Nothing, it seems, marches on at the steady, unstoppable pace of inflation. The new year will bring yet another price increase for Avalon Hill games making Christmas this year a double inducement for purchase of that Avalon Hill game you've been putting off. Effective January 1st all flat box games currently priced at $9.00 will sell for $10.00. In addition the following bookcase games will rise to $12.00: ARAB ISRAELI WARS, DIPLOMACY, THIRD REICH, PANZER LEADER, PANZERBLITZ, WORD POWER, SHAKESPEARE, TUF, TUFABET, and OUTDOOR SURVIVAL.

NEW GAMES REPORT

ASSAULT ON CRETE, NAPOLEON, and SUBMARINE are all in various stages of production and will probably be announced for mail order sale in the next issue, if not this one. All will sell for $12.00. Those who can't wait can place their orders now and the games will be shipped when they become available. For the more patient, full page ads will follow in the next issue.

Work continues apace on the 1978 projects. The RISING SUN has been turned over to new developer Frank Davis for completion by next July. Davis comes to Avalon Hill a veteran of six years of professional wargame design and development. SPI advocates will recall his work on WELLINGTON'S VICTORY and FREDERICK THE GREAT among others. Frank made the switch to Avalon Hill to enjoy our less rigorous production schedule and looks forward to working with the Avalon Hill playtesting system. His eye for detail and completeness of rules presentation will be a definite asset in the production of the T.R.S. monster.

Don Greenwood and John Hill have mapped out the SQUAD LEADER expansion kit series. Plans call for an eventual series of six gametexts which will provide enough additional counters, maps, rules and charts to game almost any WWII tactical situation. Each gametext will be boxed in an 8" x 11" x 1" semi-bookcase box with full color art. At least one new isomorphic board and six programmed instruction scenarios will be included in each gametext. The first two games will be entitled CROSS OF IRON and BLITZKRIEG—THE EARLY YEARS. COI deals solely with the Eastern Front and will concentrate on expanded and more realistic armor rules. Armor counters will be provided for virtually all of the armor which saw action on both sides. Also included will be cavalry, snipers, and SS units. B-T-EY will, as the title suggests, deal with Germany's early conquests. British, French, Polish and Norwegian infantry will also be introduced as well as the early armor of both sides. Partisans, a new terrain feature, and advanced infantry rules will offer even more variety. Both kits should be available in early 1978.

Work on GUNSLAGER, BISMARCK, TRIPONI and NORMANDY continues on schedule with publication expected in time for ORIGINS IV. In addition, John Edwards—the Australian designer of THE RUSSIAN CAMPAIGN—is about to lay his western front counterpart on us. If up to John's usual standards it could well be added to the 1978 lineup.

A.R.E.A.

Action in the A.R.E.A. rating pools has been hot and heavy of late with more and more people reaching the verified stage. A.R.E.A. technician Ron LaPorte reminds everyone that in order to file a devoted postal enthusiast will long cherish the ability to magnetize your favorite game(s)!

Two killers do you have to worry about your mother-in-law or child inadvertently knocking over the gameboard (as happened to this writer just last month) and scattering your panzers across the stoppers of your living room. In fact, we purposely dropped one of these magnetized games from a height of four feet to test the results of just such an eventuality. Only one counter was dislodged from its original position. Don't you try it... though continual shocks of this sort will eventually cause your pieces to lose their magnetism.

The usefulness of a magnetic gameboard doesn't start and end with the postal player. Think of it... now you can display your games in progress vertically on the wall. Perhaps you can even play by phone or during your lunch hour at work. Just make your move and leave it there to study on the wall over your desk until tomorrow when it's there set up and ready to resume play. And talk about a conversation piece... what better way to proclaim to any potential closet wargamer... "hey, I actually play those things too."

All you have to do to magnetize your favorite game is order the necessary magnetic tape and an unmounted mapboard. The magnetic tape comes in 1/2" wide, 1/16" thick, one foot lengths with self sticking adhesive already applied to the back side. Using an exacto knife or ordinary razor blade cut the tape into 1/4" lengths. Each 1/4" square bonds permanently with the unit counter to hold it. This is an easy way to handle the magnetization process.
VICTORY IN THE PACIFIC

THE PHILOSOPHY

Consider, for a moment, the war in the Pacific during World War II. It was fought over 40,000,000 square miles—from Pearl Harbor to Ceylon, from the Aleutian Islands to the South Pacific—and the nature of the struggle was such that there was always a threat of a battle everywhere along the front line. This area is 30 times the entire area covered by the Russo-German struggle—the "Eastern Front"—during the entire course of the war! The opposing forces included the greatest navies in the history of the world—the legendary British fleet was only a poor third amongst the combatants—enormous air fleets and millions of soldiers that could range far and wide across the combatant area. Land armies would take months to trudge across distances that ships could traverse in days, and airplanes could strike over in hours.

Now consider the nature of the combat. With all of these forces spread over all that area, the most crucial battles were often fought by small forces fighting for the tiniest airfield. Yet these tactically small battles could yield strategically enormous results, with the victor's planes ranging far, destroying enemy planes, ships and troops and cutting off supply lines so effectively that any surviving enemy troops were isolated, helpless, effectively out of the war, so that the victor could ignore them and carry his attack to the next crucial tiny island. Enormous armies and enormous fleets could be held at bay, useless, by planes operating out of a single airfield that had been won in a desperate struggle by a few battalions.

How can you represent such a vast war—and, paradoxically, such a microcosmic war—in a wargame?

The first thing to be recognized is that the game must recreate the strategic consequences of the numerous battles if it is going to resemble the overall war in the Pacific. These strategic considerations did not merely determine the overall direction of each side's attacks; in the Pacific, strategic considerations had to be taken into account at every step, both because in a sea war every maneuver is costly in effort and risky to boot, and because the smallest tactical decision could have enormous strategic effects. With the sudden increase in airpower's deadliness, an island-hopping war at sea suddenly had the capability of winning a war almost by itself—and this was particularly true where both sides were fighting across a vast ocean where the war effort rested on the fragile shoulders of shipping.

Secondly, (and more obviously), the game must have some way of recreating the land, sea and air battles that actually determined the course of the war in the Pacific. This is no small task—indeed, it is almost impossible to do while keeping the game playable in a reasonable amount of time. The problem lies in the different time scales that are involved in land, sea and air combat. Land units take weeks to cover distances that ships can cross in days and planes can fly over in hours. Even worse, land units in combat can fight for months before the battle is resolved, while battles at sea usually last a day (it takes that long to break away if things start to go wrong), and crucial air combat and air strikes can take place in minutes! Unfortunately, all of these types of movement and combat should be going on at the same time, except in very different time scales; and worst of all, they cannot really be separated because they are very interactive—victory in one type of combat would have a profound effect on the
continuation of the other types of combat. The result is a rat's nest of minutes and months, miles and kilomiles, extending in time and space throughout the Pacific war.

Clearly, some of the combat (and combatants) have been lumped into missions that extend over months; only the major redeployments of ships are portrayed, with the ships lumped into groups. Thus has it ever been in similar high-level operations—it's not all that bad, since in practice military units are grouped and in combat, small maneuvers and small victories can be considered incidents that merely lead up to the victory or defeat of the massed unit that is trying to carry out its mission. The important thing to remember about these abstractions is that the game system should include the incidents that make a difference in the outcome—for example, if the damaging of a ship would affect an overall battle, either by lessening its combat ability or by enabling a player to withdraw the battle, then that damaging should be represented.

So we are left with the parameters of a playable game about the whole Pacific war: represent the strategy, abstract the battles but represent the important incidents. These were the parameters that followed in designing VICTORY IN THE PACIFIC.

ILLUSIONS OF REALITY

At the very heart of any game are the designer's preconceptions about his subject, so to explain VITP's design, I'll start by explaining how I perceive the strategy of the war in the Pacific.

Japan's first and essential objective was the oil of Indonesia, which would be required if Japan's military machine was to be able to function at all. Thus, Japan's first priority in the war was to control and maintain the security of Indonesia and all the other Japanese possessions scattered across the Pacific. It was for the sake of this security that the Japanese were determined to capture all bases in these areas (both to gain the bases for Japanese use, to remove the threat of enemy action); it was these bases that the Japanese wanted or needed—such as Sumatra, for instance. It was these bases that the Allies had to work out between them, and determined the initial attacks on Singapore, Guam, Wake, Java and the Philippines.

Beyond these crucial areas, the Japanese had no pressing military needs, only alluring opportunities. The Japanese could attack towards British India, towards Australia, towards the Australian and U.S.-mandated islands of the South Pacific, towards Midway and Hawaii or towards the Aleutians, and all of these areas was within the Japanese capability to take and hold (for a while, anyway), but none of them was essential so the Japanese could choose freely between them. All of them were within Japan's sphere of ambitions (which in fact extended beyond, into areas that Japan had no hope of winning or holding in the immediate future), and gaining any of them would have been an important-benefit to the Allied campaign—crippling the Allied war effort, thus enhancing Japan's chances of winning the war.

These were the Japanese objectives. Japan was not trying to win a total war, destroying and occupying their enemies, so their plans were to take these objectives and then hold the huge, inevitable Allied counterattacks. The Japanese strategy for facing this eventual Allied superiority had a number of main elements: 1) to gain as much of an initial advantage as was possible, gaining initial superiority and using it to capture strategic points that would reduce Allied war potential, deprive the Allies of forward bases and maximize the area that the Allies would have to reconquer; 2) to form a tough defensive perimeter from which air could defeat Allied advances; 3) in the defensive phase, to use the Japanese fleet as a spoiling force, raiding from within the defensive perimeter as the opportunities to cripple the Allies arose; and 4) to avoid a war of attrition—which would favor the Allies' eventual numerical superiority—and instead to seek small-scale battles in which the massed, superbly trained Japanese fleet could destroy locally inferior Allied forces in detail. Unfortunately, these principles conflict with each other so in practice a balance always had to be worked out between them, and although the Japanese Navy stayed with these principles throughout the war, the balance between the principles and the emphasis placed on particular principles changed with the Japanese fortunes during the war. Their stunning early successes led the Japanese to overextend and leading to the battle at Midway; at Guadalcanal they accepted attrition warfare to defend their perimeter line; and the Japanese desire for climactic battles grew more limited as the war progressed, until they would sally forth only if the battle was to be fought in Japanese waters, under friendly air cover.

The Allies were fighting a total war aimed at the total defeat and occupation of Japan, so their ultimate objectives were Japan's crucial areas—the same areas Japan was after, but for the converse reason of hurting Japan's war effort rather than helping it. Thus, Japan's primary objective was Indonesia. Thus, Indonesia was a close second, and the Allies also wanted to take or hold all of their own advanced bases and resource areas that they would need for the final drive on Japan.

But the above are ultimate, offensive objectives; with the war starting on a note of Japanese superiority and expansions, the Allies had to start by protecting their defensive objectives. The Allies wanted to protect their own populations and interests in the Pacific, while at the same time protecting the basic network of resources and bases that they would need to prosecute the war. The United States Navy wanted to protect Hawaii, the British Navy wanted to protect India and the crucial British supply line around Africa to the fighting in the Middle East, and both Allies wished to protect the Australian supply line and the crucial interests in the Pacific and the outrage over Pearl Harbor and the fall of the Philippines, were determined to use this force rather than let it sit idle. Also, the United States commanders knew that they would have to pay the price of recapturing the territory given up so passively. As a result, United States strategy in the Pacific was aggressive, and with Russia not even fighting, and Britain passively abiding by the Allied agreement to defend, the aggressive United States strategy was in fact the Allies' strategy in the Pacific.

The constant elements in this aggressive strategy were:

1. To ensure the safety of Hawaii, Australia and India, and their value as staging areas (by protecting the Australian supply line and the crucial outpost at Midway); 2. To keep up the pressure on the Japanese by defending the bases that were sure of superiority; 3. To fight a war of attrition to whittle away Japan's combat potential; and 4. To use land-based air to dominate and control areas, rather than tie down mobile surface fleets in circumstances where the Japanese could bring on a potentially disastrous fleet action—surface fleet were to be used as reaction forces to meet Japanese threats or to escort amphibious assaults that would capture the bases that the land-based air could then use to gain control of the region.

The strategic elements that changed with time and circumstance were: 1) while the Allies were desperately short of carriers early in the war, the carriers were not to be tied down to offensive actions that would keep them away from where the Japanese could come and attack them—so they would have to be a reserve, meeting critical Japanese advances or making pinprick raids to whittle away at the Japanese; 2) when the Japanese had been forced onto the defensive, but before the Allied carrier shortage had been defeated, Allied would be limited to peripheral advances and fighting a war of attrition, particularly with land-based air; 3) when the Allies finally received all those carriers, they could deploy them offensively to escort major landings to capture bases deep in enemy territory and destroy the Japanese fleet—but only in masses and areas that were sure of superiority; and 4) the British Navy in the Indian Ocean was available to help out in a crisis early in the war or to grab at a safe opportunity later in the war, but otherwise it was firmly tied down to the task of securing the Middle East and Indian Ocean activities until Germany was defeated.

There was one special circumstance that helped the Allies throughout the war, and that reinforced their decision to be reactive and aggressive in their strategy during the dark early days: the Allies could read the Japanese Naval Code and so always knew where the Japanese were going and what they were planning. In the end, this meant that the Allies always had the ability to react to each Japanese
move with complete intelligence, giving the Allies the knowledge of what they were up against before they brought on a battle. The Allies could be sure of knowing about Japanese moves in time to parry them, and could be sure that the Japanese were not in a position to punish an aggressive pinch raid.

The attacks that both sides made when they had the chance are worth a word or two. The immediate Japanese plans were to attack towards the South Pacific to a marked halt at Aleutians operation top priority, which brought the Pacific and the islands of the U.S. mandate, with Japanese army was not willing to provide. The and power until islands like Tarawa (in "control" various chunks of sea (with the board during time you played it. Then we thought we'd put it in published the game is also 

TIME: The time frame of the game was a little more of a problem. As a general rule, a game based on an actual campaign should cover only that time period when both sides actually have the capability of fighting, stopping before one side or the other is broken—especially if the side was broken while taking a reasonable gamble. The reason for this is, if the game continues after that time period then the player whose forces historically broke through than history simply by being artificially passive and keeping his forces intact, thus preventing the disastrous exploitation that followed. Similarly, the other player must strain unnaturally to break his opponent on schedule (rather than pursue more reasonable goals to keep the game moving.)

This meant that the game should end at the time that the Japanese were broken beyond the capability of meaningful resistance. This time turns out to be at the battle of the Philippine Sea—the "Marianas Turkey Shoot" where the remnants of Japanese air power was destroyed. Although we still had a fleet at the Battle of Leyte Gulf, they no longer had an effective air force with which to contest the Allied fleets—and it was air power that decided battles in the Pacific.)

Starting the game presented another problem. Should the initial Japanese attacks be included in the game or should the game start immediately after, amidst the wreckage? The initial attacks would either use up a whole turn or require a lot of special rules. In the end, the attacks were included for a number of reasons: the allocation of resources to the attacks was an important strategic decision that the Japanese player should be able to make, important decisions were made while the attacks were going on, the attacks were risky and the results uncertain and this uncertainty should be recreated rather than being replaced by certain outcomes. The uncertain results greatly increase game variation and allow the players to react to all sorts of possible situations, and the poor frustrated Japanese player who always has to wait and watch the Allied players build their own empire before the main Japanese fleet and shipping away at weak points—gets at least one chance to shoot at a target that can't get away.

So the time of the game runs from Pearl Harbor to the Marianas Turkey Shoot. The temptation to include Leyte, with the last sailing of the Japanese fleet and the kamikazes, was just too much, however, so I stuck it in too, as an optional ninth turn.
NUTS AND BOLTS

THE MAPBOARD:

Sea Areas: The placement of sea areas and bases had to be carefully coordinated so that ships coming from the bases would have a reasonable range of action. Each sea area should correspond to an area within which the geography is so intertwined that battles there would interrelate into a campaign, and battles taking place elsewhere would be separate from that campaign; the area over which a surface fleet could maintain an effective operational patrol; the area with which an air unit could operate without a major deployment (all of these criteria define an area of pretty much the same size, since all were dependent on the range of scouting aircraft). Fortunately, a little perusal of the history books yielded a number of very localized campaigns in the Pacific; the prolonged struggle in the South Pacific is the most famous example, the campaigns in the Marshall, Gilbert, and Mariana Islands, and the Japanese bases in the Sea of Japan. Operations at Pearl Harbor, the Bay of Bengal, the Aetolian Islands in the Mediterranean, and the Coral Sea were isolated by distance from other operations. Scaling the sea areas to this size, there were obvious “holes,” regions remote and independent of all the above: the U.S. mandate, the North Pacific and the Indian Ocean. The sea areas in the game were laid out to correspond with all of these areas.

Bases: It was immediately apparent that any of the bases within the area of the mapboard would be subject to being captured by the enemy, but some bases were more vulnerable than others. Many bases had only small garrisons that could be (and were) overwhelmed by amphibious invasions, while other bases were garrisoned by armies that would have to be defeated in long campaigns. Since amphibious invasions were going to be an important part of the game, it was necessary to differentiate these types of bases—so the invadable bases were made into green “island bases,” while the major installations were made into red “major ports.”

The specific bases in the game were chosen because they were important ports, because they were crucial island chains that dominated their sea areas, or because they were needed for play balance purposes, to reflect the actual defensibility of a sea area. Bases at ports on the Aleutian, Marshall, and Palau Islands (also representing the other major bases in the Japanese islands) and Samoa were so important—and famous—that they had to be included, along with the important lesser ports of Saigon, Dutch Harbor, the Philippines and the New Hebrides (Rabaul was originally included as well, but it was deleted for reasons explained below). Midway, Maléopol, Auat and Saipan all present the central island chains that dominated their sea areas—the crucial air bases that were the objectives of the fighting. In the case of these island chains, they were important, however, and they were especially important because they ran into adjacent sea areas: Lae and Guadalcanal. Port Moresby represents the air bases in southern New Guinea, which also served as air bases in two separate sea areas.

Each invadable base in a sea area is a defensive weak spot, an extra place that has to be defended lest it suddenly turn into an advanced base for enemy ships and a source of swarms of air units. In the game, the number of invadable bases in a sea area should correspond to the area’s vulnerability to invasion. Thus, Okinawa, Johnson Island and the Andaman Islands had to be included because they were actual weak spots in sea areas that otherwise contained only invadable red ports.

The Marshall Islands was a highly vulnerable perimeter of islands that could have been invaded anywhere, so Kwajalein was added to the board to make that sea area more vulnerable. On the other hand, Rabaul had to be deleted from the South Pacific because there already were two island bases there—and to add a third would have made it impossible to defend the Japanese anyway, since they have Truk and the Allies couldn’t get to Rabaul without first capturing one of the borderline bases, so Rabaul turns out to be functionally trivial anyway).

A definite danger of the borders between sea areas, and the placement of bases, was done very carefully with the objective of recreating the historical situation, so that ships coming from the various bases would have a realistic range of action and bases were in the sea areas where their air power was an important factor. Ships had to be based in Australia (or Ceylon) to operate regularly in Indonesia, had to come from Australia or Samoa to operate in the South Pacific. Ships from Hawaii could raid as far as the Aetolian, Japan, South Pacific and Coral Sea, the Central Pacific and the Philippines were in the same area; bases in the center, as were the Mariana Islands (including Guam) farther west; and so on. Midway was the blocking position between Hawaii and Japan, the Marshalls Islands were a shield between Hawaii and Japan, and the interior of the Japanese island empire, the Mariana Islands/Guam controlled the eastern approaches to Indonesia, and so on.

One of the biggest questions was which bases should be placed on the borders between sea areas. A bordering base is unusually important because it is harder to take by encirclement and starving it out, and ships and air units there have added range because they can move into either sea area. Clearly, bases should not be placed on border if their effect was local or if they were easily taken; however, if the bases were crucial central positions affecting a larger area, then they should be on the borderline. Thus, important naval bases with central positions were placed on borders: Dutch Harbor, the New Hebrides, the Philippines, and above all Truk; it should be noted that these bases include all of the outlying associated islands, where the air units would actually be based to range across a large sea area. New Guinea was placed as a border to make it harder to capture—it was also an important central base, of course, although it was not used as a base for operations out into the Indian Ocean proper.

Important air bases that historically affected two sea areas were also placed on borders: Guadalcanal, Lae and Port Moresby.

As a final note, the Owen Stanley Ridge was inserted in New Guinea to separate Lae from Port Moresby. Northern New Guinea was really treated as a single objective tactically—when the Allies finally invaded there they invaded all along it at once—and Southern New Guinea was the same, due to the interlocking nature of the bases there. North and South New Guinea were in the same sea area and there was no mountain range in between; however, as the sea bas New Guinea stuck out enough to separate naval operations to the north from operations to the south (it was a major operation to circuit either tip because the swing would take the ships close to enemy air bases). This same position was spent quite a bit trying to conduct a land invasion across the mountains, but in fact the terrain was so hard to traverse that the defender could always reinforce faster by sea than the attacking forces could bring up forces overland. Overland attacks across this Owen Stanley Ridge are significantly harder to fail until the enemy’s bases had been captured amphibiously—so in the game the fruitless overland attacks are simply ignored. Movement across the Owen Stanley Ridge is prohibited.

THE GENERAL

The Problem of the British Navy: The British Navy was operating under the restriction that above all it had to guard the Middle East’s supply line in the Indian Ocean; in effect, it always had to stay between this supply line and the Japanese threat. Thus, the British ability to return to ports in the game was limited so that their fleet would always be on the lookout for Japanese carriers. In practice, the British cannot leave this line to base at, say, Australia. Similarly, United States ships are prohibited from basing in Ceylon because this would have removed them from the United States’ areas of interest in the eastern Pacific.

Game Turns: With the game turning from Pearl Harbor to the Marianas Turkey shoot, the game breaks down nicely into one short surprise attack turn and seven turns of about five months each. Each turn turns out to be roughly the equivalent of a WATS turn, and there are as many turns as in WATS; the turns in the two games correspond roughly, with turn 3 of WATS equal to turn 1 of VTP (actually WATS turn 2 was inserted to correspond to the last part of turn 3 in WATS). The dates specified for the turns were modified a little in order to correspond with the starting and ending dates for the actual campaigns during the war.

The Surprise Attack Turn: The Japanese start the game in Japan to prevent them from getting a control ship into the Hawaiian islands or the U.S. Mandate. The unique long-range strike at Pearl Harbor is recreated, with the fuel limitations that applied. Units are positioned as they were at the time of Pearl Harbor, except for the Prince of Wales and Repulse which are positioned as they were when they reacted to the Japanese invasion. The scattered United States cruisers were committed to patrol, convoy duties, so they cannot move, but the Japanese onslaught in Indonesia cancelled all assignments in that area, leaving those units free to be reassigned to other tasks.

The Japanese ran at Pearl Harbor after their first wave because they had lost track of where four of the United States carriers were (actually only one was near Pearl Harbor). The “location uncertain” rules for the American carriers recreate this uncertainty.

Reinforcements: Ships appear on the turn they would have been deployed in the Pacific (for example, the Shoho did not get its aircrews until the start of the war, and the Yamato, launched in December 1941, was not functional until it was used at Midway). Air units and marine units similarly appear when those units, with their capabilities, were fitted for the Pacific (the Submarines and the Japanese were in the Pacific at the outbreak of the war, but they were not yet equipped for amphibious operations). Each side gets its submarine unit only during the period when that side’s submarines were regularly getting shots at enemy capital ships.

Eliminated air and marine units automatically reappear after a five-month rebuilding period, which works out well keeping strength levels at an accurate level during the play of the game. This may seem a little fast, particularly for the notoriou poor Japanese training program, but it should be remembered that while the United States replacements represent new men and machines joining the war effort, the Japanese were rebuilding their losses primarily by pulling existing units out of the war in Asia and reassigning them to the Pacific campaigns. By the end of 1944, the Japanese had exhausted their supply of these existing units, and could no longer replace losses at all.
The British Navy Again: Since British ships in the Indian Ocean were available for tactical attacks, they had to be included in the game. Since British policy was to not make any long-term move into the Pacific until Germany was defeated, some way had to be devised to prevent the British from taking the offensive. (The British policies were to be assumed in the game because they presumably reflected the true interests of the British Empire—after all, who am I to argue with Winston Churchill?)

Early in the game, through turn 5, the British are prevented from going on the offensive simply because the Japanese are too strong. Therefore, during this period ships arrive and leave depending on the times they were available to use in the Indian Ocean—ships that leave actually going either to the Atlantic or (in the case of the pair of ships that leave) to Madagascar to defend the Middle East supply line; other ships went to Madagascar for short periods of time or that were basing there but were still available to operate in the Indian Ocean are left in the game. (Since leaving ships were going to theaters with a higher priority, replacement ships must be sent if the listed ships are lost.) From turn 6 on, however, the Allies are overwhelmingly superior, and every British ship becomes an offensive threat—at exactly the time that the British were deciding to confine their counterattacks to the Indian Ocean. To simulate this in the game, ship arrivals during this offensive period are simply left out of the game—the ships that really arrived are arrived and tied up in the Indian Ocean. British ships that are already in the game are left in on the theory that the British actually were willing to make a very minor offensive. If they had not suffered too many losses and had the onus of defense, they would have probably tied up quite a few more for a short while, until the Japanese beefed up their Indonesia defenses.

The Unit Counters: Given that VITP was to use the WAS system, it was only sensible to use the same criteria for assigning combat and speed factors in both games, so assigning values was practically automatic.

Ships: The first decision was to use only the same classes of ships that are represented in WAS: aircraft carriers and surface gunnery ships with a firepower equal to or greater than a heavy cruiser (i.e. battleships and battle cruisers). This is quite reasonable, since these were the ships that were expected to decide any major naval battles that might happen—lighter ships, such as escort carriers, light cruisers and destroyers were typically assigned as escorts and supports that were not expected to carry the main weight of the action. As escort, the opposing light ships fought their own fierce little war, but the net result was that they cancelled each other out, so they are left out of the game. The only exceptions to this are the light cruisers that were used as main fleet battle units—the De Ruyter, Oi and Kitakami—which were included in the game (the De Ruyter represents the small fleet of light cruisers that the Imperial Sea Group operated for a short while simply because they didn’t have any more powerful ships; the Oi and the Kitakami were specially equipped with 40 (L) torpedo tubes each for special use during fleet actions—although they never did get to use them."

Gun factors indicate the size and quality of the ship's main armament, with factors assigned according to the same criteria as in WAS, so that the ships in the two games would be comparable. As a general rule, only guns of 8" or better confer gunnery factors (i.e. large ship armors were designed to keep out lighter shells), although aircraft carriers with enough 5" guns get a nominal factor because of the sheer weight of metal they can put out.

The attack bonus was given to ships to reflect unusual accuracy in their surface combat. In particular, the Japanese cruisers get the bonus because of their excellent training in night tactics (when most surface actions were fought), and because of the efficiency of the "long-lance" torpedoes they carried. U.S. battleships get the attack bonus to reflect the accuracy resulting from the gunnery-control radar they carried; all U.S. battleships were eventually fitted with this feature and so should get the bonus, as indicated in the original rules, but the only ones that are indicated right on the counters are the ones that were equipped with gunnery control radar when they were commissioned.

Armor factors are assigned using pretty much the same criteria in WAS and VITP, except that in the Pacific game, the factors are a little more biased towards representing defense against torpedoes, rather than protection against gunnery shellfire. This is particularly true of the armor factors in the U.S. fleet, because Japanese torpedo attacks played an unusually large role in Pacific surface combat; generally, U.S. ships have a little extra in their armor factors because of their excellent protection (torpedo bulges all over the place). Otherwise, armor factors are based on complicated comparisons of armor weight and placement, ship weight and design, damage control practices (in which the U.S. Navy became markedly superior, as the war wore on). Carriers, which had to spread their armor (when they had armor) over a larger ship than battle units of the same weight, had had their armor factors weakened accordingly, although those few carriers that had armored flight decks have been strengthened.

It is worth noting that those ships that were built between the wars have comparatively higher armor factors, reflecting their improved design and protection. No single criterion was used in assigning armor factors, but the following chart should give you a feel for how the strengths were assigned:

<table>
<thead>
<tr>
<th>Armor Factor</th>
<th>Maximum Displacement</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Old BB)</td>
<td>(New BB)</td>
</tr>
<tr>
<td>9</td>
<td>over 50,000</td>
</tr>
<tr>
<td>6</td>
<td>40,000</td>
</tr>
<tr>
<td>4</td>
<td>30,000</td>
</tr>
<tr>
<td>2</td>
<td>24,000</td>
</tr>
<tr>
<td>2</td>
<td><em>3,000 (including heavy cruisers)</em>*</td>
</tr>
</tbody>
</table>

Old battleships had generally been converted, adding weight and protection above the original design—but this was not as effective as protection designed in at the same time. Allie ships had better underwater (i.e. torpedo) protection and compartmentalization. "BC" (battleship cruisers) were large, fast ships with weak spots in their armor. Aircraft carriers are given strengths on a very different basis, combining armor, damage control and size with game interaction to arrive at reasonable numbers in the game.

Speeds are assigned as in WAS, except that the factors represent marginally greater speeds in VITP because of the greater distances that had to be covered in the Pacific.

Each carrier airstrike factor represents roughly 20 planes carried by that carrier, or 10 planes launched in a typical strike (roughly the same as WAR AT SEA). Due to the increased deadlines of all 21st was operating out of Timor, the aircraft equipment and pilot training in attack techniques, carriers equipped with first-rate equipment and pilots were given the attack bonus. British strike planes and training were inferior, however, so they don’t get the attack bonus; and the Japanese system for training pilots was inadequate, so the later Japanese carriers manned by poorly trained pilots, also do not get the attack bonus.

Air Units: Land-based air units were a special problem. Each individual air strike was comparable in size with carrier air strikes, but the land-based air units actually disposed of more planes that were constantly getting whittled away in day-to-day attrition. This was to make the carrier aircraft strength of a typical airstrike, with the Japanese attack being stronger to reflect the superior attacking capability of Japanese aircraft—but to give the Allies many more units with the same defense factor, to represent the superior armor on Japanese ships, and the Allies ability to replace losses, and the greater number of air units that the Allies could dispose of in the Pacific. Since it would not make sense to have “disabled” results affect air units, they would be roughly twice as able to stay in action, so their defense factor need be only half as large to represent the same ability to take punishment—so, very roughly, an attack factor represents a strike of 10 planes, and a defense factor represents 40 effective combat aircraft in that unit. Since land-based air was not as vulnerable to destruction than ship-based, we allowed the land-based air units to sink the attack bonus did not apply against land-based air; but land-based air pilots were not trained to make devastating pinpoint attacks on ships, so the land-based air units do not get the attack bonus when they attack, either.

The Allied plan went into determining exactly how many air units each side should get, and exactly what their strengths be. It finally turned out that six was the right number for the Japanese, allowing them to cover their whole perimeter but not allowing them to mass an overwhelming force without leaving something else open; the Allies needed ten to be able to deploy the way the Allies actually did during the war.

(For those who are interested, the 11th fought in the Aleutians, the 7th defeated Hawaii, the 13th and 14th fought in Indonesia and the rest were under the command of the 5th Air Force, fighting in the South Pacific and bordering areas. For the Japanese, the 21st, 22nd and 23rd started with the attack on the Philippines and then advanced to the Japanese perimeter, the 22nd sinking the Prince of Wales and Repulse along the way; the 24th defended the Marshalls; the 25th and 26th were formed from units that had been defending Japan, the 26th staying there and the 25th going to the South Pacific where it was joined during the disastrous Guadalcanal campaign by the 22nd and 23rd. The 21st was operating out of Timor, between Indonesia and Japan, at that time.)
It is worth noting that the Japanese air units are named after naval air units, but they actually represent both naval and army land-based air units that were taking part in the same campaigns. The naval air units were “Air Flotillas”; the equivalent army unit was the “Air Division.” Much of the army air was tied up in the Asian land campaigns, but the 2nd, 5th and 6th Air Divisions fought in the Philippines and South-East Asia—although they were often catastrophically understrength.

Submarines: It was decided early on that submarines would be included only to the extent that they attacked enemy capital ships; the strategic aspects of submarines, including convoying, would be left out as not being relevant to the Pacific war and beyond the players’ control.

Each Marine invasion unit actually represents the ability to conduct a number of small, interrelated amphibious landings, in effect clearing out the whole area represented by a single base in the game. Each unit represents the availability of amphibious landings at other locations as a back-up support for an invasion much larger than it represents a particular body of troops. Consequently, the number of Marine units available was made to correspond to each side’s ability to invade, rather than to the presence of a particular unit. The 1st Marine Division represents the 1st Marine, plus its backup elements, including the 25th and American divisions; the 2nd Marines includes the 43rd Infantry and the forces that fought at Bougainville and New Georgia, and so on. There are many gritty infantry divisions that made subsidiary landings that are not named in the game.

Fortunately, Allied amphibious capability corresponded nicely with the arrival of the Marine Divisions, so the Marine designations were used for the Allied Marine units. The Japanese had a much more complicated arrangement, however. They had a number of amphibious landings trained in amphibious landings, but most of their invasions were actually executed by hodge-podge of battalion-sized units operating together temporarily. The Navy’s own infantry arm (like the U.S. Navy’s Marines) were a large number of small units called “Special Naval Landing Forces” and named after Japanese Naval Bases. Thus, in naming the three amphibious units that the Japanese should get (based on their amphibious lift capability), I named them after the three most prominent bases: SNLFs: Yokosuka, Sasebo and Kure. Incidentally, these units do not become available because of new production by the Japanese during the war; instead, they become available as they were freed from earlier assault duties that are not represented in the game, such as the conquest of Guam, Wake, and other outlying island bases. These landings were really essential, so they are assumed in the game.

Actually executing an invasion had a tendency to use up the invasion force. The actual invading troops nearly always took severe losses, and in any case both the landing craft and logistics buildup supporting the invasion were used up, so executing an invasion in the game uses up the invading amphibious unit. The basic unit was still intact and could still be built back up to strength again, so these units automatically reappear after a recuperative delay of five months.

Land Units: Marine divisions are a new addition to the game system, an innovation in VTOP that was not present in WAS. They were included because there had to be some means of quickly taking small bases, as often happened in the Pacific. Each Marine division unit actually represents the ability to conduct a number of small, interrelated amphibious landings, in effect clearing out the whole area represented by a single base in the game. Each unit represents the availability of amphibious landings at other locations as a back-up support for an invasion much larger than it represents a particular body of troops. Consequently, the number of Marine units available was made to correspond to each side’s ability to invade, rather than to the presence of a particular unit. The 1st Marine Division represents the 1st Marine, plus its backup elements, including the 25th and American divisions; the 2nd Marines includes the 43rd Infantry and the forces that fought at Bougainville and New Georgia, and so on. There are many gritty infantry divisions that made subsidiary landings that are not named in the game.

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a Japanese base for ships and planes early in the war, to reflect their actual capabilities in the area. And those who think that Japan should not be subject to capture should remember that for most of the war there were only a few divisions garrisoning the home islands.

Submarines are the very heart of war at sea, but they were a major problem in designing victory in the Pacific because the Japanese and the United States were involved in a different type of submarine war than was being fought in the Atlantic. The United States continued to use its submarines to fight a war to strangle Japanese shipping in Indonesia but it was no contest—the Japanese never came up with a means of countering Allied depredations. On the other hand, Japan was not using its submarines against Allied shipping at all. Japanese doctrine was to use its submarines as fleet elements, to bag Allied capital ships. The result was that there was no real contest in either side's submarine war. So rather than jerry-rig some kind of strategic submarine struggle that never happened—and never could have happened unless the Japanese had thought some of their most basic notions of naval strategy—I just assumed that the submarine wars on shipping were a constant, and built the historical results into the game. Convoys and special submarine effects were deleted from the game.

Movement on the VITP board presented problems concerning all of the units in the game. The first, and most important, problem arose out of the fact that in the war in the Pacific—being fought against a roughly equal enemy—ships were deployed differently than they were in the Atlantic, where the inferior fleet was trying to contain an inferior fleet. In the Atlantic nearly all ships were assigned to some sort of patrolling function in an effort to intercept an enemy sortie (the only real exception to this is the employment of “Force H” in Gibraltar). Although ships were assigned to patrolling duties in the Pacific, the main fleets were usually used quite differently, for prudence’ sake. Main fleet elements would be held back in reserve, spending most of their time in port, and then when an operation was decided upon—either a single smashing raid or a parry of an enemy move—the main fleet would be dispatched ahead of the ship that might have very little time to keep up their patrol, with no time to wait and see whether their own forces, first so patrolling ships are deployed first. Air units require considerable preparation of bases and supplies, so they cannot be easily shifted; thus air units are placed next. The deployment of amphibious forces into action takes a comparatively short amount of time—just the sailing time for the supporting craft to get to the objective, followed by the rapid follow-up of supply waves. This is still longer than the sailing time of fast combat ships sailing directly into combat, however, so amphibious units move third and raiding ships move after.

The submarines are special cases because they are symbolic units. They represent the regular occurrence of surprise attacks, so their ability to get a surprise attack each turn has already been assumed in defining the unit. In order to ensure that the submarines would be a constant, even if in order to make it impossible to know where the attack will be ahead of time, the submarine unit is always placed last.

That’s the order in which units move. Since the Allies, having broken the Japanese code, always knew what the Japanese were doing before they had to commit their own forces, the Allies always get to move after the Japanese. To compensate somewhat for this enormous advantage, and because for much of the war the Japanese had the initiative enough to determine exactly when operations would be attempted, the Japanese player has the choice of the order of play. Air units are placed alternatingly one at a time because both sides could shift them more or less simultaneously to meet enemy deployments.

The battle sequence was designed on the theory that aircraft would always get to attack at long range before gunnery could get in range, except when ships slipped to within close range at night. Submarines usually had to spend a significant amount of time jockeying into position before they could get a clear shot at ships in the area, so submarine attack occurs after the first round of combat. With defending fleets intercepting invasion forces sailing rapidly for an objective, a marine unit obviously should have to survive the interception battle before it is allowed to land.

**THE GAME IN ACTION**

The last task was to assign POC values so that the players would place the proper importance of each sea area. From a particular side’s point of view, a sea area can have three statuses: under friendly control, in which friendly commerce can move safely; under enemy control, in which friendly commerce is completely prevented; and uncontrolled, in which commerce is possible but can be attacked by light ships, PT boats and the like. Clearly, if commerce in an area was important to one side, then that player should get a lot of POC in that area so he could be motivated to completely control it. On the other hand, if completely stopping enemy commerce in an area was important, a player should get many POC for control there. Places that were important primarily for tactical reasons did not need many POC, since the game’s blocking rules unless the player who had to control it and thus blocked enemy movement and gained the reconnaissance benefits of controlling the area during a day/night role there.

The basic procedure for assigning POC was to evaluate all the sea areas in comparison with each other, find out how many total POC each area should be worth, assign tentative POC values on the
basis of the value to each side of controlling that area (as explained in the paragraph above), and then shift POC points between the Allied and Japanese in each sea area so that the net gain turn by turn would total out to a close game. The historical campaign was exactly balanced by turn, but with the POC controlling sea areas each turn, and the POC values were shifted so that the final result was a close Allied win. Then the POC values were examined with an eye for possibilities. Regardless of how well they do early the Japanese should lose if they have nothing left at the end to defend against the final Allied onslaught, so the maximum POC limit was set so that the Allies could win the game on the last two turns no matter how badly they have done up to that time. The Japanese planned perimeter was examined; the Japanese felt that holding this perimeter would be a good idea, but they are worth a little to the Allies. There had to be something wrong in thinking that the Japanese were planning to do. Otherwise, there would be no use in knowing what the Japanese were planning to do. Otherwise, at the end of the game the Allies are going to be watching for the key POC available points in the final Allied perimeter to be gained.

The Allies win the game, but patrollers stopping trade and finally the struggle to capture POC points was easier for the Allies. The Allied player found it necessary to patrol it constantly to make it worthless far beyond Japanese expectations. The Allies are going to be watching for the key POC available points in the final Allied perimeter to be gained. The Allied player made it necessary to patrol it constantly to make it worthless far beyond Japanese expectations. The Allies are going to be watching for the key POC available points in the final Allied perimeter to be gained.

POC

There are a number of rules that didn’t quite get into the box because they would unbalance the game. You might like to use them in the game, if they tickle your fancy; they certainly can add some fire to the play.

24. 24.1 If he rolls a 1, the code-breaker finds General Marshall in Washington right away, instead of having to hunt for him. Marshall is a smart cookie, so he sends out a warning right away (as he did) — and the player rolls the die again.

24.2 Withdrawing a 1 again, the messenger boy in Hawaii immediately picks up the telegram and pedals up to the U.S. command to deliver it, instead of having the message delivered just after the attack started. Roll again.

24.3 The Army or Navy commander is in his offices so he immediately gets the message and routinely orders an alert. THE JAPANESE LOSE ONE ROUND OF SURPRISE ATTACK! But also, roll again . . .

24.4 The commander in Hawaii immediately sees the significance of the alert! The Japanese bombers come sweeping up over the hills above Pearl Harbor—and find Pearl Harbor EMPTY! (Whaddawedonow?) THE JAPANESE GET NO SURPRISE ATTACKS; THEY CANNOT RUN BEFORE COMBAT — AND (with their aircraft already committed to the Pearl Harbor strike) THE JAPANESE CARRIERS CANNOT ATTACK AT ALL ON THE FIRST ROUND OF NORMAL COMBAT, WHICH IS AUTOMATICALLY A DAY ACTION. The U.S. player rolls normally for his carrier groups before the first round of combat.

24.5 Note that a roll of 2 through 6 at any point breaks the chain at a taskforce level. It is worth noting that the Japanese commanders were worried about this possibility, and it could—just possibly—have happened. The last Japanese recon of Pearl Harbor was early that morning, and if the warning telegram had arrived after that but before the raid . . .

25. 25.1 The Japanese may assign no more than 10 ships to their Pearl Harbor surprise attack, due to fuel limitations. This is the number of ships involved above Pearl Harbor—and find Pearl Harbor EMPTY! Whaddawedonow? THE JAPANESE GET NO SURPRISE ATTACKS; THEY CANNOT RUN BEFORE COMBAT — AND (with their aircraft already committed to the Pearl Harbor strike) THE JAPANESE CARRIERS CANNOT ATTACK AT ALL ON THE FIRST ROUND OF NORMAL COMBAT, WHICH IS AUTOMATICALLY A DAY ACTION. The U.S. player rolls normally for his carrier groups before the first round of combat.

25.2 The first round of combat after the air raid is automatically a “day action”; if the Japanese elect to start the fight, they must select their targets immediately, before the Allied player rolls for his “location uncertain” groups.

26. DAMAGE CONTROL

26.1 Subtract 1 from each damage die roll made against a carrier by a carrier or against the Taio or Shinano, because of their armored flight decks. Starting on turn 4, similarly subtract 1 from each damage die roll made against any United States carrier with an airstrike of 4, to reflect improved damage-control procedures after that time.
VICTORY AT SEA

By Richard Hamblen

WAR AT SEA and VICTORY IN THE PACIFIC use the same game system to recreate the naval wars in the Atlantic and Pacific during World War II. The temptation to link them into one game about the world-wide naval struggle is irresistible—and what can you call such a global scale game except VICTORY AT SEA?

1. SEA AREAS: To simulate the war on a global level it will be necessary for the game to include all of the areas where large fleets were deployed—which means that the Caribbean and the supply line around the Cape of Good Hope have to be added to the combined game. These two new sea areas will be added to the WAR AT SEA game, WAS combat, movement, etc. applying.

1.1 CARIBBEAN: Borders NORTH ATLANTIC and SOUTH ATLANTIC, and the ports UNITED STATES and NEUTRAL. Although the sea area is part of the WAS game, its POC count in the VITP game: 1 POC to the Allies in VITP, or 3 POC to the Japanese. The Allied air strike may be placed in the CARIBBEAN. Only United States, British, French, and, starting turn 3, German ships (and U-Boats) are allowed in the CARIBBEAN—no Japanese nor Italians, and no Germans on turns 1 or 2.

1.2 CAPE OF GOOD HOPE: Borders SOUTH ATLANTIC in WAR AT SEA and BAY OF BENGAL in VICTORY IN THE PACIFIC, and the NEUTRAL port. It is worth 3 POC to the Germans in WAR AT SEA, and nothing to the Allies in either game. No land-based airstrikes can be placed here; only British, Italian, French, German and Japanese ships (including the I-Boat) are allowed in this sea area.

1.3 BAY OF BENGAL: Remains unchanged, except it counts as 1 POC for the British in WAS, not in VITP—Allied control yields the British 1 POC in WAS. Axis control yields the Japanese 2 POC in VITP. The British start getting this POC on turn 1, even before the VITP game starts, if they control the sea area.

2. NEW UNITS: Since the game is meant to simulate the clash of the great navies, all of the world’s major combat ships should be included in the game, including those ships that spent the war guarding the two new sea areas.

2.1 Some new ships have been added to the combined game. Counters for these ships can be found in the insert in this magazine; the time and place of appearance of each ship is given in the VICTORY AT SEA order of appearance chart in this article. The new French ships are treated like British ships and are controlled by the British player.

2.2 In addition, some new types of units have been added to the combined game, to reflect important aspects of the world-wide struggle.

2.21 Surface raiders were German merchant ships disguised as peaceful merchant ships; they made life very unpleasant for British shipping in the Southern Hemisphere early in the war.

2.211 The three German surface raiders are available on turn 1; instead of moving normally that turn, they may be placed in any sea area(s) in WAR AT SEA, or in the BAY OF BENGAL.

2.212 After that, the surface raiders return to port and move like other German ships.

2.213 Surface raiders cannot attack at all, and they cannot be attacked by gunnery or airstrike attacks. Instead, they are attacked by ASW attacks—in effect, they are lumped in with any U-Boats in the same area(s) and are attacked by the ASW attacks against the U-Boats. The surface raiders take the first casualties, however—the U-Boats take no hits until all the surface raiders in that area have been sunk, and the U-Boats are not disabled until all the surface raiders have been disabled.

2.214 If a surface raider remains at sea in an area after ASW attacks are finished, it cannot be attacked again that turn—and the Allies cannot control that sea area that turn (surface raiders break control just like U-Boats). In addition, if there are no Allied surface ships in that sea area at the end of the turn, the surface raider controls that sea area (surface raiders count for control like surface ships, if they are unopposed).

2.22 The Italian Frogmen counter represents the Italian frogmen who crippled the British Mediterranean fleet late in 1941.

2.221 The Frogmen counter joins the Italian forces on turn 3, but it can be used only once per game—one time, it is removed from play. If not used, the Frogmen counter rolls to change sides on turn 8 just like other Italian counters.

2.222 The Frogmen counter attacks like an additional airstrike, attacking three targets (that are not being attacked by another airstrike).

2.223 The Frogmen can be used only in the MEDITERRANEAN, against MALTA, or against ITALY.

2.3 For the rest of the units, use all the counters in VITP and WAS combined; if a ship appears in both games, use the counter from VITP and discard the WAS counter (so the Washington is a 5-6-5). WAS ships should have their values printed on the back of their counters, so they can be inverted as “raiders” in VITP.

2.31 The time and place of appearance of some of these ships has been changed. The new times and places of arrival are listed on the VICTORY AT SEA order of appearance chart.

2.32 Ships and units that are not listed on this chart are assumed to appear at the normal times listed in either WAS (for British and other WAS navies) or VITP (for United States and other VITP navies). However, British ships can be placed in either ENGLAND or CEYLON on the turn they appear, and United States ships can appear in either UNITED STATES or PEARL HARBOR on their turns of arrival. Note that British ships appear on the turns indicated in WAS, except for the changes listed on the chart.

2.33 Use the WAS time track to keep track of British, German, Italian, French and Russian
reinforcements, and use the VITP charts to keep track of United States, Dutch, Australian and Japanese reinforcements.

3. LINKING THE TWO GAMES: WAR AT SEA and VICTORY IN THE PACIFIC will be played as two separate games, requiring two players: one player controls the Japanese ships and units, one controls the German and Italian ships and units, one controls the United States ships and units, and one controls the Allied ships and units. Notice that a player controls his nation's ships regardless of which game those ships are in. When two games are being played simultaneously, the players can loan ships back and forth from game to game so that one player is controlling all of his side's ships in a game, but the player who runs the nation still has final authority over how his nation's ships move.

3.1 VICTORY CONDITIONS: To win VICTORY AT SEA, the Allies must win or tie both games. The Axis wins the overall game if they win either game.

3.2 SEQUENCE OF PLAY: Both games will be played simultaneously. The first two turns of WAR AT SEA will be played before the start of VICTORY IN THE PACIFIC; thereafter the two games will be played simultaneously, with turn 1 of VITP being played at the same time as turn 3 of WAS, turn 2 of VITP at the same time as turn 4 of WAS, and so on. When both games are in the same turn, two turns are added to the end of WAR AT SEA, so WAR AT SEA becomes a 10-turn game. For simplicity's sake the WAR AT SEA turn numbering system will be used to identify turns in the combined game—so VITP starts on turn 3.

3.2.1 All Japanese, United States, Australian and Dutch ships and units are set up normally for their side of the game WTP. The Allies then set up all British, French and United States ships and units available on turn 1 of the game WTP in INDONESIA. The Allies next and the Germans and Italians last. Specificall y, the turn sequence is:

3.2.2 Japanese move their patrol ships, then Allied ships and units, which includes moving any "raiding" ships they have in the VITP game. "Raiding" ships are not allowed in WAR AT SEA—they may not enter, leave or move between WAR AT SEA sea areas.

3.2.3 The Japanese player moves all his marine units and then the United States player moves all his marine units. These may not enter the WAS game.

3.2.4 The Japanese player moves his "raiding" ships, then the Allies move their "raiding" ships, and finally the Germans move any "raiding" ships they have in the VITP game. "Raiding" ships are not allowed in WAR AT SEA—they may not enter, leave or move between WAR AT SEA sea areas.

3.2.5 The Japanese player places any submarine mines, then the Allies, then the Germans, subject to the Russian ship movements explained in section 3.4 below. This completes movement; combat is resolved in the games separately.

3.2.6 Ships and units still at sea at the end of the turn may return to port, including returning to ports in the other game, subject to the limitations explained below, in section 3.3.

3.3 SHIP TRANSFER: Ships may move between the games either between turns or during movement during the turns. Ships from one game are limited as to where they can go in the other game, however.

3.3.1 If the Japanese are ahead in POC in VITP, then Japanese ships and the I-Boat may be placed in NEUTRAL COUNTRY and CAPE OF GOOD HOPE, but not in any other WAS, or sea areas. If the Japanese are ahead in POC in WAS, Japanese ships are allowed in CEYLON (if friendly) or BAY OF BENGAL, but no more than one U-Boat may be in BAY OF BENGAL in a turn. No other VITP sea areas or ports may be entered, and the Italians may not enter the VITP board at all.

3.3.2 Ships may also be placed in the BAY OF BENGAL from GIBRALTAR, but not in any other WAS sea areas or ports. British, French and United States ships are allowed in both games, but are restricted as to the ports they are allowed to use.

3.42 The United States is the only port that United States ships can use in WAR AT SEA; they can enter no other ports in that game. In VITP, United States ships may not be placed in CEYLON.

3.3.2 The British and French can use any Allied or neutral port in WAR AT SEA; they are subject to the normal limitations in VITP, except that there may be one British or French ship placed at Pearl Harbor (if friendly) each turn (this is in place of the Victorious in the regular game).

3.33 Marine units, VITP air units and the F-Ship may be placed in WAR AT SEA sea areas. WAS air strikes may not be placed in VITP, and the United States may not place a ship in VITP or BAY OF BENGAL.

3.3.3 Ships that are still at sea in certain areas at the end of the turn can transfer to the other game by returning to certain ports in that other game. Only ships that are at sea at the end of the turn can use this option. Ships may also refuse to transfer, either because they failed their speed rolls, were disabled in combat or retreated from combat, cannot change games.

3.34 Japanese ships and the I-Boat may move through CAPE OF GOOD HOPE (if not enemy-controlled) and enter BAY OF BENGAL as "patrolling" ships. If they fail their speed rolls, they are inverted, becoming "raiding." Similarly, British or French ships in BAY OF BENGAL may move through CAPE OF GOOD HOPE (if not Allied-controlled) into BAY OF BENGAL, making speed rolls.

3.35 Japanese, German, French and British ships in CEYLON may move through BAY OF BENGAL (if uncontrolled by the enemy) and enter CAPE OF GOOD HOPE, if they fail their speed rolls, they must return to NEUTRAL COUNTRY immediately. Similarly, British or French ships in CEYLON may move to MEDITERRANEAN, returning to MALTA if they fail their speed roll.

3.36 Important: Whenever the Japanese are not ahead in POC in VITP, Japanese ships and the I-Boat are not allowed in WAS sea areas. Japanese ships Areas A, B, C and D are not automatically placed in BAY OF BENGAL as raiders at the start of the next turn, regardless of what sea area the ships are in. Similarly, German ships and U-Boats are not allowed in WAS if Germany is not ahead in WAS. German ships in VITP are automatically placed in CAPE OF GOOD HOPE at the start of the next turn, without making speed rolls.

4. RULES CHANGES:

4.1 The method of combat resolution depends on which game the ships and units are in, but ships—and airstrike—that have the attack bonus in one game also have it in the other game.

4.11 In WAS air strikes attack once per turn, and although the combat that results can be complex, a target can be attacked by no more than one airstrike factor per turn (a frogman attack counts as an airstrike for this purpose). United States carriers have full ASW (3 rolls). The I-Boat cannot be attacked by ASW; the F-Boat is not allowed in WAS.

4.12 In VITP air strikes attack repeatedly, once per "day action," and can be attacked. All of an airstrike's factors must attack en masse against the same target each time the airstrike attack; gunnery
5.534 The "LOCATION UNCERTAIN" groups remain off the board, usable, until the fighting begins.

5.535 The United States air units must remain in the areas listed for them.

5.54 United States ships that transfer to the Pacific from the CARIBBEAN must join the PEARL HARBOR group, and thus cannot move (and are subject to the surprise attack).

5.6 The game proceeds normally, turn to turn, before the fighting starts.

5.61 Sea areas are controlled normally, and POC is awarded normally. To make up for the POC that the Allies should gain (and to reflect the deteriorating Japanese position once the Allies froze all Japanese assets), the Japanese start the game 8 POC ahead on turn 1.

**VICTORY AT SEA... Cont'd. on pg 32, col 3**

**VICTORY AT SEA ORDER OF APPEARANCE CHART**

British, German, Italian and Russian ships not listed below appear on the turns listed on the WAS time track.

United States, Dutch, Australian and Japanese ships and units not listed below appear on the turns listed on the VITP charts. The "starting forces" listed in VITP are assumed to be available and placed at the start of turn 1 in WAS, turn 1 of the combined game—two turns before the normal start of VITP.

Ship names in italics indicate new units/ships.

<table>
<thead>
<tr>
<th>TURN (WAS)</th>
<th>NO. (VITP)</th>
<th>BRITAIN/FRANCE</th>
<th>UNITED STATES</th>
<th>AXIS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.00</td>
<td>(1)</td>
<td>Berwick, York, Argus, Furious, Cornwall, Shropshire, Hermes (in ENGLAND, MALTA, NEUTRAL, CEYLON and SINGAPORE)</td>
<td>New York, Texas, New Mexico, Idaho, Mississippi, Arkansas, Ranger, Wichita, Tuscaloosa, Augusta (all in CARIBBEAN)</td>
<td>Orion, Pinguin, Atlantis</td>
</tr>
<tr>
<td>2.00</td>
<td>(0)</td>
<td>Wasp (in CARIBBEAN)*</td>
<td>Shokaku (at YOKOSUKA NAVY YARD) 24 AirFlot</td>
<td></td>
</tr>
<tr>
<td>3.00</td>
<td>(1)</td>
<td>London (in ENGLAND or CEYLON)</td>
<td>Hornet (in GROUP Z)* Washington (in CARIBBEAN)* 5 A.F. (in INDONESIA)**</td>
<td>Zuihaku (at YOKOSUKA NAVY YARD) Zuiho (at YOKOSUKA NAVY YARD) 25, 26 AirFlot Italian Fregmen</td>
</tr>
<tr>
<td>4.00</td>
<td>(2)</td>
<td>Indomitable in CEYLON or ENGLAND</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>5.00</td>
<td>(3)</td>
<td>-</td>
<td>Massachusetts (in PEARL HARBOR or UNITED STATES)</td>
<td>-</td>
</tr>
<tr>
<td>6.00</td>
<td>(4)</td>
<td>-</td>
<td>Alabama (in PEARL HARBOR or UNITED STATES)</td>
<td>-</td>
</tr>
<tr>
<td>7.00</td>
<td>(5)</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>8.00</td>
<td>(6)</td>
<td>Lorraine (in NEUTRAL)</td>
<td>Iowa (in PEARL HARBOR or UNITED STATES)</td>
<td>-</td>
</tr>
<tr>
<td>9.00</td>
<td>(7)</td>
<td>Richelieu (in NEUTRAL) Indefatigable Implacable (in ENGLAND or CEYLON)</td>
<td>2 U-Boats</td>
<td></td>
</tr>
<tr>
<td>10.00</td>
<td>(8)</td>
<td>-</td>
<td>1 U-Boat</td>
<td></td>
</tr>
</tbody>
</table>

British starting forces not listed above can start in ENGLAND, MALTA, NEUTRAL, CEYLON or SINGAPORE. British reinforcements not listed above appear in ENGLAND or CEYLON. United States starting forces (and other VITP Allied units) not listed above start turn 1 in the locations specified on the ALLIED STARTING FORCES chart on the back of the VITP rulebook. United States reinforcements not listed above appear in the UNITED STATES or PEARL HARBOR.

Japanese starting forces not listed above start on turn 1 in the locations specified on the JAPANESE ORDER OF APPEARANCE card in VITP.

*If VITP war has already begun, may appear in PEARL HARBOR or UNITED STATES.

**If VITP war has already begun, place like normal air unit.
There comes a time for nearly every player of *Third Reich* when he sees a once-in-a-game opportunity. Maybe it’s something as simple as a hole in the defense’s line that could be exploited. Or maybe it’s something more complex, as the chance to wear down the opponent irreparably with a massive offensive. But inviting as the opportunity may be, the player can’t make it work—not for a lack of tactical ability—but for a lack of basic resource points (BRPs).

It’s a frustrating moment. The poor player can only dream of things that might have been—Germans goose-stepping along Downing Street or Allies awakening Hitler from his sleep in the Chancellery—and turn his mind to endeavors within his means.

Then too, there is that moment when a player sees that everything has seemed to work perfectly. His strategic plans mesh with his BRP totals. The player seems to possess a keener insight into *Third Reich* than the player who is BRP bankrupt.

These are the opposite ends of the player spectrum, and it’s likely you’ve been at both sides at different times. The sorrowful thing is that you probably don’t know how you got there, and how to do it—or not to do it again. That’s what this article is all about.

It seems time, several years after *Third Reich*’s release, to examine the one element that makes it unique among other strategic warfare games—the BRP. Other articles have dealt with other subtleties, but little has been said about the BRP. It’s a main ingredient in every win and an equally important reason for every loss. *Third Reich* isn’t won through tactical brilliance, though that is important, as much as it’s won by sound strategic concept. And at the heart of any *Third Reich* strategy is a consideration of the BRP.

For those unfamiliar with the perplexing, vexing, overwhelming and always stimulating game of *Third Reich*, a quick explanation of BRPs is in order. A BRP is a unit of measurement which, when totalled, roughly determines that country’s ability to wage war. More simply, and in terms of Chart #1, based on several campaign games I played recently, indicates the average Year/Start BRP allocations for each of the major powers. It’s-show the offensive—or it should be—and the side with fewer BRPs is usually waging a defensive battle. As one might expect, the Axis has the edge in BRPs early in the game, and it gradually decreases until a parity with the Allies is reached by 1942. At the end of the game, the pendulum has swung completely in favor of the Allies, who possess an enormous BRP advantage.

As can be seen, this is roughly the way the initiative went in the war itself. Clearly, the BRP gives impetus to the tides of war. To imagine a side with fewer BRPs winning the game is difficult and can only happen when the losing player has allowed the enemy to defeat him by not engaging the units within his means. The sorrowful thing is that you probably don’t know how you got there, and how to do it—or not to do it again. That’s what this article is all about.
GAINING BRPs

SAVINGS BRPs: Some players are bound to think of one of the best ways to increase the number of BRPs they have is by saving as many as possible each year. In order to raise the BRP base figure, in theory, this is sound, but in practice it is not as promising. It turns out it is best to adopt a savings policy early, if at all, and even then the effects will be minimal. This does not mean, however, to go out and needlessly spend BRPs so that there is nothing on which to achieve some base growth from year to year. But when faced with a choice of spending BRPs for something worthwhile or saving, the rule of thumb is to spend them. There are several reasons for this, but put simply the return on any investment of BRPs is relatively slow in coming, and the game is short in the number of years played. Those BRPs would probably be better spent in building new units or conducting offensives which may achieve important strategic goals.

Raising the BRP base of a country one year results in a net savings to the country equal to the raise times the number of years remaining in the game, minus the initial investment. For instance, if Germany manages to save 10 BRPs in 1940, her base is raised from 150 to 155 BRPs in 1941, because of her 50 per cent growth rate. Though this means Germany has five more BRPs to spend in 1941 than she would have had she spent everything in 1940, she also spent 10 less than she could have had she used all her BRPs in 1940. This is a net loss of five BRPs.

Following the example further, say Germany saves nothing in 1941. Her base is 155 again in 1942. This is still five more BRPs than it would have been had she not saved anything at the end of 1940. But the initial investment must be paid before any profit shows. So, two years after that savings of 10 BRPs, Germany has just broken even. It won’t be until the third year following the savings that any profit will show. The effectiveness of saving depends on each country’s growth rate. Chart #2 details what happens to the powers’ BRP totals when they follow certain savings plans. Though in the case of each country there is one plan that yields the highest return of BRPs by the war’s end, it isn’t always the best one to follow. There are other considerations. For instance, one power may prefer to get its maximum BRP return earlier in the game, so it must opt for a shorter, if any, savings plan.

Then too, is the consideration that no player can determine at the start of the year, let alone the start of the game, how many BRPs he plans to save each year. Events during the game largely determine that for him. So to say he will save 10, 20 or however many BRPs that year is impossible. But at the start of the game, using this chart and his own experience of how certain strategies affect BRP totals, a player should be able to adopt a realistic “posture” towards saving BRPs.

Study Chart #2 carefully. Notice that a savings program that continues throughout the game isn’t as effective as one that starts early and then ends somewhere in the middle of the game. As can be seen, saving isn’t a very effective method alone in gaining BRPs. It’s marginally effective at best. And its employment must always be weighed against the option of spending those BRPs on something worthwhile in the year in which they are first received.
be an invasion target, no matter what its BRP-worth, if its conquest won't contribute to the overall goal of winning.

Chart #3 details the worth of many minor countries, the number of turns in which they can usually be conquered, the total BRPs spent by the attacker and the number of BRPs he can derive from possession of the minor as the game progresses. Some minors are better risks than others. Two of the countries, Spain and Turkey, are the worst risks of all. Though conquest may be essential for the Axis, assume Italy has 10 BRPs remaining after builds in the Winter, 1940 turn. If she keeps those BRPs and factors them into her 1941 year, start BRP base growth with an increase of two BRPs. If Italy lends the BRPs to Germany, the Germans' BRP base can grow by five. That's an increase of three BRPs for every 10 lent. That savings can then be multiplied by the number of years left in the game. Therefore, such a loan in the Winter, 1940 turn results in a net profit of 15 BRPs by 1945. That's enough for an extra offensive or several more rebuilt units.

Lending BRPs, like saving them, isn't a very effective means of raising a side's BRP total. But it could result in a small profit and when added with saving and conquest of minor neutrals gives a side several alternatives that all contribute to help the BRP situation.

### Chart #2

**POSSIBLE SAVINGS PLANS FOR THE MAJOR POWERS**

<table>
<thead>
<tr>
<th>Country</th>
<th>BRP Savings (in each year the country saves, she saves 10 BRPs.)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GREAT BRITAIN</strong></td>
<td>(40% growth)</td>
</tr>
<tr>
<td>1939</td>
<td>125</td>
</tr>
<tr>
<td>1940</td>
<td>125</td>
</tr>
<tr>
<td>1941</td>
<td>125</td>
</tr>
<tr>
<td>1942</td>
<td>125</td>
</tr>
<tr>
<td>1943</td>
<td>125</td>
</tr>
<tr>
<td>1944</td>
<td>125</td>
</tr>
<tr>
<td>1945</td>
<td>125</td>
</tr>
<tr>
<td><strong>ITALY</strong></td>
<td>(20% growth)</td>
</tr>
<tr>
<td>1939</td>
<td>150</td>
</tr>
<tr>
<td>1940</td>
<td>150</td>
</tr>
<tr>
<td>1941</td>
<td>150</td>
</tr>
<tr>
<td>1942</td>
<td>150</td>
</tr>
<tr>
<td>1943</td>
<td>150</td>
</tr>
<tr>
<td>1944</td>
<td>150</td>
</tr>
<tr>
<td>1945</td>
<td>150</td>
</tr>
<tr>
<td><strong>UNITED STATES</strong></td>
<td>(60% growth)</td>
</tr>
<tr>
<td>1939</td>
<td>150</td>
</tr>
<tr>
<td>1940</td>
<td>150</td>
</tr>
<tr>
<td>1941</td>
<td>150</td>
</tr>
<tr>
<td>1942</td>
<td>150</td>
</tr>
<tr>
<td>1943</td>
<td>150</td>
</tr>
<tr>
<td>1944</td>
<td>150</td>
</tr>
<tr>
<td>1945</td>
<td>150</td>
</tr>
</tbody>
</table>

**NOTE:** The first figure in each year line represents the TOTAL base-figures BRPs spent up to and including that year. The figure in parentheses is the BRP base-figure for that particular year. This chart does not take into consideration BRP growth through any means other than by savings. It is assumed every year a country saved, it saved 10 BRPs and spent the rest of the year's BRPs. It is also assumed that small cases, each country spent its entire turn in 1939 where there is no permanent growth.

SPENDING BRPS

**FORCE POOL UNIT CONSTRUCTION:** A country can lose BRPs for building new troops and rebuilding damaged ones from the force pool. At the beginning of the game, every country has units still to be built (mobilize). The cost of this mobilization ranges from cheap, as in the case of France, to expensive, as in the case of Germany. Some countries can mobilize in one or two turns and keep rebuilding lost units immediately, while others will have a difficult time doing so.

A look at Chart #4 will show the relative problems each country faces in trying to build the new troops that are available to her at the beginning of the game and at various times afterward. As can be seen, France, for instance, can mobilize her small forces in the fall of 1939 for a cost of 24 BRPs and be as ready as she will ever be for the German invasion. On the other hand, Germany, England and the United States have a very difficult time building new troops, because they must weigh the expenditure of BRPs with an equally pressing one to spend them on offensives and declarations of war. For those latter countries, the choice of which units to build becomes critical.

This is most true for those powers that are on the offensive when they enter the game. Their problem is finding that proper balance between builds, offensives and declarations of war.

Since offensive movement is usually achieved by the concentration of overwhelming power in a small area, the offensively-active power should pause at the start of the game and decide what it needs to build to achieve the battlefield results it desires.

If Germany, for instance, plans massive breakthroughs into France in her first turns of the game, she has little option but to build as many armored units and air force factors as possible. This is a very expensive proposition. But since the Germans often start the game with one or two turns of minor neutral conquests, they may not need that breakthrough potential immediately.

Germany may still need concentrated power, though, in order to win battles and conquer the minor capitals. It may come as a surprise to some players that the cheapest way to concentrate attack
power in *THIRD REICH* is not with armor-air force attacks. It is, instead, by attacking with infantry and air force.

A quick computation proves this. Assume Germany needs eight attack factors to either come from one hex or from one hex and the rest added by air power. The cost of eight armor factors (two 4-6 counters) is 18 BRPs. The cost of six infantry (two 3-3 counters) and two air force factors is only 12. That's a savings of four BRPs. This is an important consideration for Germany most of all. She can use this to her advantage more easily, especially if she fears an Attrition countercoup by the enemy the next turn. Having advanced infantry, not armor, into the vacated defender's hex in her attack, she won't be as reluctant to "pick up" her units for attrition losses and deny the enemy the hex. So, infantry-air force attacks are doubly worthwhile in certain instances.

Along this same line of battlefield economy, it is often a popular practice to attack repeatedly at odds of 1-1 and 2-1 along a front, thinking the attacks are draining BRPs from the defender faster than they are from the attacker. The truth is that this isn't usually the case. Though the odds of occupying the defender's hex (an important consideration) are almost always better than 50-50 for the attacker even in 1-1 battles, the average BRPs lost is generally heavier for the attacker than the defender in low-odds attacks. Chart #5 details the way in which the average BRP losses of a particular battle can be computed. The equations draw heavily from the excellent article by Robert Beyma in THE GENERAL (Vol. 13, No. 4). Also given are several examples of the average losses to attacker and defender in common battles. Suffice it to say, the low odds attack is generally not a profitable venture for improving a BRP situation. But as any player of *THIRD REICH* knows, this isn't the only consideration to attack. It may go a ways in making the "offensive attrition" tactic less inviting, though.

**DECLARATIONS OF WAR AND OFFENSIVE OPTIONS:** There isn't much a player can do to cut down spending BRPs in this phase of the game. Declarations of war should be a consideration, of course, when determining whether a minor country is worthwhile to invade for BRPs. Offensives, however, can be saved from time to time if a player realizes the advantages an Attrition option can have over an Offensive.

An Attrition option is a valuable tool for a country fighting a defensive battle. Here is why. Assume the enemy is on the attack along a front. He possesses more troops and—most important—air superiority. There really isn't much the defender can do in the way of an Offensive option in this case. But things an Attrition option can accomplish are significant.

First, an Attrition completely ignores the other side's strength on the entire front. Its success depends only on the strength of the "attritioner." So, instead of worrying about whether or not the enemy is going to commit that powerful air force as defensive air support in a given battle, the only consideration necessary is how to get the most attacking factors counted in the attrition, while leaving sufficient numbers behind to prevent a massive and crippling counterattack.

In the case of a defender trying to cut off enemy exploiting armor, an Attrition can be devastating. There are even times an Attrition works better here than an Offensive. Consider what surrounding several enemy armor pieces and then rolling an Attrition result of at least that many hexes can do. It's possible to destroy enemy armor, an expensive commodity, despite a battlefield inferiority—and at a cost of zero BRPs spent!

The attrition is a viable alternative for a defender, but it produces little offensive movement, and therefore it isn't useful in those situations when a power needs to advance over large portions of enemy territory. In those cases, an Offensive option is the only choice. And an Offensive should be just that. Nothing should be spared, and every unit should be used. It's a waste of BRPs to spend for two offensives when one could have accomplished the same thing. Finally, it's important for the player who was on the offensive at one point earlier in the game to
realize when it's no longer possible to carry the war to his enemy. When victory isn't any longer possible, but a draw is, then it's best to turn attentions that way. There is nothing more fruitless than conducting an offensive against a defender with more BRPs.

**STRATEGIC WARFARE BUILDS:** It's curious how tricky strategic warfare results can be to understand. On the surface, the system appears to be rather simple. But looking closer, it really isn't. Despite the realistic changes by Avalon Hill in the resolution of strategic warfare after 1943 (1 ASW destroys 2 U-Boats), the system still favors the German player to a large degree.

Examining what each BRP spent for strategic warfare builds can show why. For every two BRPs the Germans spend on U-Boats, the Allies must either spend three BRPs to neutralize the U-Boat with an ASW factor, or they will lose three BRPs during the Strategic Warfare resolution phase. For every three BRPs the Allies spend on a SAC factor, the Germans must either spend two

BRPs to neutralize it with an interceptor, or they will lose two BRPs during the strategic warfare resolution phase.

This appears to give the Germans a 3:2 advantage, because for every two BRPs they spend the Allies must spend three. This isn't entirely correct, though it's close. Assume, for instance, the Allies have more ASW factors than the Germans have U-Boats, or the Germans have more interceptors than the Allies have SAC factors. Those excess factors are worthless, since they have no effect on the enemy's total.

Also, for every U-Boat or SAC factor remaining after the exchange during the resolution phase, the side with the remaining factors can keep them towards the next year's total. That means the same factor can harm the enemy two, three and four times. This “multiplier effect” makes it imperative that each side try and prevent any of the enemy's offensive factors from staying in the strategic warfare box longer than one year after the one in which they were created.

---

**CHART #5**

**COMBAT PROBABILITY TABLE**

<table>
<thead>
<tr>
<th>Odds</th>
<th>Exchange A</th>
<th>CA Exchange B</th>
<th>A-Elim C</th>
<th>D-Elim D</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-1</td>
<td>0.333</td>
<td>0.1667</td>
<td>0.2500</td>
<td>0.2500</td>
</tr>
<tr>
<td>1-2</td>
<td>0.333</td>
<td>0.1120</td>
<td>0.1667</td>
<td>0.3703</td>
</tr>
<tr>
<td>1-3</td>
<td>0.333</td>
<td>0.0556</td>
<td>0.1667</td>
<td>0.3889</td>
</tr>
<tr>
<td>2-1</td>
<td>0.1875</td>
<td>0.1875</td>
<td>0.03125</td>
<td>0.5937</td>
</tr>
<tr>
<td>3-1</td>
<td>0.1143</td>
<td></td>
<td>0</td>
<td>0.7143</td>
</tr>
<tr>
<td>4-1</td>
<td>0.1667</td>
<td>0.0555</td>
<td>0</td>
<td>0.7778</td>
</tr>
<tr>
<td>5-1</td>
<td>0.1667</td>
<td></td>
<td>0</td>
<td>0.8333</td>
</tr>
</tbody>
</table>

a = losses on a full exchange
b = losses on a CA exchange
c = losses on an A-elim
d = losses on a D-elim

Attacker's avg. loss equation: \( LA = (A \times a) + (B \times b) + (C \times c) \)
Defender's avg. loss equation: \( LD = (A \times a) + (B \times b) + (D \times d) \)

The values for variables "a," "b," "c," and "d" should correspond to losses in BRPs taken by either the defender or the attacker, depending on which side the solver is interested.

**COMMON BATTLE EXAMPLES**

<table>
<thead>
<tr>
<th>Odds</th>
<th>Defender's strength in combat factors</th>
<th>Attacker's strength in combat factors</th>
<th>Avg. losses in BRPs</th>
<th>Defender</th>
<th>Attacker</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-1</td>
<td>3 infantry (doubled)</td>
<td>6 infantry</td>
<td>2.4996</td>
<td>3.3888</td>
<td></td>
</tr>
<tr>
<td>1-1</td>
<td>3 infantry (doubled)</td>
<td>6 infantry</td>
<td>2.4996</td>
<td>6.8338</td>
<td></td>
</tr>
<tr>
<td>2-1</td>
<td>3 infantry (doubled)</td>
<td>6 infantry</td>
<td>2.90625</td>
<td>2.4375</td>
<td></td>
</tr>
<tr>
<td>2-1</td>
<td>3 infantry (doubled)</td>
<td>12 infantry</td>
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<tr>
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<td>8 infantry</td>
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<td>2 air force</td>
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<td>6.7776</td>
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**HOW TO USE A BRP ADVANTAGE**

**AIR ATTRIUTION:** As stated earlier, a side with a BRP advantage should be on the offensive wherever it's possible and contributes to the over-all objectives of winning the game. Without a BRP advantage, though, offensives become limited much in the way Germany's attempt to break through the Bulge late in 1944 was an offensive with a slim, if any, chance for success.

Once a side has a BRP advantage, it must conduct Offensives and Attritions that are capable of translating that edge into some sort of strategic and tactical success. Obviously, this isn't very easy with an Attrition option, though a side with a BRP advantage mustn't feel it has to be on the offensive everywhere every turn.

But it's in the offensive that the BRP superiority is best exercised. In the Designer Notes John Prados, the game's designer, quotes Don Greenwood of Avalon Hill as saying that air supremacy is the factor which generates offensive movement. It's no coincidence that air power is the most effective tool for translating BRP dominance into a battlefield advantage, too.

One of the most expensive factors to build, air power is indispensable in an offensive. Massed attacks of ground troops, supported by large numbers of air factors, is the game's most important attack style.

To assert a BRP dominance quickly on the battlefield, it's necessary to begin counterairing the enemy's air force immediately. The factors should be destroyed in equal exchanges. Of course, this is an expensive proposition—but the attacker should have the means, the ability to rebuild his losses in new builds. Hopefully, this tactic will eventually force the defender to keep his air power either unbuilt or so far behind the front line, he can only use it during his turn as offensive air support before SR'ing it back to safety at the end of the turn. The tactic of aggressive counterairing may eventually force a defender into BRP bankruptcy, the most vulnerable of positions in which a country can be.

Without DAS, the defender is forced to take a real pounding during the attacker's offensives. But the attacker should carefully reserve enough air power to guard against the defender staging his air force forward again during his turn and inflicting heavy damage on a counterattack. Given the large cost of rebuilding air factors and the complete lack of any luck in the counterairing process, this becomes the best way to convert a BRP dominance into a battlefield advantage.

**BOLD AND MULTIPLE ATTACKS:** Possessing a BRP advantage isn't always a guarantee to battlefield success. In addition to the air attrition already mentioned, the attacker should be willing to attempt bold attacks in many places. Though not all
may work he should be willing to take an equal, or even slightly disadvantageous, exchange of BRPs in combat.

The attacker shouldn't stand pat with his BRP situation as it is either. He should look to continue to expand his base by grabbing new capitals or objective hexes. He should look elsewhere on the board to carry the war to the BRP-weaker enemy. The BRP edge should be asserted in every possible way so its effect can be felt soonest.

If a player has been following a sensible BRP policy throughout the game, he may have saved enough BRPs to conduct that extra offensive or build those extra units which may be the difference between victory, a draw, or defeat.

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**BRP STRATEGIES FOR INDIVIDUAL COUNTRIES**

**GERMANY:** As one might guess, Germany's role is the most difficult and complex of all the major powers. This includes her consideration of BRPs. Assuming the Germans want to conquer at least two of the Allies, they should realize they will have to do nearly all the work themselves. Germany can expect some Mediterranean Sea area help from the Italians, but that's all.

Obviously, Germany's base of 150 BRPs isn't enough to subdue two powers. So she, more than any other country, needs to broaden her BRP base through the conquest of minor countries. Poland and all the minor countries of western Europe should fall as soon as possible (usually in the first two turns of the game). Mobilization, keeping in mind the economy of building infantry and air force declarations, is expensive and taxing situation.

Because of the large cost of conducting offensives and mobilizing her troops at the same time, Germany should restrict her involvements early in the game to one front each turn. For instance, since Poland is already at war and an offensive in the east is "paid for" in the fall of 1939, Germany should use it and go after the Poles alone. Unless the golden opportunity of a quick strike into France presents itself, it's best to go slowly and economically at the start. The Germans will be rewarded by getting mobilized just that much more quickly.

There's no permanent growth in the 1940 Year/Start sequence, so saving BRPs in 1939 is useless. Whatever isn't spent on front options and declarations of war should be used for mobilizing troops.

In terms of savings, Germany may have an opportunity to keep 10 or 20 BRPs at the end of 1940, depending usually on how things went in France, and a similar amount at the end of 1941, depending on how things went in Russia. If she has, these savings result in a modest profit of BRPs later in the game. If Germany is to save all, the years of 1940-42 are the only ones in which she should consider doing so. She should also try to convince Italy that loans to her are more advantageous to the Axis than Italy's insistence on keeping the BRPs to herself. Afterall, without German aid later in the game, Italy will fall that much more quickly, so a bargain should be struck.

Maximum strategic warfare builds should be made every year of the game. The Germans should build all U-Boat factors in 1940, and all U-Boat factors the rest of the game, save only enough interceptors to counteract those SAC units built the previous year by the Allies. For instance, say in 1941 the Allies build two SAC factors, in addition to the ASW factors. Germany has no interceptor factors, so she takes a loss of four BRPs. The Germans should then continue to build sub factors in the 1942 builds, constructing only two interceptors in order to prevent those built by the Allies in 1941 from, in effect, being used twice.

The Allies won't be able to erase Germany's edge in U-Boat factors each year early in the game. When they finally do, the subs' toll will have been sizable anyway. The Germans should never underestimate the importance of strategic warfare, especially on the British player in the years of 1941 and 1942. Even if Germany hasn't any intention of trying to conquer England, the "freezing" of British BRPs in strategic warfare keeps those same BRPs from being sent to Russia.

**ITALY:** Italy starts the game with a weak BRP base and a meager force pool. Her possibilities are limited, and they should be carried out with Germany's consent. Italy can pick up some needed BRP growth in Yugoslavia, if the Germans don't want it for themselves. The Italians can deal for the country, however. They can use the possible loan of their 10 air force factors to Germany for the French or Russian fronts at a later time as a condition.

The Italians should strive for immediate mobilization, especially in naval power, since when France falls, they may find themselves on a par with the British in the Mediterranean. The possibility of Axis operations in the southern front suddenly becomes more inviting with naval equality. Saving is useless for the Italians, and left over BRPs are best sent to Germany every winter turn.

**GREAT BRITAIN:** Great Britain has a strong BRP base at the game's beginning, but a small land army. That causes great problems for most players, because though the BRPs are often available to carry out several aggressive strategies early in the game, the forces are not. Basically, the British can concentrate on any, but usually not all, of the following areas: England (of course), Norway, France, or Egypt. To try and get Norway, for instance, and hold the other three areas is a very expensive and taxing situation. A "spreading" of English forces like this is dangerous too. It drains priceless BRPs needed for the dark year of 1941.

Strategic options on the board must be weighed against mobilization and strategic warfare builds possibilities. Saving is virtually impossible, given all on-the-board demands England faces early, and even mobilization is a slow process. Above all, though, the British should not let themselves become so dispersed they become an invasion target. BRPs must be kept for the possibility of an invasion. All offensive early in the game should be severely scrutinized, and nearly half of England's forces should remain in the country or be immediately deployable there.

In regards to strategic warfare, the British are obliged, because the Germans will usually follow an aggressive plan, to build at the maximum strength. The British want to stop the German U-Boat threat as best they can from profiting from the "multiplying effect." England won't be able to build ASW factors as fast as the Germans can build subs, but she must try and eliminate as many as possible. Despite these efforts, the British should keep several dozen BRPs ready at the end of the early years in order to absorb strategic warfare losses and preserve their base figure.

Obviously, the British, once they see they won't be the second target of German aggression against a major power (France is usually the first) must suspend most of their activities and help Russia to the fullest. Russia can only remain in the game by receiving loan BRPs if the Germans manage to attack by early 1941. The loans must be made immediately, even though it appears they may not be needed that year.

Later in the game, upon the entrance of the United States, England can swing over to the offensive and should do so as soon as possible. This is because, now that the BRP edge is on the Allies' side, they should at once begin to assert it. Though efforts against Germany directly as early as 1943 or 1944 is difficult, it's possible to execute some operations in the southern European theater in order to put pressure on Italy or retake some of the Balkan countries.

Also, a judicious, though admittedly very difficult, allotting of British and American troops can often save BRPs. For instance, if the Allies agree to allow the British to work on the southern front and the Americans to fight on the western front, each country will have to pay for only one offensive per turn, instead of two. That's a savings of 30 BRPs per turn for the Allies.

The matter of loaning BRPs from England to the United States is left up to the players to decide.
RICHTHOFEN’S WAR has always lacked something in the eyes of your editor. Even when involved with the initial playtest and design I found little to like about the game aside from the Campaign Game which I helped develop. The game has always lacked the “guesswork” which made other games exciting. Instead, play boiled down to hex counting and geometric puzzles as players plotted how best to get into position for a hex shot with their maneuver schedule when it was their turn. Excitement was non-existent except for the surprises afforded by the two die CRT and its built-in critical hits, or the rigors of the 10 second reaction rule.

Michael Turner’s variant for the game remedies these faults to a large degree and restores an element of suspense and maneuver to a game which has deteriorated into a hex counting contest and trading of close shot dicerolls. We are so impressed with his variant that we have printed up the necessary cards for mail order sale as an optional extra. They are professionally printed with a beautiful cover illustration by historic aircraft artist Joe De Marco on the reverse and pertinent diagrams and rules on the front. The deck of 27 cards is available from Avalon Hill for $2.00 plus the usual postage charges.

You are flying your Sopwith Pup at 3000 meters above enemy territory, watching the blue skies for any movement. Your senses are somewhat dulled into a false sense of security by the steady dull hum of the 100 horsepower Gnome Mono engine. The fact is forgotten that any moment now your frail Pup has the potential to plummet to the earth.

You sit straight, your head twisting and turning to a large degree and restores a sense of history. It can bring a player instant glory in the Tyrone Historical Aircraft Association. It can also add a new dimension to the game itself.

The main problem with the game is play balance. Play balance is a major constituent to any war game and more so to a game like RICHTHOFEN’S WAR. The French have free rule over the skies. It is only with a bag of tricks and a lot of luck that the Allied player manages to win an evenly matched encounter. It is not until late in the war that the Allied player manages to gain the advantage in flying equipment. What expediency the Allied player has at any time is entirely that of maneuverability of his aircraft. The Allied player can take some solace in that his aircraft is likely to be better equipped than the German aircraft in maneuver schedules, climb and dive rates, and maximums of altitude. But, this is only a small advantage.

You are flying your Sopwith Pup at 3000 meters above enemy territory, watching the blue skies for any movement. Your senses are somewhat dulled into a false sense of security by the steady dull hum of the 100 horsepower Gnome Mono engine. The fact is forgotten that any moment now your frail Pup has the potential to plummet to the earth.

Now, back to the Pup and Albatross DII: if we play out the encounter using the standard rules, the outcome would probably be in favor of the Albatross. The fact is, the Albatross fires first. This isn’t the worst of it. The Albatross flies on a TDT. This would almost totally disable the Pup (giving the German player an average roll of the dice), enabling the German player to finish the Pup off before the Albatross could take sufficient damage. The outcome seems cut and dry. Yet, if the roles were reversed, the situation would most probably be the same. The fact is, the Pup hasn’t the firepower of the most powerful Albatross. This is not a fault of the game; it is a fault of history.

Suppose, though, that the pilot of the Sopwith had sensed that something was wrong; he feels the bullets cutting through his machine and he instinctively hits the right rudder and peels off. The Albatross zooms by and the Sopwith Pup has the option of performing a maneuver or trying to escape by diving or climbing. Maneuvering might be a wise choice if either the plane is falling apart or the aircraft’s guns are jammed or if the enemy aircraft is being flown by a pilot with less skill. It might not be a good decision to perform a maneuver if the defender’s aircraft is quite capable of defeating the attacker. Once the choice has been made, each player picks his allotted number of maneuver cards. The defender sorts through his cards and picks one which he wishes to perform. The attacker then lays all his cards down on the table. If any one of his cards matches the defender’s card then the attacker has successfully followed the card and both players move in the same direction as the initial position except for the Immelmann where the facing is reversed 180 degrees.

The MANEUVERS:

You are flying your Sopwith Pup at 3000 meters above enemy territory, watching the blue skies for any movement. Your senses are somewhat dulled into a false sense of security by the steady dull hum of the 100 horsepower Gnome Mono engine. The fact is forgotten that any moment now your frail Pup has the potential to plummet to the earth.

The situation occurs often in RICHTHOFEN’S WAR, a game that realistically recreates the air activity that took place in the skies of France. The game plays constant hours of playing and narrowly escapes. It can bring a player instant glory in the way of acehood, or it could give that same player a vicarious slow spinning death from 4000 meters. In RICHTHOFEN’S one activity feels the exhilaration of a “kill” and the remorse of seeing a comrade’s plummet to the earth.

Yet, although RICHTHOFEN’S WAR is one of the best games out on WWI aerial warfare, it still lacks a number of things that would drastically alter the playing of the game as well as the realism. In this article, I hope to give the RICHTHOFEN’S WAR devotee some added optional rules that would greatly increase the playability and in turn enhance the entertainment derived from the game itself.

The Albatross fighter closes the throttle and peels off. The Allied fighter from Jasta 2 has picked up your scent. The Allied player manages to gain the advantage in maneuver schedules if it was their turn. The Allied player has at any time is entirely that of maneuverability of his aircraft. The Allied player can take some solace in that his aircraft is likely to be better equipped than the German aircraft in maneuver schedules, climb and dive rates, and maximums of altitude. But, this is only a small advantage.

The Albatross zooms by and the Pup has the option of following the Albatross or trying to escape by diving or climbing. Maneuvering might be a wise choice if either the plane is falling apart or the aircraft’s guns are jammed or if the enemy aircraft is being flown by a pilot with less skill. It might not be a good decision to perform a maneuver if the defender’s aircraft is quite capable of defeating the attacker. Once the choice has been made, each player picks his allotted number of maneuver cards. The defender sorts through his cards and picks one which he wishes to perform. The attacker then lays all his cards down on the table. If any one of his cards matches the defender’s card then the attacker has successfully followed the card and both players move in the same direction as the initial position except for the Immelmann where the facing is reversed 180 degrees.

The MANEUVERS:

1) Barrel Roll
2) Falling Leaf
3) Flat Spin
4) Immelmann
5) Loop
6) Nose Dive
7) Side-Slip
8) Tight Circle
9) Vertical Spin

The diagrams of each maneuver show the relationship of the aircraft on the hex board. The aircraft illustrated is the initial position. The numbered hex is where the aircraft will finish with as the number of MPs expended. All aircraft face the same direction as the initial position except for the Immelmann where the facing is reversed 180 degrees.

The Sopwith Pup climbs fifty meters and you somehow sense that something is wrong.

The Albatross fighter closes the throttle somewhat, quivers, and swoops down onto the Sopwith.

The situation occurs often in RICHTHOFEN’S WAR, a game that realistically recreates the air activity that took place in the skies of France. The game plays constant hours of playing and narrowly escapes. It can bring a player instant glory in the way of acehood, or it could give that same player a vicarious slow spinning death from 4000 meters. In RICHTHOFEN’S one activity feels the exhilaration of a “kill” and the remorse of seeing a comrade’s plummet to the earth.
THE BARREL ROLL is accomplished by placing the aircraft marker as shown in the diagram. This maneuver takes five movement points with no loss or gain in altitude. The Falling Leaf is accomplished by placing the aircraft marker as shown in the diagram. This maneuver takes two movement points and is a 100 meter drop in altitude. The Flat Spin is accomplished by placing the aircraft marker as shown in the diagram. This maneuver takes five movement points with no loss or gain in altitude. The Immelmann is accomplished by placing the aircraft marker directly behind the initial position but facing the opposite direction and adding 50 meters to the height indicator. The Loop is accomplished by placing the aircraft counter behind the initial position and counting this as four movement points, six for two hexes behind initial position and eight for three hexes behind initial position. There is no loss or gain in altitude. The Nose Dive is accomplished by placing the aircraft counter one hex forward and counting it as two movement points. The remaining turn speed is multiplied by 100 meters and added to the normal dive maximum for that particular aircraft. This is the loss in altitude due to the maneuver. The Side-Slip is performed by placing the aircraft marker directly to the side of the initial position as shown in the diagram. This counts as five movement points and a loss of 50 meters. The Tight Circle is accomplished by leaving the counter where it is with no loss or gain in altitude and expending all movement points. The Vertical Spin is accomplished by placing the aircraft marker directly in front of the initial position and counting this as two movement points. The remaining turn speed is multiplied by 50 meters and then added to the normal dive maximum for the aircraft. This is a meters loss in altitude due to the maneuver.

All these maneuvers take place during dogfights only. After a maneuver is performed the player may notice that he has several movement points left; except in the case of the Tight Circle which uses up all the aircraft's movement points. He may use these to either catch up with an enemy aircraft or to put distance between them. If head on attacks occur, there are no maneuvers performed. The aircraft performing Barrel Roll, Side-Slip and Falling Leaf can move their counters either to the left or right of the initial position. If to the left, it is a mirror image of the diagrams.

Whenever one aircraft is set upon by more than one enemy aircraft, each enemy player goes through the maneuver (provided the defender has elected to use the maneuver option). The defender receives his cards and each attacker receives his cards. Play progresses and follow standard maneuver rules. The attacking plane that has first shot gets to trail first followed by the second enemy aircraft, etc.

The number of maneuver cards each player receives depends on his aircraft's performance as well as his own status, combat position (i.e., defender or attacker) and range. The defender receives four cards and the attacker gets two cards. This is the base number. In addition each pilot receives one bonus card per every five kills to his credit. The attacker receives one additional card for every two hexes he is away from the defender at the moment of attack. Fractions are not considered. The aircraft's turning schedule also increases/decreases the base number:

<table>
<thead>
<tr>
<th>Turning Ability</th>
<th>Cards</th>
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<tbody>
<tr>
<td>A</td>
<td>-2</td>
</tr>
<tr>
<td>B</td>
<td>-1</td>
</tr>
<tr>
<td>C</td>
<td>0</td>
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<tr>
<td>D</td>
<td>+1</td>
</tr>
<tr>
<td>E</td>
<td>+2</td>
</tr>
</tbody>
</table>

If the aircraft has an A turning schedule then two cards are taken away. If the aircraft has an E turning schedule then two cards are added. If C then no change.

The number of maneuver cards each player receives depends on his aircraft's performance as well as his own status, combat position (i.e., defender or attacker) and range. The defender receives four cards and the attacker gets two cards. This is the base number. In addition each pilot receives one bonus card per every five kills to his credit. The attacker receives one additional card for every two hexes he is away from the defender at the moment of attack. Fractions are not considered. The aircraft's turning schedule also increases/decreases the base number:

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<td>+2</td>
</tr>
</tbody>
</table>

If the aircraft has an A turning schedule then two cards are taken away. If the aircraft has an E turning schedule then two cards are added. If C then no change.

The turns involved in defensive combat. All aircraft of defender's nationality move.

Step five: No movement

Moves normally. May choose maneuver if involved in defensive combat. All aircraft of attacker's nationality move.

After all players involved in maneuvers have their allotted cards, the maneuvers are matched and results are followed.
Additional points to remember:
* maneuvering aircraft move first. After all results are determined, then other aircraft may move.
* a pilot cannot go off the board edge while performing maneuver results. If an aircraft is forced off the board (usually this occurs during the penalty move inflicted on the attacker) stop one hex short of the board edge. This ends the player's turn regardless of number of MPs left.
* the Loop is the best maneuver to perform if the defender wishes to gain the opponent's tail. It will enable the defender to inflict the most punishment on his aggressive opponent but does not enable the defender to escape from his opponent if sufficient damage is not inflicted.
* if the defender eludes his opponent, he may fire at the enemy aircraft if the line of sight is in accordance with the sighting rule. If the defender does not elude his opponent, he may not fire at the enemy aircraft following the completion of the maneuver.

**THE GENERAL**

**RUSSIAN CAMPAIGN PBM KIT**

In response to many requests for it, we've gone ahead and done another PBM Kit after stating numerous times “never again”. **RUSSIAN CAMPAIGN** is a good match for postal play and is perhaps our best game for PBM. The combination of double impulse moves and the relatively small number of turns makes it a delightful game to play by mail.

Each kit comes with full instructions for both PBM in general and **RUSSIAN CAMPAIGN** in particular. A kit includes 4 pads—two each for Russian and German moves, and includes everything necessary to record movement, combat, and retreats plus special functions like rail movement, sea movement, weather and replacements. A complete kit sells for $6.00 plus postage. A half kit with only two pads costs $3.00 plus postage. Maryland residents please add 5% sales tax.

**NEW KINGMAKER EVENT CARDS**

Are your **KINGMAKER** games getting a bit dull? You can spice them up with the new Event Cards described in Vol. 14, No. 3. **Avalon Hill** is making available in a special expansion kit a new deck of 48 Events cards including 25 printed Treachery, Gates At Sea, Refuge, Vexillating 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.

**AN IMPORTANT NOTICE TO ELITE CLUB TICKET HOLDERS**

Good news for Elite Club members. From now on your Elite Club Discount coupons are good toward the Mail order purchase of any Avalon Hill game direct from Avalon Hill—not just the Mail Order only variety.

Discounts are applicable only to those members of the Elite Club who staple their 1977 calendar year Elite Club ticket to their order. Used or lost Elite Club tickets are not replaced under any circumstances.

You too can become a member of the Elite Club. To qualify you must place a mail order for any six Avalon Hill games. No discounts apply to this qualifying order. When placing such an order be sure to ask for your Elite Club membership card/tickets to insure we don't forget.

You'll then be a lifetime member of the Avalon Hill Elite Club & eligible for discounts on games purchased directly from Avalon Hill every year for the rest of your life—PROVIDING you don't lose the membership card. Absolutely no lost cards will be replaced.

This offer does not include a free subscription to the **GENERAL**, and is not to be confused with the initial offering made in 1974. Your game order must total at least $50 to qualify you for membership and can not include any game more than once.

**SPORTS GAMERS ANONYMOUS**

Psst! Hey, you. The one with the copy of **Football Strategy** hidden inside your Panzerblitz box. There's a new magazine coming out for people just like you, who like to play and discuss any of Avalon Hill's line of sports games (and we mean the Sports Illustrated and 3M games, too). We haven't got a name yet, but we've got lots of good ideas. I'll bet you have, too. If you are a real sports game nut, we think you can write, drop us a line. We need contributors, and club news, too, for our first issue to appear this fall.

Ssh! Not so loud. I know you're interested, but put it down on paper, and mail it to me, B.C. Milligan, Sports Editor, The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, Md. 21214. And hey, buddy, Tell all your pals, right?

**ORDER BY PHONE**

We will now accept game orders by phone from those individuals with currently valid **MASTERCHARGE**, **BANKAMERICAN** (VISA), or **AMERICAN EXPRESS** credit cards. The number to call is 301-254-5380. Ask for Clo Newton or ext. 34 and state that you wish to place an order for a game. You must give the order taker the number, expiration date, and name of your credit card along with your order and shipping address.

Phone orders are available every Monday—Friday from 8:30 AM to 5 PM. Absolutely no collect phone calls can be accepted.
STALINGRAD - Part 2

RUSSIAN: Tom Baruth
GERMAN: Joe Angiolillo
COMMENTARY: Paul Bakulski

We pick up our Series Replay with the Russian February 1942 move. At this point in the game you'll recall from our October issue that the commentator had given the Germans the edge. The conclusion of the Replay below demonstrates why judges have such a hard time adjudicating games in face to face tournaments.

Russian February Move: I anticipated a possible attack against Dnepr-Petrovsk but I also figured that the Germans might shed a little blood if they tried it. Not only was Russian blood the only liquid flowing, but my 64th Infantry is in trouble next turn. For weather next turn I think mud would be ideal allowing me to get a 2-3-6 to the front in the south yet preventing a 3-1 against Smolensk.

German March Move: What luck! Clear weather means the panzers roll again. The Russians solidified considerably during the winter. Smolensk is a good target since it flanks the Divina. I must also keep up the pressure in the south. Prospects are increasing; I'll still play conservatively.

Neutral Comment: Two units should have been placed at U28 to prevent the 3-1 on Smolensk. The Divina is still sucking up too many units. There is nothing I would change about the German move. This is a low point in Russian fortunes.

Russian March Move: Well, so much for building up the Russian army—the Germans keep getting stronger as the Russians keep getting weaker. They just are not being made to pay for the ground they are gaining. My troops seem to collapse every time they defend against a 3-1 attack from a doubled position! As much as I hate to keep a valuable unit like the 4th Cavalry in the back lines this turn, if I get mud in April I would be unable to reach U11 with that unit and the Ugra River would fall. Concerning the Divina, I can't make the river 3-1 proof, but I hope any attack there will look uninviting and costly.

German April Move: Last turn was the best March '42 I've had. There are numerous options available: R24, S25, BB29, and FF28. If only I had placed 2 and 2R on FF26 with units on Z27 and BB27, I could assault H27 (or have increased the pressure at least). I may be wrong in choosing to break the Divina now instead of plunging along with my southern strategy, but it will force the Russian to sacrifice one more unit next turn. A 2-1 against KK27 with the PBM table allows me to flank Stalin with little change of loss.

Neutral Comment: This may be the turning point. In my opinion the German should have pressed his advantage in the south, where (thanks to Russian withdrawals on diagrams 4 and 9) the Germans is 2 or 3 turns ahead of schedule. Since Stalin is 3-1 proof, the choice is between FF28 and Kursk. True, Kursk is about to be surrounded, but CC29 is valuable real estate. But more important, as the German in this game, I want all those Russians along the Divina, not all those Germans. Those Divina Russians will now turn up on the Luga and in front of Moscow.

German March '42—Although the Russian receives three new units as reinforcements (34 and 15 Armies) he is about to suffer his worst turn in the game. The Russian 6th Armor is kept busy playing a form of tag with FX4 near Lake Ozero while the 16th Infantry must garrison Leningrad against any force of 9R from Helsinki. And now the weather changes to Clear.

German April '42—The German makes a sudden change in emphasis, attacking the 10th Infantry at 4-1 and breaking the Divina but at considerable expense. The German 26th & 28th Infantry fall in the Exchange as do 1R & 3R in the accompanying 1-3 solo. With all their armor on the Divina the German attacks elsewhere lack punch. A 2-1 vs the 14th near Stalin is repulsed, but the German still manages to eliminate the three delaying units although only the 7th was AV'sd. The Russian faces problems on his flanks as FX4 is lost in the far north and the Rumanian Cavalry has crossed the Kerch Straits in the south.
German May '42—The Russian continues his good fortune on the Finnish front eliminating the FX4 at 2-1. The Russian has yet to get a result other than DE in the north. The Germans are not so fortunate.

Lastly, too many soak-offs are required to assault the Divina at this point. The 2-1 at KK27 shows that Joe is less sanguine than myself.

Russian April Move: The Germans finally paid for the ground gained on the Divina assault. It would be very helpful for the last stand through the coming winter if I can reduce the German army by similar exchanges and soak-offs, as nothing slows them down more than not having adequate strength on all fronts when reduced mobility sets in. In the coming turns I must try to hold on to the Don and the upper Volga for as long as possible, because it is disastrous to have the Russian front cut in half before winter. I couldn’t resist the best chance I may have to get rid of that pesky Finnish 4th Corps. All three of my units can return to front line positions next turn, thus only being away from the front for a single turn.

German May Move: Attacking the Divina was a mistake. Resistance is stiffening everywhere. I have lost my Finnish threat with little compensation. My southern offensive has stalled. It’s time for another 2-1 on KK27. The rest of the attacks must be 5-1 or better to make up for the losses in the event that the 2-1 is defeated. I have few units to place in reserve, so my favorite tactic, the indirect approach, will have to take a back seat to the attacks.

Neutral Comment: As the tone of the respective comments indicate, last turn seems to have turned things around. Tom continues his solid play. Joe should have scraped up a 7-1 against the Russian 2nd Armor. It’s hardly a lost game for the German at this point, however; the German is still a turn ahead of schedule. But a big decision is going to have to be made if a 2-1 presents itself on the Don or lower Donets. Also, soak-offs are going to have to be avoided and DElim’s hoped for on 3-1’s and 5-1’s.

Russian May Move: My luck was good again this turn and the German hordes are finally being dwindled a bit. I hate to see Stalingrad fall next turn, but I can at least make Joe think twice about taking the surrounded attack.

German June Move: Automatons are few and far between. Stalingrad must go, and I must regain my southern thrust. Capturing the Kursk-Kharkov-Stalingrad railway and thrusting for Moscow and then Stalingrad seems to be my best chance. I have made their 5-1 vs the 2nd Armor toss only a DB2 and the repeated 2-1 in the south eliminates the 43rd & 48th Infantry in a ½ AE. The 5-1 vs Kursk does destroy the 17th Infantry as do AVs vs 15th Armor and 2nd

Russian July '42—The dice are not kind to the Germans. Aside from AVs vs the 2nd & 15th Armor, the Russian loses only the 14th in a 5-1 surrounded, doubled exchange at Stalingrad. The Italian Infantry

survives the 1-2 soakoff vs the Russian 8th, but so does the Russian 11th and it was attacked at 5-1 odds!

German July '42—Again the German luck fails him in his quest for Russian casualties. Only the AVs vs the three 2-3-0’s shed any blood, the Russian 1st & 3rd Armor escaping 3-1’s with DB2’s. The Russians will grow stronger in July.
good headway this game but the Russian bayonets are glistening everywhere since the Divina turned red. I fear the worst is yet to come.

Russian June Move: Russian citizens are cheering in the streets of Moscow at news of further Soviet victories. For the next turn I am somewhat afraid of a possible low-odds assault against my 3rd Infantry and a possible breakthrough there. Even worse would be an early collapse of the Don. If I can hold on there until at least September things will begin to look promising.

German July Move: The Soviet army is rebuilding at almost twice the rate I can inflict casualties and my German forces are dwindling. I must conserve units and make one final thrust with less than 3-1 attacks just before winter. The target is Moscow. I must get one more turn of good luck and then prepare for the inevitable, ultimate risk.

Neutral Comment: After last turn's results, a 1-1 against SS3 is an intelligent risk. The attack on F28 will expose G22, attacking U31 from I30 and V30 (advancing after combat) is often done at this point.

Russian July Move: My good luck on the 3-1 attacks resulted in a much-needed rebuilding of the Russian army. It was very tempting to knock off the Rumanian Cavalry this turn, but it would have left Rostov defended by a single 5-7-4. At a risk of only 14 factors Joe could try a 1-1 there with a 50% chance of success and a serious blow to the Stalingrad defense.

German August Move: Woe is me! The Russian begins his end run. There are numerous attacks possible but nothing to attack them with. I'll attack as much as possible and hope to hamaze Moscow next turn. Moscow may fall with extremely good luck, paving the way to assault or isolate Leningrad during the winter. But even with this strategy, Stalingrad looks impregnable.

Neutral Comment: The Russian front is coagulating after the last two turns. The German needs to make and win a low-odds attack. But where? Q32 entrenches Moscow and opens up 3-1's in that area; or A33 gives many, many 3-1's for a long time; or H3 yields panic in Stalingrad. My own preference would be Q32 at 2-1. Apparently we disagree.

Russian August Move: I am really getting backed up against the wall but the winter is approaching, thank goodness. With full mobility and possession of the Kursk-Kharkov railroad, those German armored units can strike just about anywhere on the board, making it impossible to 3-1 proof all river lines. I would like to fortify the Don and Volga more, but I can't afford to give inexpensive shots at Moscow and L30 (adjacent to Leningrad).

German September Move: I've prepared for this for the last three turns. Moscow is finally adjacent to my army. By assailling Moscow, I will, in effect eliminate six Russian factors in replacements, plus anything I can kill in the city. What's best? Three 1-2's risk the least factors. One 1-1 gives the best chance, and the worst chance to win the game. Two 1-2's and a 2-1 give the best chance of staying adjacent to the city, and causing Tom a number of problems. That's the only solution I can think of that will keep the Russian army from getting stronger and stronger.

Neutral Comment: Tom's defense this turn does not lend itself to any low odds attacks worth taking. The

GERMAN AUGUST '42-The German is again unable to parry a DE on his 3-1 and loses the 4th & 6th Infantry in exchange for the Russian 2nd in crossing the Oboi River. Elsewhere the Russian loses his 10th Infantry in a 3-1 in front of Moscow as well as the three 2-3-6's to AV's. The Russian lost 22 factors—exactly what he brought on in reinforcements while the German lost 8. The German shows a net loss of 3 factors for August in his attrition ratio vis-a-vis the Russians.

Russian September Move: I'm glad I fortified Moscow in anticipation of a possible assault there. I didn't really expect to see such masses of German armor risked on such a venture. However, Joe is definitely a bold player—the fall of Moscow this turn would have really jolted my defense, but then heavy losses of the German armor in an unsuccessful assault would have all but crushed German chances. The Don line is crumbling, but I held on there as long as hoped for.

German October Move: The luck last turn was very good. What would Tom have done if the first die roll had been a D Back 2? I accomplished my objective of weakening the Russian army since sixteen defense factors were eliminated and only twelve available through replacement.

The big question is what to do now? Moscow looks too strong. The weather may change and I must take account of all eventualities. Hence a panzer reserve is needed just north of Smolensk. My other two objectives of breaking the Don and reducing the Russian army are filled by a 3-1 and "sneaky" 1-2. If they both work I will have a chance to win the game by taking Stalingrad and surrounding the remainder of the Russian army in the north after taking Moscow during the winter.

Neutral Comments: The 1-2 against Rostov is excellent. Are things desperate enough to 1-1 Moscow? Is it better to 3-1 Q32 from Q31 and R31. The Italian unit on Y35 is weak.

Russian October Move: It is a definite relief to not have to worry about the possibility of clear weather for a while. Joe has his armor pretty well located for maximum threat, after which he will have to commit
GERMAN OCT '42—The Russian counterattacked the German 9th Armor near Moscow at 3-1 and forced it back while losing the 9th in a 1-6 soakoff. Faced with 40 factors in Moscow the German backs off it. Then my winter offensive can start in earnest. I expect another assault on Moscow next turn because Joe's position will not improve by waiting. I was happy to see the Italian unit alone on V35 because it was possible to simultaneously attack it and secure the southeastern flank of Moscow behind a river line.

German November Move: The worst thing that could have happened did. I did not get the die rolls I needed in both the combat and weather portions of the turn. I must get a centralized position for my panzers and eliminate as many Russians as possible. In other words, it's banzai time. Moscow must be hit. The south is weak and the Luga can also be hit since it is frozen over. I must get good luck and attack everything. But most of all, I must occupy Moscow, giving me more mobility in the winter than Tom; and weakening his army to boot.

Neutral Comments: I usually like attacking the Luga less than the Diviza (since it is the best defensive position of all, Leningrad, still remains). At this point in the game, losing 20 German factors at Moscow hurts as much as losing 40, so make the 1-1. How about another 1-2 against Rostov (with the sneaky DB2)?

Russian November Move: Well, I think the combat results this turn mark the final turning of the tide. Moscow and Leningrad are relatively safe for a while. The German army is too dissipated to sustain a substantial drive against more than one or two of the three cities, and there is not enough time to take one and then move on to the next.

FINAL REMARKS

Russian Comments: My basic philosophy as the Russian in this game is to give up ground as slowly and withdraws his armor NW of Smolensk so as to be able to threaten both Moscow & Leningrad in November regardless of the weather. However, his thinly held front can ill afford 29 factors in the rear. Elsewhere the customary AVs vs the Russian armor take place and the 17th Infantry is eliminated at 3-1. A bold 1-2 vs Rostov with the Hungarians is repulsed.

GERMAN NOV '42—The Russian counterattacks to regain the Oka River and destroys the Italian Cavalry with yet another in his series of uninterrupted DEs. The November snow & limit movement and lead to some strange attacks. Uppermost among them is the 1-2 Exchange at Moscow costing the Germans 26 factors and still not gaining the city. Aside from the customary delaying AVs the German causes no further casualties, settling for DB2's in a 4-1 vs the 4th Armor and a 3-1 vs the 4th Infantry. In addition, a Hungarian unit is lost in a 1-2 soakoff near Leningrad. The German has lost 23 factors to the Russians' 20 and is no closer to taking a major city. The Russian counteroffensive is about to begin.
as possible without undue sacrifice of units. It is often tempting in the early part of the game to throw another delaying unit out in the open rather than falling back to a better defensive position, and the full effect of that is not felt until later in the game when Russian units are scarce and the front line is long.

I think Joe's aggressive play with the Germans is the most successful way to defeat a competent Russian. Not only is an occasional low-odds attack a good way to make an unanticipated breakthrough and disrupt the German player's careful plans, but I think that just the knowledge that the German might at any time risk a low odds attack causes the Russian to give up certain concessions. I found myself overfortifying certain crucial sectors of my line to prevent even low odds attacks there, and consequently giving better opportunities against other sectors of my line.

German Comments: Tom is a competent, experienced STALINGRAD player. Against this combination the German player cannot win on tactics alone. All the dirty tricks in the world, correctly executed only give a slight edge to the attacker. Solid play can only be beaten by more solid play.

And this is where I went wrong. When you first master STALINGRAD, you understand defensive tactics, offensive tactics, and the end game. As you become a better tournament player, you develop a good opening, but the middle game can only be understood after hundreds of hours of experience against as many competent Russian opponents as possible.

As the German player you want the Russian to oversolidify the Divina during the middle game, and you shouldn't attack it with your main strength if the Russian is weaker elsewhere. As I have learned from Paul (Bakulski) after hours of analysis of this game, the German usually wins the game by breaking the Don and with it Russian mobility and communications during the middle game—he doesn't try to do this, the Russian player naturally gives him this area because the Moscow-Leningrad and Stalingrad-Rostov sectors are so much more important.

Neutral Comment: The Series Replay pretty much speaks for itself. Early anniversary German losses (at BB14, the 1-1 on the Prut, the soak-off near Lwow) were offset by unexpected Russian withdrawals from the Neman and Dniepr. I feel the German had the upper hand until the disastrous attack on the Divina. After that point it became necessary to gamble on a well placed low odds attack or two.

EPILOGUE

The game was won by Tom after three more furious turns of attack and counterattack, and when the smoke cleared, Joe could not take Leningrad or Moscow by the end of the game. In the rematch Joe barely squeezed out a victory with the Russians so that neither player gained or lost AREA points as a result of their BMB match, but they did gain a great deal of experience and satisfaction that they played excellent games.

THE GENERAL BINDERS

These binders are ruggedly constructed in attractive red leather finish vinyl, with gold embossed logos of THE GENERAL and the Avalon Hill Game Company located on the front and spine. Each binder measures 9" x 12" x 1/2" and holds twelve (12) copies of THE GENERAL. Spring-steel retaining wires hold the issues firmly in place, yet your magazines are not damaged in any way, and can easily be removed from the binder at your desire. The binders are available from Avalon Hill for $5 plus $1.50 postage. Maryland residents please add 5% state sales tax.
The history of the JUTLAND game is a trifle sad. It emerged from the stable for the first time in the late 1960s—a product of the early pen of Jim Duniong whose work has developed such strength since. Even when first published it did not feature at the top of the sales rankings, and for most of its first edition existence it was probably close to the bottom of the list. It was discontinued as part of the AH streamlining policy, which retrenchment also affected other games like 1914 and Guadalcanal. Later still, it was re-introduced, as a mail order game, with some rules revisions and the inclusion of new mini-games. Even at the time of its reproduction, it was described (in The General volume 11 number 3) as "... excessively long... still operates on the honour system during the search procedure... still requires a large flat surface on which to play... no PB M system". An honest appraisal by AH, but hardly one calculated to inspire widespread purchases. Small wonder, in the face of such a game, that it is still hardly a best-seller; had the purchase in the face of such a game, that it is still hardly a best-seller; had the

So believe me when I say I am not just being stubborn—blow the dust off the forgotten JUTLAND box: as with so many things, there is another way of looking at it. I hope this article, which describes the postal rules and procedures, will resurrect interest in what is potentially a fine game.

Search.

One of the principal faults with the ftf game is the inordinate length and tedium of the search procedure, coupled with an unsatisfactory offshore which gives the players 'partial intelligence'—approximate information, which they should not form the basis of the location of the enemy fleet. The concepts of 'scouting' and 'patrolling' don't really enter into the ftf game: each player can do little but hope that his guesses prove correct and that, when two opposing forces happen to stumble across each other, his guns will be bigger than the ones the other can bring to bear.

In the postal game the mechanics are simple and use the standard AH search sheets, but they remove unwanted intelligence elements and speed up search, in terms of player time, that is. Both fleets start in port at 0100 hours on 30th May. For every hour of search procedure, each commander writes orders for the hour and sends them to the monitor—a third, neutral party who must not only be familiar with the game but must also have patience and forbearance in plenty, for he must see the whole picture yet take no part in it and it is his task to send immediate and individual reports to the opposing sides. The monitor must be prepared to act quickly; nothing harms a postal game more than slow response from the monitor and in a game of this length the maintenance of player-interest is vital. The monitor plots the moves and then sends a report to each commander, advising of any contact, details of U-Boat attack etc. He also tells the players what 'continue search procedure', 'start battle procedure' etc.

This system, though it solves the intelligence problem and forces players to be more careful and use more ingenuity in scouting out the enemy, can still be tedious in the early phases of the game. At the start, therefore, the monitor asks for, not one, but seven sets of search orders, one for each of the first ten search hours. He plots these one by one and 'stops the clock' as necessary. If there is no sighting during this time, he advises players accordingly and asks for orders for the next period, which is probably five hours rather than ten (the forces being by then much closer), and this procedure continues at five-hour intervals, or as amended by the monitor, until sighting does occur. When it does, he 'stops the clock' and starts battle procedure which is described below.

Difficulties can arise, during the period before capital ships come into contact, from U-Boat movement and airship sightings. Clearly this sort of information must be relayed back to the Admirals and they should be allowed to react after a short game-time delay. The rules leave this area very much to the discretion of the monitor, but suggest that he plots movements up to and including the hour of sighting, plots one additional search hour movement and then stops the clock and reports to the players, the additional hour representing the time taken for the new information to be fed back to Admirals and for them to react with new orders.

EXAMPLE: At the start of a game both sides send orders for 0100-0600 inclusive. No sightings occur during that time so the monitor then asks for orders for 0600-1100 inclusive. When these are plotted, the monitor sees that a German airship sights some British capital ships in the 1200 turn; he therefore plots up to and including 1300, ignoring orders for the two remaining hours, and informs the players. He will then ask them to send orders for 1400-1900 inclusive.

Above all, the monitor must be flexible and thoughtful. He must at once bear in mind the necessity to keep the game flowing, but at the same time must not reveal more information than realism permits, nor must he give hints, implicit or explicit. To ask for orders for only the next search hour when opposing fleets are close may seem sensible, but if that request comes after a series of requests for five hours' orders, it can in fact convey too much information, implicitly to the players who could react accordingly. Of course, if the players already know that the fleets are close (e.g. as a result of airship sightings) no secrets would be given away. There is a case, in certain circumstances, for asking the British to provide orders for five hours (they may know of an airship's proximity but have no information on the positions of surface vessels), the Germans (who have a lot more information) for only one or two. Obviously the reports to each side are different. I have often re-typed a report because it seemed to me there was a danger of a player inferring more than I had intended. The Fairy Godmother never had it this difficult.
Players must send orders which are clear and unambiguous. Fast search speed ships must be given two or three hexes to move for the first time every 24 hours, if required by the player, unless the course makes the intervening hex obvious. The postal version allows full use of the German airships, which again must be given two hexes per hour if normal movement is required. Airships may be used more than once an hour to be ordered out again after a 3-hour refuelling period. Airships which sight British ships will always be sighted by those ships and the event will be reported to both players.

Again, the postal version allows full use of U-Boats which may initially be placed in the search hexes desired by their commander. Orders for U-Boat actions must clearly state what happens if British ships enter the same hex; the monitor should accept conditional orders here—the U-Boat commander may wish, for example, to attack unescorted BBs but would turn away if there were DDs present. Similarly the British ships must be given orders by their commanders indicating the action they would take in the event of a U-Boat attack.

Although U-Boat movement conforms to the normal rules, complications can arise if a U-Boat commander was visually unable to coordinate his movement and continued on course exceeding its normal movement limit. This sort of complication is again handled by the monitor. Generally, the turn-away arising from one search hour is counted as the movement for the next search hour, but turn-away could occur again and create the situation in which the U-Boat is moving every hour. In such a case the monitor would inform the German commander that no movement of any sort is permitted that U-Boat for a specified number of hours, in order to restore the average movement rate. This forces the German commander to either attack when sighting British forces, whatever the composition of the forces, or to order his ship 'to the bottom' so that it stays in the same search hex for a given period and does not sight enemy ships during that period (nor is it sighted by the British).

If a U-Boat sights and attacks a British force, the presence of the U-Boat is always reported to the British commander even if the attack is indecisive. A U-Boat which turns away on sighting the enemy, however, is given a 50% chance of escaping without being spotted and the monitor will roll a die to resolve this. At night the U-Boat is never spotted.

In my experience the system is smooth and reasonably fast-moving—it creates an interesting battle of wits not so effectively generated in fift play. Airships, U-Boats and fast, light, scouting forces assume much more significant roles than in the normal fift game—indeed I gather they are often le 'in the box' in fift play, which is a great pity.

**The Team Game.**

Taking time off from the rules for a moment, one of Ken Norris' important innovations was the use of teams in the game. The first JUTLAND games had three or four players on each side—one commander-in-chief who determined overall strategy and policy, and subordinate commanders who tried to execute that policy without driving their ships into each other. The CinC had the task of allocating all the ships available to commanders in his flotilla and seeing that they were well distributed among the commanders. Orders were sent by each commander direct to the monitor and an obedient subordinate sent a copy to his CinC, despite the additional postage cost (actually I think that nicey could be dispensed with; if a commander isn't going to do the right thing, he won't send in orders so early that his CinC has time to amend them, and anyway there is nothing approaching realism in this). There was a chance that a commander would, deliberately or accidentally, depart from the letter or spirit of his CinC's intentions and this might reduce the effectiveness of coordination, to say nothing of the morale, of that team. There are those who dislike the 'team' concept because of the uncertainty it adds, just as there are those who dislike the anonymity rule because of the reduced effectiveness of coordination. For my part, I welcome it and leave others to make their choice.

Given a team situation, though, it was even more important for commanders to coordinate their movement in battle otherwise a collision between friendly ships was a real and awful possibility. I remember one search operation where the German commander failed to send in orders by the deadline and his ships steamed full speed ahead as before, only to run smack into a BC squadron moving across their bows; an interesting departure for any game, and one which is not without its real-life parallel.

In the early games each commander retained control of the force of ships initially allocated to him throughout the game; this led, when battle was joined, to some of the players whose ships were elsewhere not taking part in the action and in these circumstances the commander was oftenとなって興味を持た。It's not much fun spectating a battle in which none of your own ships are involved, particularly if the action is prolonged. I suspect this factor, more than any other, was responsible for the failure of some of the early games when players decided they had seen enough. Recently, I have introduced a new ruling which forces each CinC to reallocate all ships involved in an action at the start of that action and in such a way that every player in each team is responsible for one of the ships involved. I suppose a case will arise in which there appears to be a problem, and I am prepared for the sake of continuity perhaps we had better stick to it. The west-east grid consists of the numbers 1 to 180 inclusive across the top of the hex; the north-south grid consists of the numbers 1 to 208 inclusive down the west side. The square 1/1 is, of course, well outside the hex itself at the top left corner of the paper. As check points, the small square whose southwest corner is also the southwest vertex of the hex is 1/156; the small squares around the centre of the hex, starting in the north-west and moving clockwise, are 90/104, 91/105, 92/106 and 93/107 respectively.

The graph paper is used for all battles. On it, monitor and players plot the positions of each ship involved (use very soft pencil and have a good eraser—the sheet gets a lot of use!) Sometimes the monitor's copy will have more information than the players’—some ships which the monitor will plot may be beyond visibility of their enemy and therefore their presence is not reported by the monitor. When the postal Jutland games started, clear film coverings and inks for marking them were relative novelties, but nowadays the pencil and eraser are rarely out of use. If you use a clear film covering on the battle sheet and spirit pens or whatever to mark it, make sure the markings can be completely erased otherwise the sheet will not last many actions. Of course, if action spills over into two hexes, an additional sheet is needed and the game is true if two simultaneous actions are taking place in different search hexes. Players usually manage to get by with a single sheet but the monitor will need two or three in most games.

Since each small square represents 200 yards square, only one capital ship, CL squadron or DD (flotilla) can be placed in each square at any one time. Further, occupation of adjacent small squares is prohibited—at least one square of clear water must be left between neighbouring capital ships, squadrons or flotillas. This is not because the ships were more than 300 yards long (though a DD (flotilla) was) but to represent allowance for manoeuvring space. Some monitors may prefer not to use this restriction, while others with more information than I have will determine which British and German naval doctrine had to say about the matter at the time, and reflect it in their rules.

The target grid is measured with a ruler marked in tenths of an inch and placed so as to join the centre of the target square to the centre of the square occupied by the attacking ship; the distance in inches is converted to game yards by multiplying by 200. Thus ships 3.6' apart on the battle chart are 72 game yards apart.

Movement on the battle chart is straightforward. One basic movement factor of a ship allows it to move through 3 small squares orthogonally; diagonal movement counts 1½; further, a ship may not move out of the space it occupies. If a player's ship is hit, he may move one time. Further, occupation of adjacent small squares is prohibited—at least one square of clear water must be left between neighbouring capital ships, squadrons or flotillas. This is not because the ships were more than 300 yards long (though a DD (flotilla) was) but to represent allowance for manoeuvring space. Some monitors may prefer not to use this restriction, while others with more information than I have will determine which British and German naval doctrine had to say about the matter at the time, and reflect it in their rules.

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degrees each time. The minimum turning circle for capital ships is therefore 9 small squares or 1800
of an hour. A turn through 45 degrees from the last
the direction of sailing is permitted at the start of the M&F phase.
EXAMPLE: Tiger starts a M&F phase in 6/96. She moves east to 9/96, south to 9/97, 11/98, 12/98, south to
102, south-west through 11/103, 10/104, 9/105 and
finally west to 6/96. This reverses her course and total
movement is 108 (1 side x 0.5 plus 6 diagonal 0.5) = 18. Since Tiger has a movement factor of 12 she
could, for example, move 18 more small squares due

Light ships (See 1974 A4 rules page 8, Maneuver paragraph 4) have smaller turning circles
than capital ships; they need move only one small
square between 45 degree changes of course.

It is the responsibility of the monitor to determine the initial positions of opposing forces on
the battle chart at the opening of in-hex hostilities;
here again, flexibility (and perhaps a knowledge of
basic geometry) is necessary. The normal procedure
is to enter the ships on the battle chart at the point
at which sighting first occurs, then move them one
M&F phase. For this reason—and as in the search
procedure there is a “reaction time”—the first hour of
any action has seven M&F phases rather than the usual six, the first being in reality
regarded as the last portion of the previous search
hour—those few minutes during which initial
sighting are confirmed and everyone wonders
what to do. This means that ships will already be within
sighting distance of each other, but usually not
within firing range, which is as it should be given
normal visibility. However, if opposing forces enter
the same hex through adjacent hex sides, for
example, the leading ships or ships ‘on the wings’
might already be within firing range; this
is unreasonable, so the monitor should adjust the
initial positions of the ships in accordance with the
circumstances, and this is where flexibility and
common sense come in. Sometimes he might even
decide that it would be more reasonable, in a
particular case, to place the ships in positions on adjacent
battle hexes and have sighting and even firing
crossing the hex side between; gamers will want
to avoid this when possible—it increases the amount of
paper and could confuse everyone.

The initial placement of ships can be a tricky business and may demand geometrical skill if it is to
be absolutely accurate. However, perhaps absolute
accuracy is not required (it certainly doesn’t take
place on the carpet on the if game, and Cinderella’s
slipper didn’t fit all that well or it wouldn’t have
come off). Generally speaking, the guiding principle
can be summed up in the sequence:

a) determine which ships of opposing sides are the
first to sight each other
b) place them in position so that the distance
between them is equal to the current visibility,
remembering that the central axis of advance of
each force is the hex line. The hex line must
be the closest to the mid-point of the appropriate ‘flat’ of the hex
c) place other ships in each force in their correct
positions relative to the sighting ships; resolve
one round of fire if ships are within firing range
d) move all ships one M&F phase in the direction of
advance
e) if ships are in firing range execute one round of
fire
f) report to players and ask for orders for the next
M&F phase.

It’s much easier than it sounds—honest!
As you will see from the above, each commander
is asked, early in the game and long before there is
any possibility of action, to lodge with the monitor
provisional gunnery orders for each of his ships. The
monitor can then use these if it turns out that ships
can’t bring a chance to fire on each other (perhaps
the visibility has been reduced); this saves time
and perhaps reflects initial reactions in the face of an
unseen enemy, since it is not possible to accurately
reflect various possibilities—e.g. ‘fire on closest
enemy capital ship, BB rather than BC if both are
available targets at approximately the same range’.

Other information which the monitor needs from
all players, before there is any ship-to-ship action,
concerns the composition and condition of
task forces controlled by each commander. This
information should include the number of columns,
the names of the ships and their positions in the
columns, distances between columns and between
ships of the same column, position of DD flotillas
etc.

During battle, the respective commanders send
their movement and gunnery orders to the monitor
in the same way as search orders. For ship
movement, the orders must say not only where the
ship ends its movement but also the
squares of each straight section are sufficient). If a
commander fails to order his ships, it is assumed
that the guys on board will continue to obey the last
orders they received and will duplicate the move
made in the previous M&F phase. Gunnery
instructions should state the name of the firing ship,
the previous position of the target ship (since the
name of the opposing ship will not be known, and
movement is simultaneous) and the number of
factors firing. If several ships are to combine fire
against a single target, this must be stated. A
commander is allowed to write gunnery priorities
for example ‘Agincourt fires 14 factors at nearest
BB; if no BB in range, fire on nearest BC; if no
capital ships in range, fire at nearest light ship’. It
might be argued that conditional instructions of this
sort should not be allowed in gunnery—that guns
will already have been aimed at a particular target
and the fire will be less effective if the target
is changed in the middle of a 10-minute M&F phase.
This is really up to the monitor, but for my part I
think little purpose would be served in complicating
the issue at this stage. That completes the descrip-
tion of the M&F and RM&F phases. Information
important to the players are, I think, fairly obvious and
of course each team gets an individual report. I have
found this process quite simple, and indeed
fascinating, to operate; it is much better than the iff
game procedure, and this counts for a lot in
JUTLAND.

Optional Rules.
Use or otherwise of the optional rules is really at
the discretion of the monitor. We have found only
one change desirable—visibility is ascertained each
search turn rather than each battle turn; this is really
only for convenience in play and admirably
represents a departure from realism, so another
monitor may decide to retain the original. Fast
Search Speed, German Submarines, German Air
Reconnaissance, Reduced Visibility, Wind Direc-
tion, Extraordinary Damage are all rules generally
incorporated in the postal version, while the practice
has been to leave out British Sweep (taken care of in
the revised search procedure, effectively), Additional
British Forces and Redistribution of British Forces.
Ammunition Supply Limitations are generally
ignored, but Smokescreens are included

JUTLAND. The revised D-DA Y rules sell for
$2.00 plus postage costs, and are available only by mail from
Avalon Hill. Due to overstock and the slowdown with which
the rules have been published, these rules will not be found in
current D-DAY games on the retail shelves for several years. If you order a D-DA
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 order. Maryland residents add 5% state sales tax.
It has been my observation, no adequate work or article oriented toward British strategies in the 1776 Campaign Simulation Game (CSG) has yet appeared. In fact, Crown conduct of the war has so far been treated only as an aside to, or as part of, comment generally devoted to American technique. Further, most of these same writings also represent British strategies as necessarily containing significant actions in 1776—the first year of the war—while at the same time reflecting an opinion only the Continentals must be patient to win; a misleading theme at best (at least in view of my experiences with the game).

It is believed the cause of this shortcoming is a subconscious form of patriotism on the part of player/contributor, coupled with a general feeling the British have an “easier go of it.” To implement a winning strategy, the Crown forces must also “bide their time,” with no major actions initiated until the spring of ’77—the second year of the war. The British, in my opinion, have the uphill strategy—not the Americans—and consequently must be meticulous in preparation for the offensive.

Before proceeding, two constraints which apply to this paper should be mentioned. The CSG Rules (Second Edition) less Continental Navy, and Inverted and Decoy Counters apply. Also, it is well realized elements of this dissertation could easily be expanded to articles in their own right, however, the article will only address a need for British patience during the first year of the war, regardless of long-term strategies.

Arguments in support of the above may be divided into three broad categories: strategies involved, manpower to sustain these strategies, and supporting logistics. Each is discussed, in turn, below.

The conflict is one wherein conventional forces, the English, operate against guerrilla elements, the Colonies, in a rugged, distant land favorable to the highly mobile (extra Movement Factor (MF)) and resulting elusive enemy. To alleviate—or at least temper—the problems inherent therein, the British must, first, establish a strong front with one area being cleared before moving on to the next. To campaign effectively against the elusive Continentals, the Crown forces must employ multiple, strong (secure 2:1 or better combat ratio odds as well as balance an occasional “bad” die roll), mutually supporting (where possible) columns, operating on axis with multiple objectives. The fleet also represents a potential “column” where Class 2 or 3 rivers are available. Obviously, the manpower and logistics base required to support strategy is large.

For all practical purposes, British strength has an effective ceiling while American manpower is potentially unlimited. The bulk of the British forces arrive during the first year of the war. After that, their manpower allocations are small enough not to be considered worthwhile in constituting a large (strong) force/column. Those elements arriving after the first year are sufficient only to “fill out” major columns which have suffered casualties—nothing more. The Crown must allocate carefully those significant forces arriving during the first year. Three or four major formations should be built up in preparation for the offensive. And, to those who would argue the American army is growing stronger also, I would reply, “Winter Reduction—at the end of 1776—will provide sufficient counterbalance to this occurrence.” Winer reduction is the “equalizer” during the first year British buildup.

It is imperative the logistic support to sustain combat operations be adequate. Ports where manpower and supply units enter the theater must be properly garrisoned/defended to insure a continuous supply line to the campaigning columns. The construction of fortifications provides for favorable die roll adjustments when defending, while the construction of magazines insures continuing supply for any defending units within the fortification or in the immediate vicinity. Construction of these facilities requires, however, three Supply units; two for a Magazine and one for the Fort. An artillery unit is also a requisite for Fort construction. And it takes no great strategist to realize these resources—Artillery and Supply Units—take time to amass. As mentioned above, the British army has pretty much peaked by the beginning of the second year. Only routine combat and supply unit replacement occurs thereforward.

Again, it is emphasized the British strategy recommended above is dictated by the nature of the war being conducted. Further, this type of British strategy is dependent upon adequate and concentrated manpower (prior to conducting operations) and abundant supply. The “Redcoats” must, repeat, must be patient and “hold off” until such resources are available. This means delaying until 1777 any major maneuvers/combats.

As I move toward the end of this “treatise,” two important points must be made. First, the mental state or mental concentration of the British player is paramount. Realizing I am again replying myself, I stress patience and a methodical approach to the first year of the war. It is certainly “fun” to move out immediately against the scarce and scattered Continentals, but it is also not a “winning” method. Early on, the British cannot afford manpower losses resulting from battles at poor (less than 2:1) odds. They would never be able to field sufficiently strong columns to “trap” the enemy. The British player must be careful not to be distracted from his methods. He must not fall victim to deception by the American campaigner. Certainly the American opponent is wise enough to realize what the Britains are doing and will attempt to entice them into moves/combat which will lead them away from their plans/goals. The weakness—and that is probably an ill-chosen word—to this entire buildup operation is it leaves only nine turns in which to conduct offensive operations in quest of MVC #1. However, this necessary evil may be overcome by precise timing on the part of the British when conducting their moves/combat during these nine turns.

Finally, employment of forces in line with the above “guidance” will not guarantee a win, but will enhance the chances. As stated earlier, I believe the British have an uphill struggle. Additionally, these methods will leave the Crown player with a solid position with which to begin the third year of the war. At this point—in fact, during the second year—the strategy/tactics change also. From the spring of 1777, and on, the enemy must be pursued relentlessly and without mercy to avail oneself of the best position prior to the entry of French forces.
This can be important, though. Taking France or Italy, or even some of the Baltic countries, by the end of the offensive. The German's 3:2 advantage in BRPs spent in strategic warfare will continue.

**FRANCE:** France's BRP situation is clouded by her short stay in the game. France will likely be conquered despite having a bounty of BRPs left. That is her lot in the game. She loses because of a lack rather than BRP strength, and is better off spending her time entertaining British help than looking for places to expand her BRP base.

**RUSSIA:** There is no better example of BRP warfare and how it translates to the conducting of combat than in Russia. Germany's war with the Soviets is very dependent on economics. Even the victory conditions for the Axis reflect this. After all, the Soviets don't fall when Moscow is captured, but when they don't have the BRPs to build a 75 factorial force any more.

Some of the BRPs for Russia can come from economic expansion into the Baltic States, or into an Axis minor if the Germans have foolishly left one unengrossed early in the game. Turkey, though inviting, isn't worthwhile to attack. A wise German will make sure the Russians don't hold Turkey long enough to make it profitable. A Russian invasion there may actually help the Germans, since the Russians can't afford too many units to guard the country. A quick German thrust will take the minor in little time, possibly giving the Axis a valuable flanking position.

Saving BRPs, of course, is impossible. The Russian commander should use offensives early in the game only extremely rarely. He should also try and concentrate on building back his infantry once the invasion begins, rather than armor and air force. The latter two types of units are offensive weapons. Infantry is nearly as good as armor and better than air force on defense. For those reasons, the Russians should hoard armor and air force. In fact, keeping the air force off the front line, out of counterair range, is a good practice.

Nearly half of Russia's spendable BRPs in the years 1943-44 should come from the Allies. Without this aid, defeat is hard to avoid and victory is impossible to achieve. That means for the sake of having a route to receive those BRPs, the Russian player must be careful to defend the northern frontier for Murmansk Conway shipments and the southern frontier for Lend Lease traffic.

Once the tide turns, the Russian player should be relentless in destroying German units and winning back territory. The Russian front, because of its size, is where BRP advantage can show most quickly. A steady loss of German troops there will press her ability to rebuild and SR units back to the front.

**CONCLUSION**

As stated earlier, BRPs alone do not determine the winner of THIRD REICH. Without an advantage at the time, though, victory is nearly inescapable. Therefore BRP policy, determined beforehand, is as much as each year progresses, is mandatory. Part of the fascination for a game like THIRD REICH is that no two games are the same. That's true of how a side handles its BRPs also. Many times it will be events which determine BRP strategy, rather than the BRP strategy which determines events. But it should still be possible for a player, who has assimilated the facts in this article, to play an even larger part in the destiny of his country. He may find himself cast in the role of the BRP-rich player more often than as the poor, pitiable bankrupt one.

**VICTORY AT SEA...** Cont'd from pg 13, col. 3

5.62 No combat takes place. "Raiding" ships have no effect on a sea area—they do not hinder enemy "patrolling" ships from controlling sea areas.

5.63 Ports and bases are not affected by being surrounded by enemy sea areas; the two-turn capture rule does not begin until the turn fighting starts.

5.64 Special: SAIGON becomes a Japanese port at the end of turn 2.

5.7 STARTING THE GAME:

5.71 At the time he is moving air units. (i.e., after all patrolling ships have moved) the Japanese player announces whether he is attacking that turn. After he announces that he is attacking, he may move his units (that have not yet moved) into Allied-controlled sea areas.

5.72 The units making a surprise attack on PEARL HARBOR must be "raiders" in YOKOHAMA NAVY YARD; these units are placed in the HAWAIIAN ISLANDS at the same time that Japanese air units are moving.

5.73 The surprise attacks are executed immediately (i.e., before normal "raiders" get to move)

5.71 The Japanese do NOT get a "surprise" air raid against PEARL HARBOR if they had any ships or units based in TRUK at the beginning of that turn.

5.72 The Japanese do NOT get a surprise attack against INDONESIA if they had any ships or units based at SAIGON at the beginning of that turn.

5.733 Only the surprise attacks themselves, with no enemy return fire, are executed at this time. Subsequent rounds of combat are left for the normal resolution of combat at the end of the turn.

5.734 If the Japanese player loses a surprise attack, then he just loses that surprise attack—the units can remain in position to make normal attacks during normal combat.

5.735 As soon as the surprise attacks have been executed, the Japanese player announces whether his Pearl Harbor special raiding force is staying for normal combat. Then the Allied survivors in PEARL HARBOR may put to sea, and the United States player rolls for his "LOCATION UNCERTAIN" groups, placing them down as "patrols."

5.736 Important: The Allies immediately lose control of any sea area in which they do not have a ship or unit when the Japanese have finished their surprise attacks. Japanese "raiders" can then move through these sea areas. (This replaces rule 3.231, above.)

5.74 After the surprise attacks have been resolved, the players finish moving their marine units and "raiding" ships still in port, and the I-Boat.

5.75 Any remaining combat in the HAWAIIAN ISLANDS must be resolved first.

5.751 The United States player announces whether his forces in HAWAIIAN ISLANDS are running or fighting and the I-Boat attacks, as normal.

5.752 After two rounds of normal combat, the Japanese special striking force must retreat, which means that if the special force is present, the Japanese must retreat all the units, including any ships that were normal "raiders."

5.76 Then the combats in the rest of the board are resolved normally, and the game proceeds from there.
Letters to the Editor ...

Dear Mr. Greenwood:

As an avid gamer, the past three years have been very frustrating and encouraging to me in two respects. First, the two releases by Avalon Hill in this period have been excellent in that sophisticated and pleasurable. Secondly, the release of the Avalon Grove, Sasquash, Warcraft, and most recently D&D basic rules in 1984, to me, evidence of your continued interest in the "game".

In the General, mention was made to expansion- ing D&D as a game easily played by tile. For many of us, this is the major pitfall if not the only pitfall of D&D. Since this year, the players have been forced to go beyond the usual limits of the game. Even the most experienced players have the rules of the game, which are generally not as flexible as the rules of the basic game.

To the Editor:

Dear Sirs:

I'm just finished reading Richard Jamin-
ning's interesting and perceptive article about his "Viking" Days at the General. "Vulgar," I think Mr. Jaminning's comments enlightening and helpful. I've been following the initial set of rules for the Norse version of the Classic Military Rules.

Jaminning places the Soviet 1st and 7th armies on the Western Theater of Operations in the G-18 and the Soviet 8th Army in 19-11, in order to stress how well the Soviet forces in the West handled the five front-line Soviet forces.

Some of the information that's not over- there: All the German forces would have to do is set up a new, larger army group (Aryan) to suit Army Group North (the 4th and 5th) in G-30, along with the 2nd and 3rd Armies. Then the main army group would start the first infantry in enemy zone and F-15 (20) at the start. The key is to set up more than one infantry group and continue to move east, leading the Soviet forces to believe that the main army group is still there, and that the 18th Army is in the north of the Soviet 11th army.

Here's the trick! February-11, 9-15, the Soviets attack a weak spot in the northern army group, and if they can hold off the 15th army group, the Soviets can move in and capture the 15th army group. If the Soviets can't capture the 15th army group, they will be in a position to attack the Western Theater of Operations in the G-18 and the Soviet 8th Army in 19-11, in order to stress how well the Soviet forces in the West handled the five front-line Soviet forces.

The games must make their voices heard. With the lack of voices, there will be a need for players to contribute by the commercial success of our favorite games. The proper use of the game is much more appealing to the players than the question of "How do we play it?"

In summary, I would like to recommend publishing the game in paperback and making the game more appealing to the players than the question of "How do we play it?"

Sincerely,

Larry J. Kelly

ED. NOTE: As you're pointed out BULLGE to the Classic version of the game. However, since "(Avalon Hill's BULLGE) is probably the best command game yet released and it is both well done and excellently done as a game," and since it has been released in a second edition. However, because their rules produce a realistic depiction of the old classic come when where "the more you play the more you learn," because the rules are not based on the old classic come when where "the more you play the more you learn." Because the rules are not based on the old classic come when where "the more you play the more you learn." Because the rules are not based on the old classic come when where "the more you play the more you learn." Because the rules are not based on the old classic come when where "the more you play the more you learn." Because the rules are not based on the old classic come when where "the more you play the more you learn." Because the rules are not based on the old classic come when where "the more you play the more you learn." Because the rules are not based on the old classic come when where "the more you play the more you learn."

Avalon Hill's BULLGE is a new and improved game, and one that will be worthwhile for all who play it. It is a game that has been received very well by the players, and is a good game for those who don't have the time to play all the games in the series. The game is well worth the time and effort required to play it.

Sincerely,

Larry J. Kelly


gentlemen: Although I am a long time ARM player, I have only tried the game a few times, and I would like to try it again. I understand that you are not available to try the game, but I have heard that it is easy to set up a new game and that the rules are very easy to learn. What is the best way to try the game? I would like to try it again soon. I am excited about trying the game again, and I hope that you will be able to try it soon.

Letter from Scotland:

Dear Mr. Lawrence: In order to try the game again, I would recommend that you try it in a new place. I understand that you have tried it before, but I am not sure that you will enjoy it again. However, I hope that you will try it again soon. I am looking forward to trying the game again, and I hope that you will enjoy it.

Sincerely,

John M. Lawrence


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Sincerely,

John M. Lawrence
Q. Can the Hawaiian Islands, and the Allied base that is surrounded by enemy remain? A. Not if the fighting in that sea area has already been resolved. The Japanese player chooses the order in which battles are fought; if he chooses to resolve the fighting in an area (even if he has no ships or units there), then the units in that sea area must make any air raids there as soon as the fighting (if any) is over, or those units lose the chance to make air raids for the rest of that turn.

Q. Can a Dutch and Danish ships at Pearl Harbor or Ceylon? A. Yes, either. Only British and United States ships are restricted. Can ships and units retreat through enemy-controlled sea areas to get to a friendly port? A. No. Can the 5th A.F. in Indonesia be attacked by the surprise attack in Indonesia on turn 1? A. Yes.

Q. Suppose both Japanese and Allies have a marine unit in an area, and there is only one Allied base there—does the Japanese land first, thus doubling Allied air units in that area, or do the marines land at the same time, so the Allies keep the base? A. The Japanese capture the base first, and all the Allied air units there then have to recapture the base—the Allied air units are still gone. Can damaged air or marine units be repaired at the OPTIONAL RULES? A. No.

Q. Must the Germans maintain a 25 factor base on the East Front throughout the game? A. No—only until war with Russia.

Q. After Russia occupies East Europe, in East Europe considered part of Russia for any of the following purposes: unit construction, partisans construction or movement, first winter invasion? A. No. Q. If a unit is isolated but still in supply due to occupying a fortress hex can it still move? A. Yes, it was in supply at that section of the move.

Q. Is it legal to choose a "day action" even when you have no air strikes in the sea area, just to avoid enemy gunnery attacks? A. Yes—you may always choose day or night at your discretion, regardless of what forces you have in the area.

Q. Are replacement units counted in determining factors in contact with the enemy during an Attrition? A. No.

Q. When does the West Wall acquire fortified hex status? A. Spring, 1944.

Q. In the fall of Moscow does the empire exist? A. Yes.

Q. Is Gibraltar fall, do British units in Malta count as in the home Soviet Canal supply route since fortresses are automatically supplied? A. Yes.

Q. What losses its sustainability ability if both Stav & Gibraltar bare lost? A. Can units move directly from Britain to the hex of England? A. Yes.

Q. Do BRP losses such as losing a conquest or a Western coat against the maximum BRP a country can spend in one turn? A. Yes.

Q. Are ASW and U-Boats exchanged on a 1 for 1 basis in the Murmansk Convoy box? A. Yes—during every turn in which a convoy's passage is contested.

Q. Must the Allies wait until a Spring turn to remove ASW from the Murmansk Convoy Box? A. Yes. U-Boats and ASW-carrying ships can be taken from the SW Box to the Murmansk Box against any air raids there as soon as the fighting (if any) is over, or those units lose the chance to make air raids for the rest of that turn.

Q. In the beach hex SE of Kiel, invulnerable from the Atlantic? A. Yes.

Q. If Land Lease has been open do the Axis have to declare war on Persia before invading? A. No.

Q. Are units double on defense in cities aren't cities considered in plan terrain? A. Units are double in cities.

Q. If Germany captures Leningrad and Moscow, and later conquest Russia does Germany still get 20 BRPs plus half the Russian BRP base? A. No—a conqueror never receives more than half the base value of a country at the start of a scenario for its conquest.
Infiltrator's Report

GENCON SOUTH is being held in Jacksonville, FL on February 9-11 at the Robert Meyer Hotel. Room rates are very reasonable: $17 single and $22 double. Among the planned events are tournaments in WAR AT SCA and ARAB-ISRAELI WARS. Pre-registration information is available from Carl Smith, 3333 Santa Monica Blvd., N., Jacksonville, FL 32207.

Neil Topolnicki (right), judge of the RUSSIAN CAMPAIGN tournament, presents Larry Lippert of Sarasota, FL with first prize for the event held recently at GEN CON X.

Avalon Hill gave out some awards of its own at GEN CON to Larry Lippert of Sarasota, FL, for winning the 16 player RUSSIAN CAMPAIGN tournament and Bill Tricomi of Madison, WI, who topped our disgruntled editor and four others in besting a field of 32 in the WAR AT SEA tournament. Both winners are wargamers of 17 years standing in the hobby. Also winning Avalon Hill merchandise was John Wallor of Bellflower, CA, for winning the impromptu RAIL BARON tournament.

One of the more interesting books to cross our desk recently is The Comprehensive Guide to Board Wargaming by European author Nicholas Palmer. A noted game enthusiast and critic, Palmer got his chance to publish this fine hard cover edition by befriending a fellow DIPLOMACY enthusiast who just happened to be a book publisher. The book is 9 1/2" x 8", 224 pp, with introduction, preliminaries and chapters covering such diverse topics as strategy, tactics, winning, and an overall review list of games in print which naturally became obsolete the day after the book was published. The book includes 30 full page photographs of various games and is an ideal primer for the novice wargamer, yet makes for entertaining reading for vets too. The American edition sells for $12.50 and is available from Hippocrene Books, Inc., 171 Madison Ave., New York, NY 10016.

The Phoenix branch of OOPS has announced their 1978 tournament schedule. The events include a Strategy Olympics in January, BASEBALL STRATEGY in April, ORIGINS OF WWII in May, FOOTBALL STRATEGY League in August, and KINGMAKER in October. Those in the Phoenix area owe it to themselves to get involved in one of the best run, on-going competitive clubs going. Interested parties should call Dave Stlick at 945-6289.

The 1975-76 Avalon Hill PBM Team Championships started so long ago are approaching the end in a dead heat with the OOPS and ITHACA groups in a virtual tie with 14 of 16 games finished. The National Gaming Club of sponsor Nicky Palmer seems destined to take 3rd.

POINT OF CONFLICT at 9½ North Main St., Fairport, N.Y. is another retail establishment which reports that it has turned over a portion of its space for wargaming and encourages at least one live game being played on the premises during business hours. The store has now become a focal point for the local enthusiasts. Those interested in joining the group should write Frank Schuttee care of the above address.

Yet another wargaming group has sprung up using a retail establishment as its meeting place. The Dolphin Wargamers of Groton, CT (so named for the sub base there) met at Pat Florey's hoppy shop "The Citadel" every Saturday, Flory, a Navy man himself, will soon retire to full time skippering of his boat in the area of Pat at 445-6224 or find The CITADEL at 171 Bridge St, Groton, CT 06340.

Reports of yet another retail establishment throwing open its doors to house a local wargaming club have arrived from Manitowoc, WI where the Manitowoc Area Miniatures and Boardgames club meets on the first two Saturdays of each month in the ballroom of the One Hour Martizing store on 8th & Quay Streets. Area gamers should contact Kevin Luebke, 5806 S. Union Rd., Manitowoc, WI 54220.

INTEREST GROUP SAN FRANCISCO is now run by Steve Spoules out of his 118 Eastridge Circle, Pacifica, CA 94044 address. Meetings are held regularly every Friday evening. Among the members is our own Robert Harmon. Interested parties are requested to call (355-1853) prior to attending.

There was a heavy turnout for Contest No. 78, and judging from the number of correct entries that arrived, the lack of difficulty in obtaining the solution was a major factor. Two very important statements were left out of the instructions: 1) The Basic Game rules and set-up were to be used, & 2) Plague Event cards had no effect if drawn. If either the Advanced Game rules or the Plague cards are used in the contest there is no guaranteed solution as a noble summoned by raid and revolt in an Advanced Game has a chance of being killed and there is no set-up that can guarantee the contest objectives if a "Plague Cardigan" Event Card is drawn. Our substitute puzzle wargame, CHANCELLORSVILLE "fire through the woods" fame has again been drawn and quartered and excused from future contest designs.

The winners listed below were drawn randomly from those who gave the correct solutions. We would like to point out the problems engendered by the omission of the two statements above. Recipients of certificates for AH merchandise are: M. Hendrickson, Little Rock, AR; M. Wood, Sarnia, ONT; C. Drong, Spring Grove, IL; D. Farrow, New Castle, DE; K. Boody, Three Hills, AB; R. Kaufman, Dallas, TX; R. Wagner, Milford, OH; W. MacMurdy, Woodbridge, VA; R. Pospisil, Bloomington, IN; and R. Mosher, Oakland, CA.
UNITED STATES

CARIBBEAN SEA
VITP JAPAN 3 POC
ALLIES 1 POC
No Germans before turn 3, Italians Not Allowed

NEUTRAL

CAPE OF GOOD HOPE
GERMAN 3 POC
ALLIES 0 POC
No United States Allowed
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.

Commencing with the January, 1977 issue the GENERAL will pay $5 per running 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 this 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.

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 1 1/2 x 2 1/2" compartments 5/8" 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—the 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 $1.25 postage charges. Postage coupons cannot be utilized to order compartment trays. Maryland residents please add 5% state sales tax.

FOREIGN READERS

Due to contractual obligations with our exclusive distributor 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 which in most cases 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 1/4" 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.

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 36 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"; "Panzerkampf"; "Blind Panzerblitz"; "Situation 13"; "Commander's Notebooks"; "Panzerblitz Concealment" and "Incremental Panzerblitz". Topping 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 50c postage and handling charges from the Avalon Hill Game Company 4517 Harford Rd., Baltimore, MD 21214 Maryland residents add 4% state sales tax.

PBM EQUIPMENT

Tired of playing solitaire or humiliating the same opponent day after day? You may be good 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.

Each kit sells for $6.50 postpaid and includes enough materials (4 pads) to play virtually dozens of games, including addendum sheets which list grid-coordinates for those games not already possessing them. Half kits consisting of two pads and all the pertinent instructions sell for $3.50 postpaid.

Kits are available for the following games:

AFRIKA KORPS
ANZIO
BLITZKRIEG
BULGE
D-DAY
GETTYSBURG '64
KRIEGSPIEL
LUFTWAFFE
PANZERBLITZ
STALINGRAD
RUSS CAMPAIGN
WATERLOO
GENERAL BACK ISSUES

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 (*), series replays are italicized, and the number following each issue is the reader rating of that particular issue.

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SOLUTION TO CONTEST NO. 79

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<th>RESULT</th>
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<td>V2</td>
<td>Air</td>
<td>1211, 5211, 5311, 6211</td>
<td>13-(1-2)</td>
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</tr>
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<td>3. 40H</td>
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<td>W4</td>
<td>Direct Fire</td>
<td>1212, 1111</td>
<td>3-1</td>
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<tr>
<td>5. 5121</td>
<td>T2</td>
<td>Direct Fire</td>
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<td>6. 6521</td>
<td>W4</td>
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<td>3211, 3411, 2111</td>
<td>4-1-(1-1)</td>
<td>D</td>
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<td>7. 0522</td>
<td>W4</td>
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<td>7211</td>
<td>10-(1+2)</td>
<td>D</td>
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<tr>
<td>8. 6322</td>
<td>U4</td>
<td>Direct Fire</td>
<td>2112*</td>
<td>3-(1+2-2 or 3)</td>
<td>D</td>
</tr>
<tr>
<td>9. 2321</td>
<td>V4</td>
<td>Direct Fire</td>
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<td>W3</td>
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<td>2211, 5110, 1511</td>
<td>3-(1+1-3)</td>
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<tr>
<td>12. 6321</td>
<td>T2</td>
<td>Overrun</td>
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<td>D</td>
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<tr>
<td>13. 6323</td>
<td>T3</td>
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<td>1212*, 1111*, 2111*, 3412*</td>
<td>3-(1+1-3)</td>
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<tr>
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<td>U2</td>
<td>Overrun</td>
<td>3411*, 3211*, 2111*, 7211*</td>
<td>1-(1-4)</td>
<td>D</td>
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<tr>
<td>15. 6512</td>
<td>V4</td>
<td>Overrun</td>
<td>3411*, 3211*, 2111*, 7211*</td>
<td>6-1(2-3)</td>
<td>X</td>
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<tr>
<td>16. 1821</td>
<td>U2</td>
<td>CAT</td>
<td>1211*, 5211*, 5311*, 6211*</td>
<td>6-1(2-3)</td>
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<td>17. 1321</td>
<td>U2</td>
<td>CAT</td>
<td>1211*, 5211*, 5311*, 6211*</td>
<td>6-1(2-3)</td>
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<tr>
<td>18. 1111</td>
<td>U3</td>
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<td>1511*, 5110*, 2211*</td>
<td>6-1(2-3)</td>
<td>X</td>
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<tr>
<td>19. 1322</td>
<td>U3</td>
<td>CAT</td>
<td>1511*, 5110*, 2211*</td>
<td>6-1(2-3)</td>
<td>X</td>
</tr>
<tr>
<td>20. 2523 not needed</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Unit is already dispersed, and is eliminated

Note: The Sherman 51 unit's number should read "5211"—there is no "5212.

The Cobra (1511) and SS11-on-M113A1 (5110) cannot opportunity fire at Arab 6511 because is closer than two hexes away!

A.R.E.A. RATING SERVICE

As outlined in The General, Vol 11, No. 5, Avalon Hill offers a lifetime service whereby players are rated in relationship to other game players. Return coupon NOW along with the $4.00 lifetime service fee for complete details on the Avalon Hill Reliability Experience & Ability Rating.

☐ I don't object to having my name and address printed in The General with the rating lists. Rate me self:
☐ A—an excellent player
☐ B—a good player
☐ C—an average player
☐ D—a novice in my first year of gaming
☐ E—a beginner

I realize that my rating may change according to how well I fare against others. For now, please send me complete details and membership card—here's my $4.00

NAME
ADDRESS
CITY______ STATE______ ZIP_____

THE GENERAL

DIPLOMACY WORLD is a quarterly magazine on Diplomacy which is edited by Walter Buchanan. R.R. #3, Box 324, Lebanon, IN 46042 and subsidized by The Avalon Hill Game Company. The purpose of each 40-page offset issue is to present a broad overview of the postal Diplomacy hobby by printing articles on good play, zine news, listing rating systems, game openings, and printing a complete variant game and map with each issue. Subs are $4.00 with single copies available for $1.25 Foreign subscriptions $6.

Orders for DIPLOMACY WORLD must be made payable to DIPLOMACY WORLD and sent to the editor’s Indiana address.

DEALER INQUIRIES INVITED

VICTORY AT SEA

MAPBOARDS CONFIGURATION
Opponent Wanted 25¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 25¢ token fee. No refunds.

2. For Sale, Trade, or Wanted to Buy ads will be accepted only when dealing with collectible items (games no longer available from AH) and are accompanied by a $1.00 token fee.

3. Insert copy on lines provided (25 words maximum) and print name, address and phone number on the appropriate lines.

4. PRINT—If illegible your ad will not be printed.

5. So that as many ads can be printed as possible within our limited space we request that you use official state abbreviations as well as the game abbreviations listed below:

Arab-Israeli War =IW; Afrika Korps = AK; Alexander = Ale; Anzio = Anz; Assault on Crete = AOC; Battle of the Bulge = BB; Blitzkrieg = BZ; Caesar's Legions = CL; Caesar = CAE; Chancellorsville = Chv; D-Day = DD; Diplomacy = Dip; France 1940 = Fr 40; Face to Face = FF; Gettysburg = Ge 64 or 77; Gettysburg = Gb; Gibraltar = Gbr; Guadalcanal = GC; Hearts of Iron = Hr; Indochina = Ind; Battle of Jutland = Jbl; Kriegspiele = Kp; Kriegspiel = Krieg; Luftwaffe = Lw; Midway = Mid; Napoleon = Nap; Origins of WWII = Or; Panzerkrieg = PB; Panzer Leader = PL; Print by Mail = PBM; Richthofen's War = RW; 1776; Squad Leader = SL; Stalingrad = Stg; Starship Troopers = SST; Tactics II = Tac; The Russian Campaign = TRC; Third Reich = 3R; Tobruk = Tob; U-Boat = UB; Victory in the Pacific = VTP; War at Sea = WAs; Waterloo = Wat; Wooden Ships & Iron Men = WSIM.

NAME ______________________________________ PHONE ____________________________

ADDRESS ____________________________________________

CITY __________ STATE ____ ZIP __________________________

An exercise in land-air cooperation. All the ships are busy in another puzzle. It is the last turn of an 8 turn game of VICTORY IN THE PACIFIC (no optional rules are in effect), and the Allies have deployed one amphibious unit and two land-based air units in each of the following: MARIANAS ISLANDS, INDONESIA, SOUTH PACIFIC, CORAL SEA, U.S. MANDATE. In these 5 sea areas, the Japanese control only New Hebrides, Guadalcanal, Ie, and the Philippines. All other ports and bases in these areas are Allied controlled; SOUTH PACIFIC is controlled by the Japanese, the rest are Allied controlled.

The Japanese have 6 air units and 3 land units available. How should the Japanese be deployed in the five listed sea areas to best fulfill the five criteria listed below? CRITERIA: 1.) To have the best chance to control 1 area; 2.) To have the best chance to break Allied control in 2 areas; 3.) To control 2 areas; 4.) To control 3 areas; 5.) To have the best average POC gain.

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 the best 3 articles. The solution will be announced in the next issue and the winners in the following issue.

CRITERIA

1. 2. 3. 4. 5.

CORAL SEA

SOUTH PACIFIC

U.S. MANDATE

MARIANAS

INDONESIA

ISSUE AS A WHOLE . . . . . . . . . . (Rate from 1 to 10; with 1 equating excellent, 10+ terrible)