assigning names to all the blank spaces. This is also used by Beaucoulliun however,
the map is really more complicated than necessary, and the number of squares could be reduced by half without changing the character of the
game. Unfortunately the advanced battle rules are not used much. No doubt they seem complicated
when compared to the starting points and odds; however, they are very reasonable and add a degree of
variations in the battle. Now, is otherwise lacking.

A more aggressive spirit will soon become evident in postal play; at least the thing seems more enjoyable bashing heads.

The following is believed to be a complete list of current publishers of KINGMAKER postal
zones in the U.S.
The Ninth Circle—$4.50—David Bunke, 5512 Julmar Drive, Cincinnati, Ohio 45238
AHIKS—must be 21 or over to join—Omar DeWitt, 547 Riverside Drive, Elizabeth, N. J. 07208
Advanced Dun—The oldest Kingmaker zone in the U.S.—William A. Clumm, R.R. #1, Amesville, Ohio 45711
Beaucoulliun—$4—Dick Trtek, 277 SE Main St., Apt. 1, Portland, Ore. 97214
JJP—A. N. McCullum, Fairmount Rd., Newbury, Ohio 44065
Cambridge Tunes—Players only—Stephen Hall, 4405 South 36th St., Arlington, VA 22206

HOUSE RULES FOR POSTAL KINGMAKER

Advanced battle rules will not be used. The Gamesmaster, henceforth called Herald shall be the sole arbiter of play.

There shall be five players, each receiving 12 crown cards, which will be identified according to each player. Initial dispositions shall be published separately and additional distributions of crown cards made throughout the game. These latter may be

blind, that is held secretly by the players, however once assigned or put into play, they shall be published as above.

Only one event card, applicable to all players shall be drawn each turn. Non-event cards (such as Free Move) shall be assigned to a player and another drawn, until an event card is drawn.

Players who fail to submit moves shall forfeit their turn, and any player who misses two consecutive turns shall be liable to forfeit all crown cards.

All play will be simultaneous, by phase: 1) Random Execution; 2) Movement; 3) Combat; 4) Assignment of Crown Cards. If a parliament is called, it shall substitute for the combat phase.

If two or more players order their units to a fortified position or other identical objective then the player whose units are closest shall be considered to have priority. If both players are equidistant from identical objectives, then land movement shall have priority over sea movement, and the larger force over the smaller. Road movement shall be considered as one square distant. If two players order their units to identical fortified objectives and the priority force achieves his objective, then the second player shall be placed in the open adjacent to the objective. If, however, the first player fails in his siege, then the second player shall be deemed to have an opportunity to besiege the place, without having to contest with the force of the first player.

All movement orders shall be specific and referenced to attached map, stating place of beginning, intended path, and final destination by

Continued on Pg. 9, Column 2

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KINGMAKER RULES EXPLANATIONS

By Mick Uhl

After a two year existence in America, KINGMAKER still retains a large popularity and even “cult” status as evidenced by the large registration for the KINGMAKER tournaments in the last two ORIGINS conventions. Being the chairman of both tournaments, as well as the developer of the game, I began to discover several common misconceptions and misinterpretations of the rules. In part, this is a result of the “assumptions” developed from the English version, and in part due to the compromise nature of the rules, which tend to be short for general consumption, but carefully written for completeness. As a result, there is too much emphasis on individual definitions of key words and phrases. If one person’s or club’s definition is incorrect, the eventual interpretation of the rules is the same. This article hopes to clear up most of these misinterpretations. Omissions in the rules will also be listed.

1. In two areas of the board, it is difficult to tell whether a road is blocked by or bypasses a town. These two locations are at Shrewsbury and London. Considering the effect of “playability” and “play enjoyment”, I feel that both Shrewsbury and London should allow all roads running into their square and hence block all movement through the square along these roads.

2. a. There has been some difficulty determining a noble’s capabilities in alliance. To clarify this, it is extremely important to understand the sentence, “IMPORTANT: No counter (Noble, royal heir or ship) can ever move or attack in more than one round in a turn” on page 9 of the rules. This sentence means that a noble who moves and/or attacks in his turn cannot do either in another player’s turn in the same round, even if there has been an alliance formation in between. A noble can defend in his turn, then ally and defend again with the allied noble(s) in another turn of the same round, though. The alliance must be made before the attack is announced in order for the alliance to apply in defense. In subsequent rounds, the allied nobles can move and attack together by choosing one overall commander for each group operating together. A commander is not needed for allied nobles to defend together. Unfortunately, a contradiction to this rule appeared in my Development Notes in the GENERAL 13.3, question 13, and should be disregarded.

b. It is not necessary to choose an overall commander when making an alliance. It is necessary to do so, though, if any of the allied nobles are to move and attack together (not defend). A commander, once chosen, can only be voluntarily changed if all the nobles to operate under the commander are present in the same square.

3. To implement the Optional Victory Conditions, it is essential to have a majority of the total vote in Commons, not just a majority of the vote in play or in attendance. This is a reduced figure of 79 votes. This is not true in the Lords, the rules state that players need to have a majority of the vote in attendance.

4. Because of the cut of the map, it is difficult to determine whether a ship can sail around Penzance in the southwest tip of England. Of course, a ship cannot sail around Scotland on the northern edge of the board, but a ship can sail around Penzance. Consider the town enclosed in one sea square.

5. There still seems to be difficulty in determining from which square a port can enter a port. Consider each coastal sea square as a four-sided figure of which one or more sides are coast. A port that is located along that section of coast can only be entered from that sea square. Therefore the same section of coast cannot form the side of more than one coastal sea square. The problem is in determining within which section of coast some ports are located. The sea square whose coastal border is closest to the anchor symbol of the port in question is the correct square. There are two exceptions. Calais borders the sea square at F-6 and Pevensy borders the sea square at G-5. It is recommended, as an aid, to take a red marker and color a section of the white coast closest to the port to indicate its exact location. Note above the letter “R” of Rochester that there is a black line breaking the Thames estuary to London. That should be taken as a separation of the sea lane into two squares. It would therefore take a complete move of 3 squares to move out of the port of Caister into the port of London. It is appropriate to remind you that the city of Preston is a port.

6. Some question has also arisen as to whether an attacking force is immune to capture if it attacks. This is not true. If a force of 50 attacks a force of 100 in battle and a majority, 5 to 4, is reached or over, the result is chosen the defender wins the battle and captures the attacking force.

7. Some people have questioned exactly what areas on the game board are defined as part of England. All islands and land masses except the continent and Calais, Scotland and Ireland are part of England.

8. Another frequently asked question is who can be forcibly summoned to Parliament by a “rit”. Any noble on land or at sea as well as on the mainland can be summoned. Passengers at sea can only ignore “Raid and Revolt” and “Embassy” cards. A noble “under siege” or on an island without a ship cannot respond to a “rit”. A ship can be loaned, voluntarily or involuntarily, to bring the noble to Parliament only if that ship has not moved at any time previously during the round. This is to comply with the “one move per round” rule as stated in 2.6. I think an additional restriction is in order. A noble in refuge on the Continent or in Scotland (see Optional Event cards in this issue) cannot be summoned by a “rit” whether a ship is available or not.

9. Nobles summoned to a fortified city or town for Parliament do not have to be in the town or city (i.e. ignore “Plague”) to attend. Any nobles in the friendly faction may enter, though.

10. One final question often arises. What happens to a ship(s) carrying passengers which is forced into an unfriendly or neutral port, and a siege cannot be conducted successfully. The passengers end the turn in the square in the open, but the ship itself must remain in the port until the port becomes friendly.
MORE KINGMAKER SURPRISES

NEW EVENT CARDS FOR KINGMAKER

By Mick Uhl

Mick Uhl is the fellow who sold the brass at Avalon Hill on the merits of KINGMAKER—mainly by playing it night after night at a local card club. From there, he went on to develop the game of Mntz and the logical guy to pass judgement on add-ons and variations of the popular multi-player game. Besides, he has to answer the nut mail anyway.

Across the table sits the last remaining varlet between you and the throne of England. That is, between your Royal heir and the throne of England. You, of course, will serve in an advisory capacity only. Little does this scurrilous cad know, but two days later you launched a preemptive strike on the royal heir’s castle. He’s finished. You’ve got him. You are about to play the card and he will turn his back and walk away.

Hear Ye! Hear Ye! Presented herein are new Event cards that you can add to the Event deck to rejuvenate your KINGMAKER game. We suggest, however, that you warn your opponents of these additions before starting play or you may just find a sudden escalation of the war to a more modern setting.

These new Event cards are a result of the suggestions of three people, Stephen P. Herchak, Craig Ransom, and Arnold Blumberg. These cards will be, basically, handmade although players may adapt blank Event cards for their own use. The following new sets of these special Event cards plus blank cards from AH. The new Event cards are shuffled into the Event deck and utilized like the others. The number and type of each new Event card to be used is up to you. A recommended number of each type has been included in the description, although it is not a mandatory figure. Feel free to experiment with this and any new ideas you might have. Write and tell us how it goes and include any of your own ideas that have proved popular.

There are three types of “Treachery cards; one listing one Crown card to be removed; one listing two Crown cards to be removed; and one listing three Crown cards to be removed. One or two cards of your choice should be shuffled into the Event deck at the start of play.

1. Treachery card (Stephen P. Herchak)

The player who draws this card must return one, two or three Crown cards held in his hand (i.e. unplayed cards in hand) to the Crown deck. These cards are chosen while face down by the player on the left and are not revealed to anyone. If the player holds less than the number to be removed, the excess is ignored.

2. Gates at Sea card (Stephen P. Herchak)

This card is drawn, all ships currently at sea are sunk and all nobles and Royal heir must either leave or be lost. Nobles and their awards are returned to the Crown deck or the Chancery and the Royal heir are removed from play. It is suggested that only one or two of these cards should be placed in the Event deck.

3. Refuge card (Arnold Blumberg)

This card allows a noble in a Royal heir in the Advanced game unlimited stay in Ireland and the Continent, permit only the Lieutenant of Ireland unlimited stay in Ireland. Any noble or noble and any accompanying Royal heir may stay in Ireland, the Continent or Scotland only if they play a Refuge card. On the “Refuge” card is listed the number of turns that a noble(s) and Royal heir(s) may stay in refuge. Once the time of refuge has expired, the nobles and Royal heir must either leave or be lost. Nobles and their awards are returned to the Crown deck or the Chancery and Royal heir are removed from play.

When drawn, a Refuge card is retained in the same manner as a Free Move card. It can be traded. It is played just like a Free Move card during the movement portion of the player’s turn. Any number of nobles and Royal heir in a faction may take advantage of the refuge as long as they move to the same location (i.e. Scotland, Ireland or the Continent) in the same turn that the Refuge card is played. Additional nobles and Royal heir cannot take advantage of the refuge after the turn that the card is played or if another location. Only one group may be in refuge in one place at one time. Commerce cannot be interrupted. They must leave the next turn after the siege, immediately switch allegiance to the opposing faction, their turn adjacent to that square.

4. Vacillating Allegiance card (Arnold Blumberg)

Any number of these cards may be placed in the Event deck. The drawer of this card during the Event Phase immediately loses the use of one noble for one turn. The noble affected cannot attack in that turn. The noble affected must be determined randomly. Any system may be utilized. A suggested method would be to take all of the noble cards of the player and mix them up. Have another player choose one of the face down cards to determine the vacillating noble. The noble cards are then returned to their awards.

If the card is drawn while determining the result of combat, one of the nobles of the weaker of the two factions involved in the combat must either return home immediately or lose the battle, and immediately switch allegiance to the opposing faction. After the noble is randomly determined, the odds are adjusted and a die is rolled utilizing the table below. A noble who is to return home must immediately be placed on one of his home castle(s) if friendly, or the closest friendly town, city or castle if unfriendly. A noble who switches allegiance is given to the opposing faction with all of his awards. The noble now operates with and is part of the opposing faction.

Majority

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Combat must continue and after the disposition of the vacillating noble is determined, a new Event card is drawn to determine combat. A noble who switches allegiance may be added into its new faction’s strength for the combat.

A Vacillating Noble card is ignored if the affected faction has only one noble in play during the Event phase or one noble in combat during the Combat phase.
5. Catastrophe card

When drawn, this card affects all nobles in play and any who are subsequently put into play during the period of its influence. While this card is in effect, all strength given to a noble by office, bishopric or title only is temporarily lost and not counted for strength. When the period of its effect is over, the "Catastrophe" card is returned to the Event deck and the nobles immediately regain their full troop strength. All garrisons (town, city and castle) are not affected.

Titled nobles do not lose any strength due to their title. Only strengths awarded by a title card are lost.

There are three types of "Catastrophe" cards; one for one round duration, one for two rounds duration and one for three rounds duration. The round begins on the turn of the draw. If a "Catastrophe" card is drawn while another is in play. It is suggested that one or two cards of the players' choice should be placed in the Event deck.

The reasoning behind the inclusion of this type of card is based on the overriding effect of uncontrollable events on the course of history, especially during medieval and early renaissance periods. Any type of catastrophe, natural or otherwise, could reduce a noble's power to the bare minimum of his own personal entourage. These cards represent catastrophes and events of such an overriding nature to preclude the effective maintenance of large field armies by the nobles. Of course, as soon as the catastrophe or event passed, the war resumed at full strength.

6. Royal Death card (Craig Ransom)

The player who draws this card rolls two dice and consults the table below to determine the natural or accidental death of one Royal heir. If the Royal heir chosen has already been removed from play, do not roll again. It is recommended that only one card be placed in the Event deck.

<table>
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<tr>
<th>Basic Game</th>
<th>Advanced Game</th>
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<tr>
<td>2. George of Clarence</td>
<td>2. Edmund of Rutland</td>
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<tr>
<td>4. Richard of Gloucester</td>
<td>4. Edmund of Rutland</td>
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<td>5. Margaret of Anjou</td>
<td>5. Margaret of Anjou</td>
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<tr>
<td>8. Margaret of Anjou</td>
<td>8. Edward of March</td>
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</table>

Here are some points to remember. The effect of these new Event cards are ignored (except "Vacillating Allegiance") if they are drawn during combat resolution. All cards, once their effect is over, are returned to the Discard Pile. All cards which have returned at the same time to the Crown deck must be mixed when placed at the bottom of the deck so that no one knows their order. When any of these cards are picked to resolve combat, utilize the Advanced Nobles Killed table to determine the killed. The battle odds should be distributed equally among the remaining troops. If you add 10 new Event cards to the Event deck, two should have a 4-1 majority, two should have a 3-1 majority, etc. "Vacillating Noble", and "Refuge" Event cards should not have any combat result printed on the card.

Ever wonder how the original descendants play KINGMAKER? Here are some ideas that a British games club used to put some variety into their KINGMAKER games. Included, too, are suggestions submitted by other gamers. Try any or all of these suggestions, or some of your own. Experiment. You may find the formula that will again make KINGMAKER the most popular game on your shelf.

Personally, I feel that experimenting is a healthy approach to the type of game that KINGMAKER represents. Although the tournament level, structured, one on one play that so often wargamers employ, precludes variation and variants; multi-player, diplomacy-type games such as KINGMAKER and DIPLOMACY, thrive upon it. If these new ideas show a definite increase in play excitement, they could possibly be incorporated into a future printing of the rules as "options". So try any or all of them out and let us know how they work for you.

1. (Derek Carver and the British games club) "We have found that the game frequently lacked "drive" due to insufficient men. Not enough mercenary troops were around to encourage open country battles for the sole purpose of strengthening one's hand. It was assumed that anybody owning a town could raise some form of force but with low morale. So let the ownership of a town card provide 20 additional men. Bristol would give 30 men. Castles would have no extra bonus. These men are useful only in attack. They have no defense value. From this it can be seen that even the most insignificant noble can appear strong. This encourages exciting contests because even if an attack fails or is delayed due to bad weather, a counterattack will almost certainly succeed due to the low defense of the attacking troops. These men can be taken into consideration when calculating ship capacities. The town forces, therefore, cannot be used on an island, in Calais, the Continent, Ireland or Scotland (see Optional Event cards in this article.) This troop bonus is only associated with towns named on town cards. Town cards gained from a player's ransom, however, are not awarded to one noble involved in the siege when utilizing this rule."

2. (Derek Carver and the British games club) "Most people agree that the regularity of PLague is unnatural. Therefore, we operate that each time an Embassy card is drawn, the entire deck of Crown cards are reshuffled (adding the Discard Pile). This does away with the predictability." You may also wish to reshuffle the crown deck after every Parliament.

3. (Derek Carver and the British games club) One of the most serious drawbacks in play is the initiative to attack (or lack thereof). Therefore, allow a player whose faction successfully defeats one or more nobles in another faction by battle or siege to take the defeated player's next draw from the Crown deck when it occurs. This reflects the increased power of the victorious faction and loss of power of the defeated faction. It also is an additional incentive to attack.

A future draw from the Crown deck can also be an incentive in ransom. Allow the defeated player to trade one or more of his future draws from the Crown deck as a bargain for ransom. If it is agreed upon, the capturing nobles may hold on to the ransom noble or Royal heir until his ransom is fulfilled (i.e. the Crown cards drawn) and then, he must be freed. If the ransom noble is recaptured in a subsequent battle before all of the ransom is paid, the ransom can be ignored (the defeated player, as an act of good faith and friendship, can still go through with the bargain). If the noble is not executed (killed) the noble cannot be executed at all (until recaptured after being set free). A faction is not required to hold the captured noble or royal heir, it is the controlling player's choice. A noble left alone is immediately freed. A noble or Royal heir cannot be moved in more than one turn in a round. A noble heir cannot be moved by the capturing faction, freed, and then moved by the controlling faction in the same round).

4. (Derek Carver, Arnold Blumberg, Steven Herchak, and many others) Combat at sea has probably been one of the most popular suggestions sent in. The effect of this is obvious. No longer can ships and their passengers sit off shore for long periods, immune to Combat, Raids and Revolts (in some games "summons to Parliament"). Battles at sea can provide an exciting alternative to land battles and it can permit a faction to increase the size of his fleet.

Combat at sea is fought just like a battle on land. Each ships' combat strength is represented by its passenger capacity. The strength of any passengers are ignored. It is assumed that the difference between a ship's capacity and the strength of its passengers is made up of sailors.

When one or more ships of one faction enter a square occupied by one or more ships of another faction (not in port), the moving ships may choose to attack. The ratio of ship capacities of the opposing fleets are compared and an Event card is drawn to determine victory as in land battle. The "Killed" ship(s) given to one or more of the noble passengers. A ship or ships of the Warden or Admiral remain under the control of the capturing faction, but as soon as it touches port, it immediately reverts back to the control of the Admiral or Warden. A "Vacillating Noble" card (see Optional Event cards in this issue) is ignored unless the "Vacillating Noble" forms the majority of the ship's capacity. In this case, the ship either goes to any port (of opposing player's choice) and the noble home, or the ship joins in with the opposing fleet. Any other nobles on board are captured.

As an adjunct to "Combat at Sea", a ship may blockade a port by occupying a sea square adjacent to the port and naming the port being blocked. If a ship or ships in the port leave that port to sail, they must stop in that hex and join battle with the blockading ship or ships.

Nobles and Royal heirs captured at sea are subsequently ransomed, still retain control of the ships that they occupy. They must return to a port on their next turn. As soon as the ship(s) touch port, the ransomed noble(s) relinquish control.
GETTYSBURG '77 EDITION

The booming of over two hundred cannon fill the air as both armies prepare for the Confederate onslaught. Picketts' rugged Virginians are to spearhead this final drive to break the strong Union position on Cemetery Ridge, south of the Little town of Gettysburg. Success means the probable capture of Baltimore and Washington and final victory for the Confederacy. Defeat will mean...we'll let history finish the story.

GETTYSBURG has been 18 months in the making. Great care has been taken that all information presented in the game is the most accurate available from primary sources. The order of battle and appearance has been checked and rechecked; the mapboard prepared from detailed surveys of the battlefield; and the game system designed so that you assume the same problems and face the same decisions that confronted R.E. Lee, George A. Meade, and their field commanders.

GETTYSBURG has been divided into three mutually exclusive games, each of different complexities and play lengths, in order to give the player the game he wants to play, no matter what his level of expertise. As a result, each of the three games is specifically designed for a particular audience. One game system has not been needlessly modified to fit several levels of complexity.

The Basic game is rated Introductory and is excellent as a starter game for newcomers to wargaming. The Confederate army is composed of 25 unit counters and the Union army is 27 counters strong, representing all the infantry, cavalry and artillery divisions and brigades which actually fought. Each turn of play equates two hours of real time. Combat results between fighting units are resolved by strength difference. Combat can be modified by the type of attack and defense formations selected. Play is fast and furious as the Union player tries to stave off the Confederate onslaught in time to bring his greater reinforcements into play.

The Intermediate game is reminiscent of the classic attack-counterattack type of game that Avalon Hill popularized in the early and mid-sixties. The basic unit for all armies is the brigade. Each army has approximately 60 to 80 brigades within its command. Losses are taken by steps. A brigade which loses a step also loses its ability to attack for the rest of the day. A fierce day of fighting can find both armies exhausted and no longer able to attack without proper rest. Strategic movement permits units to reach the same positions on the battlefield as their historic counterparts, yet prevents mass flanking movements which dragged earlier versions of GETTYSBURG into a "who can form the longer battleline" syndrome.

The Advanced Game has it all. All important aspects of Civil War tactics are reproduced to play. Brigades can form battlelines and columns of different lengths depending upon their strength. Commanders are rated as to their ability to coordinate attacks and control units in movement as well as their own personal leadership. Both armies must take care to maintain sufficient support for their front lines, otherwise they may find their whole line in jeopardy due to a successful assault. Cannon composing each battery are divided into three types; napoleon, rifled and howitzer, and rated according to range and firepower. Each infantry and cavalry brigade has an experience level rating its ability to give and receive an attack. Turns can vary from 20 minute periods during an attack to an hour or longer during periods of inactivity. There are many "what if" variants which can be employed to keep the other side guessing as to the strength and time of arrival of your army. A special "what if" has been created to allow you to return Stonewall Jackson to command, and see if he could have given the Confederate army the impetus for victory.

GETTYSBURG is packaged with a 22" x 28" multi-colored mapboard of the battlefield, multicolored counters representing every brigade, battalion and battery involved in the battle, overprinted with colorful badges and states (actually used by the units in battle) for quick sorting and identification, plus rules and charts to set up and refight the greatest battle of the North American continent.

GETTYSBURG is now available for $10 plus postage charges from Avalon Hill, Maryland residents please add 5% state sales tax.
**SQUAD LEADER**

Russian, American, and German forces engage in bloody street fights, descend on enemy held villages, take key hills, or cross open fields in the quintessence of infantry combat. This is SQUAD LEADER—a game utilizing every aspect of infantry warfare from street fighting in Stalingrad to armored advances across snow-covered roads in the Ardennes. SQUAD LEADER is not just a game—it is a system enabling the player who has mastered it to replay virtually any battalion level action of WW II in Europe.

Borrowing heavily from miniatures rules, noted game designer John Hill has designed an ingenious new game system which approaches the effects of simultaneous movement within an elaborate 8 phase player turn. Developer Don Greenwood has streamlined the system for the utmost in playability in what otherwise would be an extremely complicated game. SQUAD LEADER utilizes Programmed Instruction to introduce each of its 12 scenarios gradually so the player need read only a fraction of the overall rules to get started. Once the player feels comfortable with the game system he can go on to other scenarios, adding more complexity as he goes.

The units are 10 man squads, 4-5 man crews and individual leader counters. They have a large assortment of support weapons, including various types of machine guns, flamethrowers, demolition charges, smoke, panzerfausts, bazookas, radios, anti-tank guns and an assortment of vehicles and AFVs. Each turn simulates the passage of two minutes. Each large ¼ hex equals 40 meters of actual terrain.

Leaders play a major role in the game by directing fire, rallying broken units, and generally enhancing the performances of their troops. The underlying theme of SQUAD LEADER is one hinged on morale. The player who can utilize his leaders most effectively to direct fire on the opposition while keeping his own forces under cover & out of enemy fire lanes will usually be the winner. Usually because nothing is ever 100% certain in SQUAD LEADER. It is possible, although highly unlikely, that a single leader could best three enemy squads in close combat or that a squad without anti-tank weapons could knock out a tank. In one of our playtest games a single German heavy machinegun crew practically wiped out singlehandedly, at long range, an entire Russian battalion advancing across open terrain. In another, a squad in moderate cover withstood the entire firepower (including armor) of a reinforced company for 3 turns! As in combat, nothing is certain and while repulsing a Russian human wave attack, your machinegun may jam or your squad may decide it’s safer in the rear. The unpredictable nature of all units under fire is both the blessing and the bane of SQUAD LEADER commanders.

In the advanced scenarios, the game expands to incorporate Offboard Artillery, night rules, barbed wire, entrenchments, minefields, bunkers, multi-level buildings, rubble, fire, river crossings, snow, roadblocks, mortar, etc. The biggest option is the very open-ended nature of the game itself. Complete Design Your Own and Campaign Game systems have been included to allow players an infinite variety of individual scenarios and extended campaigns.

SQUAD LEADER comes boxed complete with four 8" x 22" interchangeable full color isomorphic boards, 716 two-sided counters, 36 pp. rulebook, scenario cards, two Quick Reference Data Cards, and two dice. **SQUAD LEADER** is available only by mail from Avalon Hill for $12.00 plus postage. Maryland residents add 5% state sales tax. **WARNING:** SQUAD LEADERis not for the uninitiated—rated Tournament Level IV on the Avalon Hill complexity scale. Counter illustrations actual size.
December 7, 1941... In Pearl Harbor, the United States fleet lies burning, and the overwhelming fleets of the Imperial Japanese Navy are sweeping forward all across the Pacific. This is the start of the most mammoth naval war in history—the three years (from December 1941 to late 1944)—when the largest navies in the world collided across the greatest ocean in the world—the Pacific. From the time when Japanese strength was overwhelming to the point when the mushrooming United States Navy surpassed the mighty Japanese fleets, it was a war of cautious maneuvering and carefully planned strategies—for even at their weakest, both sides always had the power to destroy.

**VICTORY IN THE PACIFIC** is a strategic game of the naval war in the Pacific during World War II. It is a simple game on the strategic level, in which ships and units are assigned to areas where they will fight, attempting to cause enemy casualties and gain control there; combat resolution is abstract, based on simple confrontation of opposing ships in the same area, like Avalon Hill’s popular **WAR AT SEA** game. However, in the Pacific the ocean is large and the fleets are enormous, and the rising deadliness of air power casts a shadow over the fleets that sail the seas. Land-based air fleets are present, and marine divisions to invade and capture island bases. The result is a subtle test of strategic skill, in which the players must use ships, planes and marines to capture ports, bases and sea areas that lead to the heart of the enemy’s war effort.

The game includes a counter for every capital ship that fought in the Pacific during the crucial first three years—each battleship, battlecruiser, fleet carrier and heavy cruiser has its own counter, as well as some of the front-line light cruisers. The Japanese, United States, British, Australian and Dutch navies are all represented. The land-based air fleets that fought are also present, from the United States’ 5th Air Force that survived the Philippines to lash back at Guadalcanal to the Japanese 25th Air Flotilla that opposed it; each air fleet has its own counter. There are even marine divisions that invade islands, and garrison counters that hold them.

Air strikes, gunnery duels, “night actions”, invasions, island air bases and submarines are all in the game. You must choose and develop the winning strategy—whether to fight for India, for Australia, or for the Pacific island chains, or whether to fight a climactic battle at Midway and the Hawaiian Islands!

But beware! The Japanese fleet is overwhelming at the start—but the United States is building the most mammoth, powerful navy in the history of the world... It is three years of skillful attacks, defense and counterattacks by both sides that will determine the final winner of **VICTORY IN THE PACIFIC**.

Game comes complete with full color 22” x 28” mapboard, over 200 two-sided full color counters of varying sizes and shapes, 8 pp. rule booklet, two Order of Battle Charts, and four dice. Not just another **WAR AT SEA**, **VICTORY IN THE PACIFIC** adds sophistication and simulation missing in its sister game while maintaining the former’s ease of play. Playing time 2-3 hours.

**VICTORY IN THE PACIFIC** is available for S9 plus postage from Avalon Hill. Maryland residents please add 5% state sales tax.
RAIL BARON

Ruthless, cutthroat competition. You must get your products to market, crossing and recrossing the continent from major city to major city. The rewards are great—but the fines are enormous, if you use a rail line that an opponent owns. Can you survive the ruthless competition and build yourself a rail empire that will squeeze your competitors out? In the give and take of fines and payoffs, can you make the money that entitles you to become a RAIL BARON?

Formerly referred to as BOXCARS in this magazine, this is the game which has been the subject of more playtesting than any AH title of recent vintage. Since we discovered this little gem last summer, it has been the source of an average of three 7 PM—Midnight gaming sessions a week after we've all punched out for the day. This game got played because it was enjoyed—not because it was anyone's assignment. It wasn't long before the Saturday afternoon IGB sessions were also dominated by multi-player games of BOXCARS. This game has made previous fads such as WOODEN SHIPS & IRON MEN and KINGMAKER look trivial by comparison. A simple game of luck at first glance, it evolves into an amazing game of strategy for those deep into the game system.

RAIL BARON is a friendly, family game for 3-6 players. The game is simple to learn, but there are subtle strategies involved—a perfect game for the beginner and for the cunning strategist. The game board portrays the 28 major rail lines in the United States, from the tiny Richmond, Fredericksburg and Potomac to the mighty Southern Pacific. Each player moves his token from city to city, collecting money and buying rail lines as he goes—and paying fines whenever he uses a rail line another player has bought. If you do not think you are going fast enough, you can even buy a faster locomotive—an express, or a SUPERCHIEF!

Title cards (showing the logos of the 28 rail lines); money, locomotive cards; movement, origin and destination tokens and a 16" x 33" full color map of the United States rail net all come with the game, along with charts for selecting your next destination and determining your payoff.

RAIL BARON is an excellent game for clubs, beginners, non-wargamers, and anyone who likes good competition and a lot of fun. For 3-6 players; playing time 3-5 hours.

RAIL BARON sells for $10 plus postage and is available direct from Avalon Hill. Maryland residents please add 5% state sales tax.

Card illustrations reduced in size.
WIN, PLACE & SHOW

WIN, PLACE & SHOW, another of the after hours favorites of the design staff, is another resurrected, redeveloped 3M game which, together with SPEED CIRCUIT, formed the best 1-2 entry in the 3M line. This unique game of thoroughbred racing offers something for everyone, as each player simultaneously plays the role of owner, jockey, and even the handicapper in the stands.

Before each race there's an auction, in which players compete for ownership of the horses themselves. Then it's post time and during the race they serve as their own jockeys, making split-second decisions on position, passing, sprinting, etc. Ingenious order of movement innovations by the designer gives every horse a genuine chance to make it to the winner's circle, although each has very different capabilities. Some are fast starters, others are mudders, and the favorites tend to run consistently well on both fast and slow tracks.

Each six race card includes 5 and 6 furlong and 1 1/2 mile races with a field of 6 individually rated horses and appropriate posted odds. Post position, running strength, speed, endurance, and jockey classification all play a part in determining which horse is the best bet at the posted odds. You'll want a veteran jockey if you've got a fast starter on the outside rail but that extra weight allowance for an Apprentice jockey often makes the difference too.

The real fun comes in the betting, where each player tries to pick the top three finishers and then lays down his $1,000 to $5,000 wagers for better or worse (no pun). And there's even a Daily Double where players pick the winners of the first two of a six race slate for really big payoffs. The game even includes special rules for Party and Fund Raisers versions guaranteed to liven up any party.

Game comes complete with full color 24" x 22" mapboard, six plastic horses, six racing programs rating 36 different horses, betting slip pad, rules, money and two dice. For 3-6 players; playing time: 2½ hours. WIN, PLACE & SHOW is available by mail from the Avalon Hill Game Co. for $10 plus postage. Maryland residents please add 5% state sales tax.

SPEED CIRCUIT

SPEED CIRCUIT is our new release of the 3M game featuring Grand Prix racing on three championship courses—Monza, Monaco, and Watkins Glen. We've tidied up the rules a bit, and added a few components, but basically it's the same game.

One of the big attractions of SPEED CIRCUIT is that prior to the game everybody secretly designs his own racer to the specs he thinks are best for each individual course (or, in the alternative version, designs one car for the whole circuit). Since winning the game entails having the best total record on all three, you've got to be able to incorporate the demands of each course into your racer.

Acceleration, deceleration, starting speed, maximum speed, and all-important ability to sustain engine and brake wear are all decided by the player. Each course will favor certain characteristics to the exclusion of others, so there is a constant trade-off in the racer's design, as it is impossible to build everything into its severely limited confines.

Another big plus in SPEED CIRCUIT is that except for very rare occurrences (such as whether or not a spinout becomes a crash, or an engine burns out from being overtaxed) dice are totally absent from the game.

In SPEED CIRCUIT all races are decided totally as a result of the players' skill (or the lack thereof; you've got to know what you're doing) in designing and handling their machines.

Speeding up for straightsaways, slowing down for curves (or taking chances by not slowing down), slipstreaming, pushing the engine above its safe limit—these are all tactical decisions each driver has to make. Mistakes can be costly, as a misjudged move can lead to spinouts, burned out brakes or engines, or even a race-ending crash. SPEED CIRCUIT comes complete with a full color 32" x 22" mapboard, six metal cars, Performance Log Pad rulebook, and die.

SPEED CIRCUIT is a game for 2-6 players, and is sure to be popular with both casual and dedicated gamers alike. Now available

Price is $10. Maryland residents add 5% sales tax.
ALEXANDER is a ferocious attacking game. Thanks to the facing rules and the low movement factors, forward movement is faster than lateral movement and is much faster than retreats; thus an attacker can attack much faster than a defender can reinforce or flee, so that each consecutive turn of attack starts with a greater advantage and does more damage. Also, most powerful units are doubled on the attack—and almost nobody is ever doubled on defense. Best of all, automatic breakthroughs are common—and these are always to the attacker's advantage.

So the attack is stronger than the defense—which encourages both sides to attack and keep attacking once the armies are in contact, rather than try to fall back and regroup. This tendency is enormously magnified because a defeated player does not have the time to regroup—his retreat is slower than the enemy attack, and the defeat itself temporarily weakens his army's fighting ability. Every unit's movement is tremendously vulnerable to rear attacks. An attacking army is always threatening to break through or outflank a defending line, which can bring on a catastrophic rear attack.

In the Persian setup, the attacking force is always stronger than the defending force. The Persian player has several other differences to contend with. The Persian force is overall numerically larger: in particular, it has more infantry, although fewer phalanxes, more cavalry, and three commanders to the Greek's two. Moreover, the Persian force contains elephants and horse archers whereas the Greeks do not. Size alone does not, however, guarantee superiority. A large army—particularly an ancient army—can be an unwieldy and clumsy army. The major problem with the Persian Army is to keep the pieces from getting in each other's way.

If I am able to keep the fight on a narrow front I should win by virtue of the superior strength of my units; if I am forced out into the center of the board I probably lose. My flanks become too vulnerable, and his greater numbers hit me from all directions.

Except for minor details, his setup is probably about as flexible as he can make it. This way does not commit himself until his sees where his units are.

I am setting up to advance my right wing while trying to stall for time on my left. I have chosen to advance on my right because, while his units are almost symmetrical, the board is not. I think the eastern baggage camp is a hair more vulnerable than the western one—assuming I can make it that far. I am planning a fast assault with my heavy cavalry and Hypaspist infantry supported by javelins, with the phalanxes following up to hit any counterattacks. On the left, I want to use the light cavalry to slow his cavalry advance there—he will almost certainly make a strong cavalry thrust on that wing to draw the mainstay of his attack. The longer I can delay this attack of his, the better my chances are. He must go slowly in the beginning. I can still shift my forces to that side should he advance too rapidly away from his infantry. My 2nd Companion and 2nd Thessalian cavalry will function as a mobile reserve; initially they will delay his cavalry advance, while if he waits too long they can join the attack on my right. My Thracian Guard unit may just as well do that; guard the baggage camps. This way I will have cavalry units in that area of the board, and something has to protect the camp. My baggage train probably belongs at W-1, however there exist circumstances wherein it may be useful as a one-turn block early in the game (note that it is meaningless to lose it before the Persian has morale losses), and it can reach the rear bow rapidly enough from where it is.

**GREEK SETUP:**

The peculiar nature of the units in both armies greatly affects where each side can find a vulnerable defender. The Persian army is concentrated, which means that it is small but better able to maneuver and attack in a small area; thus, the Persians wish to start a local battle and destroy the Persian in detail.

Conversely, the Persian player, with his larger and clumsier army, needs to stretch the Greek line or outflank it; the Persians can then attack on the weak point. The Persian attack is complicated, however, by the presence of the Greek phalanxes, which are invulnerable to frontal cavalry attack. As a result, the Persian must maneuver their cavalry away from the phalanxes and attack on their flanks instead—which are the vulnerable targets for the Persians, especially since the clumsy phalanxes are easy to destroy once their flank guards are gone. For the Greeks, the vulnerable target is the weak Persian infantry, rather than the dangerous swarm of Persian cavalry.

With both armies advancing faster than they retreat, time is limited. Each side must rush to deploy for the kind of battle it needs—the Persians hurrying to stretch or flank the Greek line with cavalry while avoiding the phalanxes, the Greeks rushing to start an early local battle, hopefully against the Persian infantry. With the first attack rushing down upon them, neither side has the time to repair mistakes in placement—the most subtle error can be an irreparable catastrophe.

The game is clear: both players attack, hammer and toms, and may the best attack win. Games regularly last two—maybe three—turns once battle begins, then it is over.

For both sides the tactical objective is clear: when the battle begins, each side wishes to have a good attack ready to go in. Also, it doesn't hurt at all to make the first good attack of the game.

The elements of a good attack are also clear. The attacker needs a powerful attacking force positioned opposite a vulnerable defending force. For both sides the cavalry (and other mobile units) are the strongest and fastest attacking force, so they will be the meat of the attack. Missile units are very powerful in the defense (thanks to defensive support), so the attacking force will need enough missile units to negate the defending missile units by pinning them; it is even better to have missile superiority in the attack, since the few extra attack points can be crucial in getting a decisive breakthrough on a constricted front. Most important of all, the attack force must contain a lot of units, for two reasons: first, the attacker will have to commit a lot of strength just to create the breakthrough, and the attacker must have additional units available with which to make the exploitation attacks that are truly devastating; and second, the attack force must have enough strength to survive the defender's counterattacks either by having enough strength to wipe out the defenders before they can counterattack, or by having enough units to make a defensive line that can survive attrition and prevent enemy breakthroughs.

The result is that the attacker must attack in mass, with a marked superiority of strength where he attacks.
while relying on the clumsiness and slowness of the Persian army to prevent the remaining Persian forces from attacking the Greeks.

The Persian strategy requires him to buy time for maneuver. The last thing desired by the Persian commander is for the Greeks to engage a part of his forces in such a way that they have immediate superiority while the remainder of the Persian forces have to sort themselves and rush off toward the emergency. The Persian strategy requires that his whole army be deployed around the Greek army before the armies get locked in combat. Experience has shown that once the armies engage they cannot disengage until one has destroyed the other.

The longer it takes for the Persian to deploy for full use, the greater the advantage for the Greek. If combat does begin before he is fully deployed, the Persian player should try to keep it to a minimum and try for exchanges. Exchanges are beneficial for the Persian, since his army is so much larger than Alexander's.

The difference in size between the armies can, however, be used to the Persian's advantage in delaying a major engagement of the two armies. The Greeks cannot avoid having a flank hanging in space. This is the disadvantage implicit in the army's compactness. The threat of attacking this unanchored flank imposes caution on any Greek advance, and caution requires time. Of course the Persian would not be dismayed by a swift advance by the Greeks which was heedless of its flank problems.

My setup reflects the above considerations. The cavalry is deployed significantly forward of the foot. Both forces stand centered on the East-West axis of the board. I do not know which side the Greeks will attack. They must attack on a side or risk two exposed flanks! My cavalry deploys and advances forward as soon as the Greek dispositions and movements are learned. The infantry can either advance at some distance behind the mounted forces, or hang back and set up a defensive position. I have also left infantry prepared to defend both camps. The Greeks can only attack one camp or the other. It would be foolhardy for them to attempt a serious attack on both camps. The foot have deployed forward of the two camps: the force in front of the camp which the Greek finally threatens have plenty of time to go back to the camp and deploy once the direction of that threat is perceived; the force guarding the other side is positioned far enough forward to be moved into the battle before the game is over.

The Persian player wants his army to be in a position where it can 'embrace' the Greeks. To get into this position he must avoid close contact for as long as possible. Hopefully then the embrace will turn into a death grip.

It follows from my analysis that the Greek player must take the offensive, if he expects to win. It is not merely advantageous for him to do so; it is imperative for him to do so. The worst thing that can happen to the Greeks is for the Persian cavalry to make a wider circuit to get around the Greek flank. The set up is good—the Greeks are closer to making the Greeks to guard their flanks than the Persians. The Greeks elect to concentrate their phalanxes, leaving the light infantry guarding the flanks and the cavalry free to attack. All this is good, but the exact placement of the phalanx line is a problem. Ordinarily, the Greeks do best to rest one flank on rough terrain, so the rough terrain can guard that flank; this leaves the infantry free to guard the other flank. Here, the Greeks have set up a little too far from the rough terrain. They will have to guard both flanks, which will force them to use cavalry in a defensive role—they just don't have enough infantry to guard both flanks at once.

Actually, the Greeks don't have any really good choices against this Persian setup. The Greeks need to be close to the center of the board, in order to cut across the board and chase the Persian infantry if the need arises. Also, a central position forces the Persian cavalry to make a wider circuit to get around the Greek flank. The set up is good—the Greeks are closer to making their attack, and the Persians will be delayed in getting around the flank. Nonetheless, the Persians start with an advantage.

The cavalry screen on the left should also prevent any hasty Persian advance.

Final note: the Thracian Guard is wasted where it is. Having to guard both flanks, the Greeks will need all their light infantry on the front line. The Greek cavalry is enough to slow the Persian advance against the Greek baggage camp. The Thracians can't hold out by themselves anyway, and if the Persians decide to ignore it then it is just a wasted unit. The Greeks will wish they had it on their left flank.

Greek Move 1:
I make my move as planned. I am keeping my left out of his reach, but if he hurries forward I will shift my whole army in that direction. I am still not completely committed, and will not be until the right wing is close enough to his forces to allow him possible attacks. My light units are only a nuisance, but they are a dangerous one if ignored. I expect he will move a weak cavalry force to block my advance until his infantry can get there, which it will do as rapidly as possible. Meanwhile he will organize a powerful cavalry wing to attack my left. He must leave enough on my right to block my advance and keep my units engaged, otherwise I can go after the baggage camp or even disengage and face my left. Thus I expect cavalry on my extreme right, while the phalanxes and light infantry hit my right center.

PERSIAN TURN 1:
He is making a major drive on my left flank. Of course he can always change the direction of his attack, but this takes time and unless I act on the assumption that he is attacking my left, I will guarantee that he does attack there. I have responded by pulling infantry and phalanxes to its right. I have also advanced a large cavalry force on the right of the former center of my army, threatening the left of his army. I have screened the East baggage camp with a smaller but still effective cavalry force.

He cannot continue in the direction of his advance without exposing his left flank to massive attack from my cavalry. This will probably cause him to change the direction of his attack from north to northwest. This change in direction leads him away from my western baggage camp and delays his attack; moreover, while this change relieves the acuteness of my threat to his flank, it will also stretch him and thus increase the extent of his flank problems.

I think that he will turn his Army northwest, and anchor his right flank on the western rough terrain, while pausing a bit on his left flank. I doubt that he will attack now. He might try and 'rip' off some of my heavy cavalry by attacking with his light forces against an exposed flank, but I have disposed my
The Persians continue their deployment. The infantry comes about, but it is clumsily arranged, and the Persian cavalry again advances too slowly. The Persians have lost almost a full turn of their deployment time.

This time the Persians should be a hex or two closer to the Greek left. The Greek cavalry is divided—the Persians can afford to draw the Greek left into battle if the Greeks were foolish enough to advance into the teeth of the Persian horse. Being closer probably wouldn't gain that бонус, but it would speed the journey towards the Greek left flank—cutting across is the shortest route, and it also would force the Greek left to stop its advance—the Greeks can hardly afford to advance their vulnerable left directly into the Persian cavalry! The Persians should delay deployment of their cavalry against the Greek screen cavalry. These little units force the Persians to slow down and deploy in line, but you don't need to send an army after them!

A Persian attack in front of the baggage camp is just wrong. Exchanges are a common phenomenon in ALEXANDER. Usually they help the Persian, on the grounds that he has more units to lose. Actually, however, they hurt the player with the worst morale—and in this game it is the Persians, with the baggage camp foolish, cannot afford the exchange.

Even worse, the Persian attack cannot even gain an even exchange—regardless of the results the Greeks will wipe out that cavalry flank—the Persians are just positioned poorly. The forward units are foiled, and the Persian rear line is too close...
must waste to straighten out their infantry deployment—and in the second place his cavalry is not moving south and east fast enough to be at the right place when the battle starts. His main cavalry strength should be concentrated from J17 to J21, where it would be an immediate threat to attack or continue the outflanking movement. Instead, he moves less than maximum, he stays to the north and away from the Greeks, and he has sent much of his force to his right, even further away, where it is two turns from catching up to the Greek left.

This might be all right, except the Persians are in morale trouble and the Greeks are already in combat near the baggage camp.

It almost seems that the Persians are holding up the advance so the elephants can catch up. This is a mistake, if true—the elephants are as slow as the phalanxes—they can not get to the flank in time.

In front of the baggage camp the Persians are putting up a good fight. This is the type of defense they should have relied on from the start—a hedgehog blocking the gap. If a few more units had survived, they could do it again inside the gap, but the Greeks, although pressed for units, will be able to clear the outer defense next turn.

Again, along the western flank, the Persians make a sacrifice exchange attack. Exchanges do not help them, they are in morale trouble! They should find another way to cope with the irritating Greek screening units—as it is the Persians who are sacrificing two units, they have diverted major forces to guard that flank, and they will have to divert even more forces next turn. All of this weakens their attacking strength against the left wing. A screen or even an open flank would have at least diverted fewer units.

**Greek Move 4:**

Now my left wing has to retreat rapidly. It has served its purpose; the delay of his cavalry advance. I decided to use my two light cavalry units to attack with because it will be an even exchange of units on an absolute scale, but the positioning I have used forces him to use two units to eliminate them. This means that two units will be late reaching the main battle, effectively giving me four units in exchange for two. In addition, it guarantees that he will fall to the second table on morale points—a critical matter with the main battle at hand. I think he is sweeping too wide with his cavalry; time is running out for him. He wants the cavalry and central infantry about one hex closer than they are. Maybe I should have used the Agrianian Javelins to give me a flank attack on the third Bactrian cavalry. Instead, I am going for the sure, easy victories. I have pretty much cleared up my right wing and can start to shift my emphasis. Hence the move of the Odrysian cavalry to support my left. I think I will be able to take the baggage camp; that would effectively settle things as the game stands now. Most of the game to this point has been just the preliminary skirmishing, yet I have a decided advantage as a result. I won heavily on my right, and broke even on my left. His light cavalry is badly cut up, and his infantry is only now getting ready for action.

**GREEK TURN 4**

Exchanging the Allied horse units is a smart move. The morale exchange hurts the Persians far more, and the placement forces the Persian to divert additional forces to clean up the Greeks—more units subtracted from the main Persian attack. (The Persians even had a better move—they could actually AFF the two Persians and then advance in to form a defensive hedgehog! But this is very tricky, and the Greek move is quite good as it is.)

The baggage camp attack clears away the outer defenses nicely. The Greeks are (play it again, Sam?) still too weak on the right—now they are sending the Odrysian cavalry away—but they have missile units nicely placed to join the fray in the north if the need arises.

On the left the Greeks pivot again, and now we see one problem with the pivot tactic. Units that are detached, far out on the flank—like the Mercenary Cavalry and the Lancers, in this case—also have to move 90 degrees to keep their position on the flank.
Unfortunately, they have to move sideways, and they can't! Result? They have to fly off at an angle to escape the advancing Persians. This was the real problem with putting this cavalry out in the screen last turn, instead of keeping it with the Royal Comp and Thess. If now the light cavalry is practically out of play.

One more problem with the pivot—you've got to be very careful about leaving light infantry in the pivot position, because it can fall back only one hex and it is always vulnerable to attack. Usually, this just means that you keep one infantry unit in reserve, to form the end of the new pivot line; then the units who were trapped out in the pivot can turn around and run when the pivot drops back (next turn they come back into the new pivot position).

Here, however, the Greek player has only two units on his left and they are both in the pivot hex. They will be hard to extract if he tries to pivot next turn (I told you so Deps.: wouldn't it be nice to have the Thracian Guard there right now?). A subtle point.

**Persian Turn 5**

Well, he hit me pretty hard this time and I probably can not hit him back hard enough to recover and remain on table 1. He is still fudging and screening off his left flank very successfully. All that I can do is try and defend my baggage camp and hope to win the race.

**Persian Move 4**

The Persians are still taking their time to deploy. The cavalry should be positioned up as far as, say, N15—let the Greeks attack! They only have five cavalry units on that flank!

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**Greek Turn 3:** The Greek riposte is swift and deadly. Odrysian attacks Saec from the rear gaining a 2-0 AV; Saccatian is eliminated under the boots of the Royal Companions at 9-1 with the attackers moving into V0 after combat. Patonian & Thessalian I likewise AV the Cadiarii Cavalry while the Arachosian & Balcarian Javalis fail on the Arachosian Cav from the flank at 8-1. In their half the Greeks have gained 2½ morale points while costing the Persians 4½. The Persian response is far from overwhelming. The Indian & 3rd Bactrian Cav will fall on the Pannonians at 4-1 and get a 3 DE. The Sassinian and Cossio-Syrian cav will charge the Allied Light at 4-1 but succeed only in dialouging the Greeks 1 hex to the SE. Net Morale after turn 3.

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Greek Move 4: I think he is coming on too slowly. Normally this would be all right, but his morale is too low. This move I am committing myself to go after the baggage camp and engage his infantry. There is not a lot for me to attack otherwise. If I get the camp, he will have almost no chance; if I fail, I still like my game. His main attack is finally on its way; the game will be bloody from now on. I have so far avoided his strong forces, while maneuvering my phalanxes up to him. I am trying to keep my cavalry out of his way until after his attack, then use it for a counterattack.

I failed to take the camp, but he is still in deep trouble.

**Greek Turn 5**

Ah, the chickens come home to roost. With just a little more strength on their right, the Greeks could attack both Darius and the baggage camp—a 1/3 chance of getting each—and still be completely safe. The problem is, they would need to use Alexander to neutralize Darius, and they should put two units with Alexander to make him safe—and they come one unit short. Now they have to choose the baggage camp or Darius, with the problem that units that deploy in one area cannot get back to the other for two turns—too long a delay with the crisis of the game impending.

Darius is worth more morale, but the Greek player is right to go after the baggage camp instead. The cavalry units that remain there are too much of a threat to ignore, and with the Persians deploying into the hills there is a chance that if the Greeks do not take the baggage camp soon they will not get it at all.

The rest of the Greek move is good also. The phalanx shift gets from the cavalry and closes in on the infantry, both of which are desirable. The only problems are at the end of the left flank—the Greek light infantry cannot withdraw fast enough and has to stay out where it is vulnerable, and the Greek light cavalry is still circling harmlessly away to the south.

**DISCRESION:** At this point the Greeks have done well, but they are still in trouble. Their momentum depends on the attack on the right, where they are short of units; on their left they are just about out of time—and just because the Persian attack is very very late does not mean that it will be any less devastating.

The Greek position is bad, but the morale situation is beginning to dominate the game. It is a race now—can the Persians exploit their good
position before their morale breaks? With these the stakes, the failure of the attack against the baggage camp is a particularly harsh defeat for the Greeks.

With the Greeks close, the Greek position bad and the Persian morale collapsing, the Persian choice is clear: the turn of battle is here.

PERSON TURK 5

Unfortunately, he got a melee from his attack on the baggage camp; of course that is better than elimination or retreat. I can only hope that after my counterattack, I am still in possession of the camp. I will certainly be lucky to be in possession of it by this time next turn. I must now rely on luck to save me; this is a prima facie indication that I have misjudged the position and made a poor decision. The error was in withdrawing too many forces from my left flank.

I am now fighting on the third table. Among other things I am now required to keep two of my commanders with the two mercenary phalanxes. Only half a point. “My empire for half a point,” we can hear Darius crying. Time. Time is crucial. I am definitely losing the race between my decline and loss of the baggage camp and hitting his left flank.

PERSIAN TURN 5

The Persian cavalry is so far away that it must attack a narrow frontally, but it is a start.

Department of strange opportunities: in the north, the Persians actually have a 1/3 chance of destroying Alexander with a frontal attack! Instead, the Persians are deploying into the hills. They must attack! Now! They might even save the baggage camp if they attack the missile units—but they do not. Unfortunately, the Persians are still not bringing up their units at full speed, and he is not even using all his strength in the attack—the other archers would be a considerable help in whittling the Greeks down for the next turn’s attack, and they would give the Persians additional chances to eliminate Greek units and raise the Persian morale.

Finally, the Armenian Cavalry is left vulnerable to an AV attack. The Greeks don’t have enough cavalry nearby to exploit it profitably, but it is a placement error. The luck of the dice: So far, the dice rolls in the game have been remarkably even. This
Turn, however, the rolling is remarkable, and has a major effect on how the game comes out. With three shots the Greek archers hit three Persian horse archers—a 1 in 8 chance! The Persian counterfire is also lucky and wipes out one whole Greek missile unit. However, the Odyrian cavalry escapes.

The overall result might seem to be only slightly in the Greek favor, except for the Persian morale situation. A mass exchange of lucky fire is what the Persians cannot afford. They will drop to table 3!

As a result in the attacks in the north the Persian desperate hopes to cause Greek casualties without taking any losses himself. So, even though he could wipe out the Agaman Hypaspists, he elects to settle for a melee. His luck does not come in, however; there are no Greek casualties. The Persians are at 1/2—table 3; versus table 1 for the Greeks.

Greek Move 6:
This move may be a mistake, but I think I see a way to end it quickly. I can punch a hole in his cavalry front and wipe out some of his horse archers. Then too, I want to use the phalanx immunity and his being on the #3 morale table to attack his heavy cavalry. I am not at all sure about this; it might be better to take my baggage camp and enough units, I may win this turn. It was a disappointment not to get it on his counterattack. There is no escaping the fact that were it not for the morale considerations he has an overwhelming position. I can put him in a double bind; if his commanders leave the mercenary phalanxes, they desert. If they stay with them, they may desert anyway and leave the commanders unprotected. Of course, I have to be careful of a possible suicide attack on Alexander.

I used the Agaman II Javelins in a direct attack hoping that an exchange would give me the chance to wipe out his archers completely, and failed. (A melee would have been useful, too.) Overall, I was not too lucky this turn, although I did get the baggage camp. Now he has to scramble just to get his morale back above zero, and he faces the double bind mentioned. He will smash the cavalry on the left wing, of course; the question being whether that will be enough.

Greek Turn 6:
With the Persians on table 3 and the baggage camp about to fall, the Greek player is faced with a hard choice. He can make a massive onslaught, concentrating on the Armenian Heavy Cavalry—in hopes of destroying the Persian morale in one blow; or he can fall back, rely on the fact that he is nearly invulnerable to normal attacks, and try to whittle the Persian morale down to table 4, followed by defeat over the next few turns.

The key to the solution is the fact that the only effective attacks the Persians can make now are AV attacks. The Greeks should maneuver to avoid these attacks above all, and the game will almost fall into his hands.

But it is too tempting to attack...

...And the Persians charge. The attack is well executed, except that the Greeks should have retreated the surviving half-cavalry units (Saca Armored and the Persian Horse Guards) away from the Greek flank and advanced the Odyrians into a blocking position. Barring that, they should have made sure Parmenion was guarded. The Agaman II archers could have done that, instead of being sacrificed for no reason on the front line—after all, every unit that could be saved is less morale for the Persians. (Notice that the deadly Odyrian unit would not have been available if I had not escaped the Persian attack, incidentally.)

In the north the Greeks should attack en masse—after all, the point of the suicide attack in 2-1 attacks against Saca Armored & the Persian Horse Gds—costing both a step. The Greek II phalanx attacks the Persian infantry at 3-1, forcing it to retreat to N25. The Agaman Hypaspists do not enter in the Greek infantry at 1-2 vs the Persian Foot Gds and retreat to Q22 with the Persian advancing into the won ground. Royal Companion I charges the Armenian infantry at 3-1, forcing it to retreat to Q23. The Hypaspists occupy the won ground. The Persian infantry at 3-1 vs the Persian Foot Gds, advancing to the won ground. The Persian infantry at 3-1 vs the Persian Foot Gds.

Elsewhere things go better for the Persians. The Agaman Javelins are replaced in a 1-1 on the Macedonian archers and retreat to M21. Cav 1 & the Thracian Lt attack the Median cav at 2-1 forcing them to retreat to L17. The attackers advance into the vacated hex and take up a defensive posture. The phalanx draws their first blood in 2-1 attacks against Saca Armored & the Persian Horse Gds...
PERSIAN TURN 6

Well, he got the baggage camp; he would have to be unlucky not to do so. I am now minus thirteen on the temporary morale table. It looks pretty hopeless; nevertheless, I will execute the long desired and always delayed attack on his left. I doubt that this attack will save the game for me, given my hopeless morale situation, but perhaps this attack can show how devastating a solid attack against an exposed flank can be. Most of the victories will of course be automatic; they have to be given that I am on table three while he is still on table one. If I had won the race by one turn, then I believe that I would have better than even chances given this attack of winning. My opponents skill (certainly) and probably my own lack of it combined with slight bad luck; however, prevented me from making this attack a turn or two earlier than the time when my camp falls and the bottom falls out of my morale.

As can be seen I destroyed nearly a third of the Persian mercenaries. This does it. I almost threw the game away. This is by no means the best possible; it is the obvious one. It wins the game this turn, so I did not bother to look for better. Note that it assumes into a hex, being eliminated without preventing the Persian cavalry will carry all before it?

Die rolls: Bui again, luck steps in for the Greeks: the baggage camp falls. This might make up for all the Greek problems...
Consider: if the Darius go to P20 (which the Greek player should have blocked, incidentally) and attack Craterus from the flank, and the elephants go to M22 and charge, aided by two commandeurs, and the Persian archers join in to make it a 3:1—on table 2, because of the commandeurs... then a 2:3, or 4 die roll would win the game... But the Persians surrendered.

Greek Summary:

The Persian player resigns without moving. The results of my 7th turn combat cost him 19 morale points, making it necessary to gain a minimum of 15½ points on his riposte in the game. This requires the elimination of every combat unit I have, an obvious impossibility. The alternative, eliminating Alexander, is not possible since the best he can manage to get on that phalanx is a 1:2 attack on table #2 (using both commandeurs). This combat has no wins for him.

His first move pretty well set the stage for this result. Once he has his infantry out of position, I was able to gain enough of a morale advantage to make it almost impossible for him. Even my blunder on the sixth turn did no more than give him an outside chance. It is an interesting demonstration of one of the facets of the game; the fact that the early non-combat turns are so important in determining the winner. It is also a clear demonstration of the importance of a morale advantage; as shown by the way this carried me through his sixth turn attacks.

Persian Summation:

My biggest error was made on the first turn. I underestimated my own left flank. I needed more infantry and cavalry—two of each type in order to hold out. Possibly I should have remained defensive and not attacked him when I did, but given the weakness of left flank I thought I could delay him longer by attacking rather than standing and defending. He screened off my massive right wing attack by keeping his forces just out of my reach, but close enough so that he could deliver a heavy attack if I pressed him too much. He knew that I would not want to take the first heavy blow. This was the key to his very successful screening of my right flank. Another error was in not being willing to take that first knock. Afterall, I would probably have still been superior to him and thus could probably deliver just as heavy a counter-blow. The only fact which helps here is that the side I played also lost and did not even kill off the Greek sub-commander—Alexander. Did that later while drunk. Thus I did do better than Darius, but then that isn't saying much.

Summary:

Alexander is an unforgiving game, and nobody ever plays a perfect game. The nice thing about Alexander (if you have strong nerves, that is), is that every mistake, no matter how subtle or small, comes back to haunt you—there is just not enough time to recover.

The Persians made their mistake with the little cavalry expedition into the teeth of the Greek advance. It cost morale that, ultimately, could never be regained.

The Greek error was scattering their cavalry, thereby reducing their attack potential. In the end this did not destroy them—largely because the Persians were so slow to deploy. Of course, the Greeks almost did give the game away on turn 6, but he knew what he was trying to gain, and he was willing to pay the price—and it might have won the game right there, if he had been just a little more careful hand. Perhaps he was a little luckier to win—lucky at the baggage camp, lucky to get Darius.

It was a very close game.

Might-have-been department: during the game both sides bad chances to wipe out the other's leader—which, the way things worked out, would have been immediately decisive. Darius was vulnerable on turns 5 and 6, and Alexander was vulnerable on turns 5 and 7. An interesting point about Alexander: guard your leader! He is every inch the King of chess, but in Alexander no one calls check.

Now let's look at the character decisions in the game. The big Greek attack on turn 6 was meant to drive the Persian morale down; actually, combined with the Persian counterattack, the Persians gained a 1½ morale point. Similarly, the Persians attacked on turn 5 to gain morale; they actually lost a point even ignoring the immediate Greek counterattack. Finally, it must be said that the Greeks had better luck, not so much on their own attacks but in the bad luck the Persians had. One or two extra victories almost anywhere in the game would have kept the Persian morale on a higher table—and in the end, it was the morale drop—and the consequent loss of the Persian Mercenaries—that lost the game.

OUT OF THE CLOSET

"Gez, it's stuffy in there, and besides, you can't even see the player cards in the dark. I wish those mean old wargamers would let us play in the clubroom like normal people."

HOW OFTEN HAS THIS HAPPENED TO YOU? You're a sports gamer, and you want to be recognized but you've got no place to go. Well, good news! Pretty soon Avalon Hill will have a magazine just for you, and you won't have to hide in the closet any more. We haven't got a name yet, but we've got plenty of great ideas.

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Come on out of that closet, and get in touch with us. Write to me, B.C. Milligan, Sports Editor, The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, Md. 21214.

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Are your KINGMAKER games getting a bit dull? You can spice them up with the new Event Cards described elsewhere in this issue. Avalon Hill is making available in a special expansion kit a new deck of 48 Events cards including 25 printed Treaty, Gates At Sea, Refuge, Vacillating Allegiance, Catastrophe, and Royal Death cards as well as 23 blanks for use in your own variants. The entire deck is backed by the same rich KINGMAKER design which makes the game such a joy to play and cards from the two decks will be indistinguishable from the rear. This special card deck is available for $2.00 plus postage. Maryland residents please add 5% sales tax.

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We were quite pleased to add John Hill to our stable of free lance designers as he practically invented the breed of third world designers. His games VERDUN, KARRIERE PASS, OVERLORD, HUE, and JERUSALEM have all been accepted in the realm of professional game design as imaginative efforts but he really set the scene for "non-professional" gaming with the publication of BAR LEV—widely acclaimed as the best post WWII wargame by many even now. He expects, as do we, that the combination of his unique design talents with AH graphics excellence and development aid will result in a new level of gaming sophistication in the form of the soon to be released SQUAD LEADER.

As the GENERAL is not a full color magazine we cannot illustrate the board as we would but have included a sampling of the counters John refers to. The differences in counter shapes is only attractive but functional as vehicular counters are not allowed to stack and their increased size makes them readily differentiated from the infantry counters. We hope you enjoy this sneak preview of SQUAD LEADER which is just now going into final playtesting.

In many respects SQUAD LEADER was not designed with the idea of game evolution in mind. Often, when a game is designed the designer knows fairly well how everything is going to "go" before he even sits down at the typewriter. In his mind, he decided that "this" system would work for movement, this for combat, and so on. Mentally, he then simply plugs it all together and out comes "game". Unfortunately, the vast majority of games are generally done that way. The net result is that the "designer" dumps on the "developer" and "playtesters" a complete new child. These folks then knock off the rough edges, add a bit of polish and "POP" out comes another game . . . maybe, good . . . maybe bad. I have been designing games for some time, most were good, and one was great. BUT, I really knew that there had to be a better way.

And in SQUAD LEADER we found it. Looking back a bit at one of AVALON HILL's more successful games, TOBRUK we saw the very great advantage of the "programmed" approach to guide the gamer at a time at around what is a very complex game. By building up the complexity, not just by rules, but by scaling scenarios, a person soon had logically "built" an understanding. In the wargamers mind, the understanding of TOBRUK was "built", not presented. Here, I felt was a good way not just to "present" a game, but to design it. A very firm, solid game system would be created that would have enough flexibility to handle the various combat effects could be simply plugged in or out like a replaceable module. In many respects even though this would lend itself to a "building" technique the overall construction techniques that were to be used had to be thought out in advance though the particulars could be left. I later discovered my idea of building a game through "programmed design" had intrigued me quite a bit and I had developed a number of systems that would lend themselves to this methodology without really having a particular game design problem in mind. So, the basic system vehicle for SQUAD LEADER actually was fairly well done even before the idea of an infantry World War II game was decided upon.

The first step was in defining what both AVALON HILL and I wanted in the game. After some discussion the following objectives were generally agreed upon. SQUAD LEADER was to be a "basically simple" game that could be " gotten into" quickly. It had to have a high emphasis on playability with ready access to "playing data". We would avoid the usual polyglot of different tables and charts and confine ourselves to one basic systems chart that would calculate the effect of everything. All basic player info would be continued on one sheet, printed both sides. Bookkeeping would be kept to a minimum. Graphically, it should be the most "visually descriptive" game ever printed. AND within all these pre-set parameters of playability all the following effects of infantry combat must be portrayed:

1. Firepower differentials between different squads.
2. The effect of differing ability of individual NCOs and leaders.
3. Effect differences between all main infantry type weapons.
4. The morale system that would capture all the subtle psychological differences in different nationalities, situations and types of cover.
5. The effects of armor in an infantry environment must be realistically portrayed, but the effects of armor vs. armor could be simplified.
6. The mechanical reliability of armor by nationality.
7. The game must show the concept of leadership as it portrays probable tactical success.
8. The game must show how as key leaders of squads and platoons become casualties the overall performance of an entire battalion suffers.

Now, all those nice realistic effects have been captured and portrayed before, but never under the very strict playability standards that were clearly defined prior to listing the "realism standards." And both Don Greenwood and myself agreed that we would both come quite stiff if 1). as the designer, or 2). as the developer, attempted to water down the "playability" and "reference ease" standards that we originally set down. Compromises, could and would be made, only with great hesitation. SQUAD LEADER would primarily be a "playable" and "realistic" game.

And that's how it began. For such strict standards, the programmed design technique would indeed be tested. Then bit by bit it was constructed. A unique "FIRE EFFECTS" table was set down that captured all the possible variety of firepower intensity with its attendant effect on soldiers' lives and morale; it showed not just "morale checks" but degree of morale checks. The effects of all weapons from flamethrower, to sub-machine gun, to a 150MM shell burst were able to be quickly resolved without chart shuffling or endless cross references. Even the differing tactical ability of individual leaders and "better shots" was easily plugged in. All these effects are portrayed in a "Combat Results Table" no more complicated than that of AVALON HILL's classic, BATTLE OF THE BEATS. It was complete with sidewalks, sewers and random sized and structured buildings all in full color. Hence Line of Sight definitions take on new meaning. Instead of hexes and hexside blocking fire the gamer will actually have his "sight" blocked by that "building's corner . . . that little shed . . . or that hedge . . . or that little porch sticking out from the chateau. Or out in the country your soldiers will advance through rows of waving wheat. It will not be abstracted . . . it will be there . . . in the hill country . . . there are mountains and cliffs that . . . all in all . . . SQUAD LEADER will have the most beautifully detailed, relevant terrain features of a board game to date. On TOBRUK we spent a fortune researching the charts. On SQUAD LEADER, we spent it on the boards And counters, well, the individual NCOs and officers have been distinctly created. Even their silhouettes on the counters have distinct personalities.

We then had the nice clean system we had demanded, and the total graphic presentation that would bring life to the game. And then we started to "build." After a few "frictions" as Don and I got to know each other's game philosophies and techniques the building went faster and faster. But, we always kept the "programmed" technique in mind. In a forced attempt to perfect each separate segment before progressing further the entire game was deleted and re-presented individually. Each scenario was treated as if "it" alone was the game and hence we focused on it. To help Don and his playtesters "focus" on each segment I developed each scenario in sets of three.

Hence, the American scenarios were not even started until all the earlier ones along with their own special rules were de-bugged. This often led to impatience as both of us felt the urge to "get on" with it. But, each brick, in the game we were building had to fit. All combat effects still had to "fit back onto" the already defined FIRE EFFECTS TABLE. When it came time to introduce flamethrowers and demolition charges the "quickie" temptation was to say, "well, these are sorta special weapons . . . lets look up the specs and make a special table for then". That would have been the easy way, but the one way to make the rules "strict" as Don and I got to know each other's game philosophies and techniques the building went faster and faster. But, we always kept the "programmed" technique in mind. Hence, the American scenarios were not even started until all the earlier ones along with their own special rules were de-bugged. This often led to impatience as both of us felt the urge to "get on" with it. But, each brick, in the game we were building had to fit. All combat effects still had to "fit back onto" the already defined FIRE EFFECTS TABLE. When it came time to introduce flamethrowers and demolition charges the "quickie" temptation was to say, "well, these are sorta special weapons . . . lets look up the specs and make a special table for then". That would have been the easy way, but the one way to make the rules "strict"
CAESAR-ALESIA has been transferred to the retail division due to a good sales record and fine reviews. It is already in its second edition with slightly amended rules, and should be arriving in your outlets by September.

Another outside design which will see AH release this fall is Battleline's SUBMARINE WARGAMES. Making its debut as an Avalon Hill title this spring is the original Designer's haste. Our more leisurely effort. So we're not about to botch it with a rushed release and the revision could prove extensive. The reason for the ongoing description of his yet to be published winner" multiplayer game, such as THE GENERAL, which is even more enjoyable due to the wide range of settings.
**Letters to the Editor**

**To the Editor:**

I read with interest the article by Mark Saha in *THE GENERAL* (Vol. 13, No. 1) about the impact of digitalization on the traditional retail sector. However, I would like to suggest an alternative perspective that focuses on the role of technology in transforming the retail experience.

In recent years, the rise of online shopping has disrupted the traditional retail landscape. While some physical stores have struggled to adapt, others have thrived by embracing digital technologies. For example, the use of augmented reality (AR) and virtual reality (VR) has allowed customers to experience products in a more immersive way, even before making a purchase. This shift has not only transformed the way products are sold but also how customers interact with brands.

Moreover, the integration of social media platforms into retail strategies has enabled companies to engage with customers on a more personal level. Through targeted advertising and real-time customer feedback, brands can tailor their offerings to meet individual customer needs, thereby fostering loyalty and repeat purchases.

In conclusion, while the advent of digital technologies has posed challenges for traditional retailers, it has also presented opportunities for innovation and growth. By leveraging the power of technology, retailers can not only survive but also thrive in the digital age.

Sincerely,

[Signature]
WAR AT SEA was the 32nd game to undergo analysis in the RBB, ranking a disappointing 25th overall with a cumulative rating of 5.21. The result reinforced our earlier suspicion that game ratings are often a matter of how complex a game is. It has been an observation that wargamers tend to overrate complexity and detailed simulation when rating games. But maybe that's our prejudice...

WAR AT SEA ranked in the bottom third of the RBB list in five separate categories, led by a 26th ranking in Realism. The game is an abstracted strategic naval control game and is, as such, is not all that unrealistic. Apparently many gamemasters cannot equate any semblance of realism with an area movement system game in which no tactical maneuvering takes place. The mapbeer rating (27th) also did little to enhance the game's cumulative score—again we assume the area movement system to be the main culprit, although the small 11" x 14" size and lack of realistic colors on the abstract board may have contributed to the low rating. The last poor performance came in the area of Play Balance (24th) where the Axis has a decided advantage despite numerous changes to the Jekdo version which deterred the Allied chances. Yet with top level play, the game is still a tough win for the British. At the recent ORIGINS III WAR AT SEA tournament, the Axis had the better half of a healthy 2:1 victory ratio. In the next edition, changes will be made to solve these play balance problems by counting all POC ties as Allied wins and adding 1 to all Allied reinforcement dice rolls.

On the positive side of the ledger, the game reworked our use of its as an introductory title, with a 2nd best ever rating in the Ease of Understanding category, and a similarly impressive (67th) effort for Completion of Rules. This ease of play capability coupled with the quick playtime of 69 minutes goes a long way towards explaining its popularity in terms of games played. WAR AT SEA may not be well thought of as a simulation, but it is played often—both by hard core, newcomers and even the distasteful side of the hobby.

1. Physical Quality 3.18
2. Mapboard 3.96
3. Components 2.74
4. Ease of Understanding 2.74
5. Completeness of Rules 2.35
6. Play Balance 3.73
7. Realism 5.12
8. Excitement Level 2.93
9. Overall Value 3.15
10. Game Length 1 hr, 9 min.

Q. Can you beat the Opponent
A. Yes, always.
B. Sometimes.
C. Never.

Q. Can Copenhagen be ambushed and seized if so how from where?
A. Yes, from any East Front (Battle) base.
B. Sometimes, not always.
C. Never, the city is too strong.

Q. Is Anzio a two front operation or a single front against the German forces?
A. Yes, a two front operation.
B. No, a single front operation.
C. Both, depending on the situation.

Q. Can you believe the Opponent
A. Yes, always.
B. Sometimes.
C. Never.

Q. Can you believe the Opponent
A. Yes, always.
B. Sometimes.
C. Never.

Q. Is Belgium a two front operation or a single front against the German forces?
A. Yes, a two front operation.
B. No, a single front operation.
C. Both, depending on the situation.

Q. Can you believe the Opponent
A. Yes, always.
B. Sometimes.
C. Never.

Q. Is Belgium a two front operation or a single front against the German forces?
A. Yes, a two front operation.
B. No, a single front operation.
C. Both, depending on the situation.

Q. Can you believe the Opponent
A. Yes, always.
B. Sometimes.
C. Never.

Q. Is Belgium a two front operation or a single front against the German forces?
A. Yes, a two front operation.
B. No, a single front operation.
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B. Sometimes.
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Q. Is Belgium a two front operation or a single front against the German forces?
A. Yes, a two front operation.
B. No, a single front operation.
C. Both, depending on the situation.
Collectors may or may not be pleased to hear that we are dropping two more games per month from the list. The GETTYSBURG '84 edition has been replaced by the completely different '77 game and is already out of stock. In the mean time, the articles rank according as follows on our 12,000 point scoring system.

Red Options ........................................ 274
Surf Beach.............................................. 170
Campaigns Against Korps ............................ 170
**TAC: The Second Time Around** .................. 112
ALEXIA—The Battle................................. 109
Red Bull Express ..................................... 108
Forman Fort Deployment in Alexia .................. 101
Avalon Hill Photographs ......................... 41
ARAB-ISRAELI WARS Programmed Instructions .. 41
Manning the Ramparts .............................. 40
Breathing the Remparts ......................... 23
PBM Lulfal/lib ...................................... 18

We continue to make strides in the sports game field. So much so that we have decided to publish a bi-monthly gaming magazine similar to the GENERAL devoted to sports and non- battle games. Transformation of this idea into reality should occur sometime prior to 1978. As a consequence, we are looking for additional R & D personnel to work in the sportsgame field. If you think you’re qualified, drop us a sample of your game playing expertise and literary skills in the form of an article dealing with an AH non-battle game.

Many of you have no doubt noted the emergence of Bruce Jenner as a promotional fixture for WHEATIES. AH was almost involved in a 3-way connection with WHEATIES and Jenner. It was almost possible for us to sell thousands of updated TRACK MEET games with Jenner’s statistics in a box-top tie-in deal with the popular breakfast food. The deal has apparently fallen through, but we were close to the bigtime for a while. It would have easily been the largest exposure of an adult simulation game to date.

The Italians might not have fared too well in WWII but you wouldn’t know it by the success enjoyed by our exclusive Italian distributor Dot. Alfredo Gentili. In only his second year of operation Gentili has surpassed all our foreign language distributors in volume. Prime reason for their success—so far they’ve translated 30 AH titles into Italian.

Those interested in getting an early look at the convention site for ORIGINS IV might want to take in the George Mason University Simulation Players’ 2nd Annual Convention on Sept. 1-11 at the Ann Arbor Pioneer High School. From there it’s just a hop, skip and a jump over to the University of Michigan campus in Ann Arbor which will play host to ORIGINS 78. Further info from Jon Collins, 386 South Shore Blvd., Lackawanna, MI 49018.

Apparently one of the larger regional cons of recent vintage is the Great Lakes Convention presented by the Western New York Gamers Association scheduled for September 16-18 at the Sheraton Lockport Inn in Lockport, NY. Advent skavens cav and all events planned are tournaments in AFRIKA KORPS and KINGMAKER. More information is available from Richard J. D’Angelo, 386 South Shore Blvd., Lackawanna, MI 49018.

Northwest Indiana gamers looking for a place to congregate should contact Bradford Enloe at 1521 Avon, Sheffield Ave., Dyer, IN 46311. The Calumet Wargames Society meets every three weeks in Calumet, IN.

**Infiltrator’s Report**

Laurence Gillespie of Nova Scotia reports that wargames have made it to the TV screen in Halifax in the form of a weekly half hour program named BROADSIDE, which is carried on the local community cable channel there. The show features a variety of strategy games, a “game of the week”, and coverage of wargaming news at the local and national level. Laurence who planned the whole project should be congratulated for corresponding with anyone who has experience in the field to exchange ideas, scripts, etc., and shows. Sounds like a good side program for ORIGINS IV. Potential producers can reach Laurence at 23 Regent Ailen Drive, Halifax, Nova Scotia B3S 3G9.

Congratulations to all the winners of the recent tournaments. SHREDDERS 77 was the largest of the tournaments of their kind they tend to be recognized by us folks at AH as the national championships. The biggest winner was local talent Dele Garbutt of Baltimore who won the prestigious AH Classic 500 along with $1000. Phil Farrow took 2nd in the Kent State Invitational; G. Dayton, L. Heydolf, B. Mundell, W. Rumpf, C. Adamiec, K. Crocco, and D. Macmnn. 17 through 32nd place won free subscriptions to the GENERAL.

Robert J. Clifford of Arlington, VA took top honors in the 110 player WAR AT SEA tournament. He was followed in order by prize winners F. Fusilkoff, L. Tone, V. Vigo and G. Garriance. KINGMAKER was once again one of the largest tournaments with 136 entrants. Tom Filimo took top honors and was followed in order by Tom Dougherty, Paul Bean and and Nolan Lerman. WSB 81 again drew over 100 entrants and was won by Chris Raskoff of Smithtown, NY. Other prize winners were T. Schaap, B. Addison, J. Casazza, C. Morrison, and G. Taylor. In FOOTBALL STRATEGY, designer Tom Shaw finally regained supreme with a 26-0 win over last year’s winner Don Greenwood. Coming in 3rd and 4th were traditional three-time runners-up Pat McNevin and John Strand. The RICHMOY’s DEMO Derby again drew over 400 horses—blue chips! The most successful horse proved to be Anthony Becker of Bethesda, MD. Coming in second with six kills was Jeff Farrington followed by Perger Cooper and Pat Carson. DIPLOMACY was once again the largest tournament held and was run under the auspices of the I.D.A. drawing over 150 entrants. Dan Zablizki proved to be the best double dealer followed in order by Michael Perlfi, Frank McKeown, and Ian Rowland.

Although we can’t endorse it, TRC enthusiasts might be interested in an AREA PBM tournament being sponsored by Kevin Combs of 11225 Old Baltimore Pike, Beltsville, MD 20705. Entrance fee for the RUSSIAN CAMPAIGN tournament has been set at $4.00.

That’ll teach us to think we’re so smart! We got an enormous number of correct entries for Contest 76 giving different solutions—it turns out that our solution from the last GENERAL was only the third most popular among the possible answers, so we had to draw the winners by lot from among the correct entries (all variations were acceptable, as long as they were correct). Our apologies for making the contest so easy—we won’t give you next time! The winners in no particular order: V. Paxson, Orinda, CA; P. Owen, Va. Beach, VA; D. Smith, Miplukoski, WI; E. Rice, Alramento, OR; W. Pollard, College, AK; P. Schulmeyster, Stuttgart, W. Germany; A. Nilson, Oroconco, MN; A. Baer, Ch. the British, so the Aix can afford to make only 3 attacks (maximum) at better than 5-1 odds; this is crucial because the Axis forces contain only four of the 3 factor units that are necessary to make up 5-1 attacks exactly. Thus the Axis must arrange their attacks so as to make up three British units in the same attack. The second problem is the three interior British units, which have to BEAV’d from the escarpment side. This takes 15 factors. The third problem is the 25A/-2 recee, which is doubled and unaapproximatable from the sea side until 45A Motor is AV’d. Since there are not enough Axis factors behind the escarpment, 45A must go first. The final problem—and the Iulu—is where to get the supply unit. The supply path for an attack cannot pass through the defender’s ZOC, even if the defender is AV’d by BEAV’d (the path can go through units previously AV’d that turn, of course). This means it can’t be on the seaward side of the British formation and still supply the attacks on the British interior unit. Plus the supply unit must end its turn within 5 hexes of all the attackers, which means it cannot end on either flank of the British formation. Result: the supply unit must be on the escarpment, and, due to the problem of getting around 25A/Motor (whose attacker must be on M42 due to the factor shortage behind the escarpment), the supply must go to L44. The attacks that result are executed counter-clockwise from the eastern end; each AV clears the supply path to the next group of attackers. The interior British go first, in one mass AV.
Get into the Game.

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If you’re tired of sitting on the bench watching the big guys play, then you need ALL-STAR REPLAY, the brand-new sports game quarterly from The Avalon Hill Game Company. Reading ALL-STAR REPLAY will give you new insights into all the nuances and fine points of Sports Illustrated games—the most entertaining and playable games on the market today. And you’ll also learn a lot about the sports themselves!

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THE GENERAL

Only a limited number of GENERAL back issues are available for $1.50 each plus normal postage and handling charges. Due to low supplies we request that you specify an alternate for any selection you make.

The index below lists the contents of each issue by subject matter; feature articles are designated with an (*). Series replays are italicized, and the number following each issue is the reader rating of that particular issue.

Vol. 12, No. 1 — *1776, Anzio, miscellaneous, Panzerblitz, Chancellorsville, Panzer Leader, Stalingrad, Tactics II . . . 2.55
Vol. 12, No. 2 — *2 Tobruk, Panzerblitz, Bulge, Blitzkrieg, Panzer Leader, Stalingrad . . . 3.10
Vol. 12, No. 3 — *3 Jutland, Waterloo, miscellaneous, Third Reich, Chancellorsville . . . 3.96
Vol. 12, No. 5 — *Panzerblitz, Anzio, miscellaneous, Afrika Korps, Blitzkrieg, Third Reich . . . 3.22
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Vol. 13, No. 1 — *Luftwaffe, Panzer Leader, 2 1776, Waterloo, Kingmaker, Alexander . . . 3.58
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Vol. 13, No. 3 — *Caeasar's Legions, Midway, miscellaneous, Panzerblitz, France '40, Kingmaker, 1776, Stalingrad, Russian Campaign, War at Sea . . . 2.53
Vol. 13, No. 5 — *Origins of WWII, Afrika Korps, Chancellorsville, Caesar's Legions, War at Sea, 1776, Stalingrad, Russian Campaign, War at Sea . . . 3.31
Vol. 13, No. 6 — *Starship Troopers, Panzerblitz, Starship Troopers 4, Russian Campaign, War at Sea, Tobruk, Panzer Leader, Diplomacy, Midway, Miscellaneous . . . 3.62
Vol. 14, No. 1 — *Caeasar-Alesia, The Russian Campaign, Luftwaffe, Third Reich, Arab-Israeli Wars, Afrika Korps, Panzer Leader . . . 3.56

D-DAY '77

James Stahler, a local gamer of considerable repute, has authored the third edition D-DAY rules with co-development by Richard Hamblen and Don Greenwood. The D-DAY revision was originally intended as just a clean up of a poorly done, outdated set of rules which had been passed up by the state of the art. D-DAY has been one of our biggest sources of nut mail due to the incomplete and poorly done rules of the 1965 edition. The current revision not only does away with the problem in presenting ambiguity-free rules, but also addresses play balance problems and incorporates design innovations which have been developed in the past decade; without going into complicated phase systems which would ruin the game's excellent postal characteristics.

Among the changes are revised, more realistic supply rules which make South France a viable invasion site, strategic movement, tactical air-power, carpet bombing, river interdiction, and strategic fortresses whose capture affects the Allied replacement rate. But above all, these rules are ambiguity-free—a competitive postal player's dream—and a 100% improvement to the old classic.

The revised D-DAY rules sell for $2.00 plus postage costs, and are available only by mail from Avalon Hill. Due to overstock and the slowness with which retail supplies are moved, these rules will not be found in D-DAY games on the retail shelves for several years. If you order a D-DAY game by mail, be sure to request the new rules. They will be provided free to mail order purchasers of the game if you request them with your purchase. Maryland residents add 5% state sales tax.

PBM EQUIPMENT

Each kit sells for $4.50 postpaid and includes enough materials to play virtually dozens of games, including addendum sheets which list official grid-coordinates for those games not already possessing them and special charts and CRT's for postal play.

 Kits are available for the following games:

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• KRIEGSPIEL
• LUFTWAFFE
• 1914
• PANZERBLITZ
• STALINGRAD
• ANZIO

Tired of playing solitaire or humiliating your opponent day after day? You may find enough in your game room but what can you do against a good player from another part of the country? There's only one way to find out — play them by mail! PBM is an easy-to-learn and convenient-to-use system of playing fellow gamers across the nation. A special CRT and combat resolution system makes it impossible to cheat! PBM is an entirely different experience from face-to-face play. It has made better gamers of many who have tried it, and all those who have mastered it. PBM is the only way to participate in the many national tournaments held regularly for Avalon Hill games.
WE WANT YOU . . .
to write for the GENERAL. If you can string words together into an interesting article format on any Avalon Hill wargame, there's a good chance you're just the person we're looking for. You can supplement our literary staff with articles of strategy, game analyses, Series Replays, commentaries, new scenarios, or variants.

All articles should be type-written, double-spaced and accompanied by a self-addressed envelope bearing first class postage. Otherwise, rejected articles will not be returned. Articles should be supplemented with illustrations and/or charts whenever possible.

Comming with the January, 1977 issue the GENERAL will pay $65 per running 10” column of edited text. Letters to the Editor are not subject to remuneration. Alternatively, authors may elect to take their remuneration in the form of Avalon Hill products, paid at the rate of 150% of the cash remuneration.

At the end of each calendar year an EDITOR’S CHOICE article will be selected. The author of this article will receive a $100 bonus and a lifetime subscription to the GENERAL.

Articles will be judged on literary style and meaningful content. Quantity, bulk, or length of article will have no bearing on the selection.

All types of submissions are eligible; Series Replays, tactical analyses, variants, etc.

This payment system is only valid for articles received after January 1, 1977.

FOREIGN READERS

Due to contractual obligations with our exclusive distributors we cannot accept mail orders for games from Australia, Britain, Germany, Greece, Italy or Japan. Such orders must be placed with our exclusive distributors whose addresses you'll find listed on Page 2 of this magazine. Orders for parts and airmail subscriptions to the GENERAL are not subject to this ban. APO and FPO addresses of U.S. servicemen likewise are not subject to this ban. We also urge you to get in touch with the distributor for your country in regards to placing your GENERAL subscription through him in most cases which will result in considerable savings for you.

REDUCED HEX SHEET PADS

Now available from the Mail Order Department is a pad of 30 hex sheets with normal half inch hexes printed on one side and 1½” hexes printed on the back. The pads are useful for designing your own games, making hex overlays for actual maps, or generally sketching moves and/or concepts. The pads are available from the parts department for $1.00 plus postage.

FACTORY OUTLET

Whenever in the Baltimore area feel free to drop in at our design offices at 900 St. Paul Street. As a convenience to those who visit our Town House design offices, a wide selection of the latest games are available for sale to the public at full retail (sorry, no discounts given here... the half-price table discontinued as of April 30), Games, only will be for sale. No parts or issues of The General: they must be ordered by mail. Please bring your checkbook or be prepared to make exact change. Saturday visitors are invited to stay to playtest new titles or simply play their favorite games in the IGB gameroom.

Hours: Mon-Fri: 9 A.M. to 5 P.M.
Sat: 10 A.M. to 5 P.M.

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 ½” deep which will accommodate up to 400 unit counters and 4 dice.

The tray is also usable in the flat box games. By cutting off with a pair of ordinary scissors three of the four side panels of two trays another perfect fit is arranged for the flat box games—this time with 32 compartments and 5 dice depressions.

These trays are available by mail order only direct from Avalon Hill. They will not be included in new game releases in either the retail or mail order line. The trays are available only in sets of 3 and sell for $3.25 per set plus 75¢ postage charges. Postage coupons cannot be utilized to order compartment trays. Maryland residents please add 5% state sales tax.

16 WHEELER DESIGN CONTEST

Yes, Avalon Hill has joined the ranks of such corporate giants as McDonalds, Zenith, and RCA with the acquisition of our very own fleet of tractor trailers. Would you believe a fleet of one? Everybody starts someplace and our first rig will be making long distance hauls for raw materials and major wholesale deliveries along the East Coast. And to make our"fleet" instantly recognizable we're looking for a distinctive logo design so you can spot it on the highway. If McDonalds can have the Golden Arches, then Avalon Hill can have the golden hexes... or whatever. Seriously, if you fancy yourself a graphics genius or even just highly imaginative you can win yourself a LIFETIME subscription to the GENERAL by submitting a logo design for our new fleet. Address all entries to the attn. of A. Eric Dott—our head truck driver.

PANZERBLITZ BOOKLETS

After hundreds of requests for it, we've finally published the best of the GENERAL's many articles on PANZERBLITZ—conventional wargaming's all time best seller. Entitled "Wargamer's Guide to PANZERBLITZ", it initiates and may very well end the "Best of the GENERAL" series as no other game has been the target of a comparable volume of literary attention. The 34 pp. manual resembles very much an issue of the GENERAL except that it is devoted 100% to PANZERBLITZ. The articles are taken almost exclusively from back issues, dating as far back as 1971. In addition, two never before published articles appear; Robert Harmon's "Commanders Notebook" which analyzes the original 12 scenarios, plus Phil Kosnett's "Chopperblitz"—a hypothetical variant utilizing helicopters with six new scenarios. Reprints include Larry McAneny's "The Pieces of Panzerblitz"—voted the best article ever to appear in the GENERAL, "Beyond Situation 13"—twelve additional scenarios by Robert Harmon; "Parablitz"; "Panzerblitz"; "Panzernacht"; "Situation 13"; "Championship Situations"; "Panzerblitz Concealment" and "Incremental Panzerblitz." Tipping it all off is a complete listing of all errata on the game published to date where the Opponents Wanted Page once ruled supreme.

The Wargamer’s Guide to PANZERBLITZ sells for $3.00 plus 50¢ postage and handling charges from the Avalon Hill Game Company, 4817 Harford Rd., Dallas, MD 21214. Maryland residents add 4% state sales tax.
CONTEST NUMBER 78

You have been dealt the following twelve Crown cards in a three hand Kingmaker game. You are to arrange your faction and noble placement so as to guarantee that you capture at least three Royal heirs. At least one of the Royal heirs must be Lancastrian. You can assume that all sieges will be successful. Also, you have no idea what other cards have been dealt to the other players.

Be sure that you understand the meaning of the word “guarantee” as this is the key to the solution. Nothing can occur, even at the slightest chance, which can prevent you from accomplishing the captures. You are guaranteed to capture three Royal heirs.

Write in the spaces provided the awards that you wish to give to each of the four nobles dealt to you and the castle at which they are to start play.

Noble  
Neville  Mowbray  Grey  Herbert  To Chancery
Title  
Office  
Bishopric  
Mercenary  
Mercenary  
Castle  

<table>
<thead>
<tr>
<th>Title</th>
<th>Neville</th>
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<th>Grey</th>
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Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of the next GENERAL and include a numerical rating for the issue as a whole as well as list the best 3 articles. The solution will be announced in the next issue and the winners in the following issue.

ISSUE AS A WHOLE: _______ (Rate from 1 to 10, with 1 equating excellent, 10= terrible)

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