D-DAY

CASUALTIES IN FRENCH INVASION LIGHT, CLAIM

ALLIES INVADING FRANCE: TROOPS LAND IN NORMANDY

BEACHES IN FRANCE CLEARED OF NAZIS

1ST PHASE OF INVASION BATTLE WON. ALLIES SAY

THE EVENING INVASION 9 MILES INLAND

84 NAZI PLANES DOWNED IN NORTH WEST FRANCE

AIR OPPOSITION MOUNTING OVER COAST

Allied Tanks Reported Moving On Caen, Pursue Fleeing Nazis North of Rome

F. D. R. To Raise Prayer On Air Bullion flask

Supreme Headquarters, Allied Expeditionary Force, June 6th (A. P.) Allied forces land in Normandy area of Northwest France today and have thrust several miles inland against unexpectedly strong German opposition and with losses much smaller than had been anticipated. The German opposition and with losses much smaller than had been anticipated. The German opposition and with losses much smaller than had been anticipated. The German opposition and with losses much smaller than had been anticipated. The German opposition and with losses much smaller than had been anticipated. The German opposition and with losses much smaller than had been anticipated. The German opposition and with losses much smaller than had been anticipated. The German opposition and with losses much smaller than had been anticipated. The German opposition and with losses much smaller than had been anticipated. The German opposition and with losses much smaller than had been anticipated. 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As of March first, our Sports Illustrated games will expand to include the addition of the popular Statis-Pro series. For those of you who may not be familiar with the line, Statis-Pro games are statistical sports games with a strong dual emphasis on simple mechanics and playability. In addition, they are designed to be probably the best sports games for solitary play on the market.

At the present time, there are Statis-Pro games for pro basketball, baseball, NHL hockey, pro and college football. All except the college football game feature individual player cards. That game employs the team card concept, providing players with charts for 100 top college teams, plus information on how to rate others.

As you may have heard, Statis-Pro games are played, here is a fairly detailed description of the basketball game. Each game comes with a booklet detailing the results of the previous season in the NBA, and including all important statistics for the teams and players. Along with the statistics is an explanation of the player rating system so you can devise your own player cards if you wish. And then, of course, there are the game rules.

An individual player card is provided for every regular and substitute, and there are also about 180 "Fast Action Cards". Fast Action Cards are the heart of Statis-Pro games, and they represent an innovation that is just beginning to spread through the sports game world. Instead of rolling dice for every play, the players simply flip over one of these cards, similar to event cards in KINGMAKER, and read one of the various results on each card, depending upon which play they called. For example, there is one result for free throws, another saying who rebounded the ball, and so forth. Cards are shuffled at the beginning of each quarter, and also function as the timing system. The beauty of this system is that not only are the players saved from constantly referring to numerous charts and tables, but there are literally thousands of possible combinations possible on each succession of plays, many more than would be possible with two or even more six-sided dice.

The player cards themselves provide the following information: shooting ability, free throw ability, assist ability (which is added to other players' shooting abilities when appropriated), tendency to foul players, fouling defense (which affects offensive players' shooting), stealing the ball, and stamina. Stamina is important, because it determines how long a player can stay in the game before being taken out to rest. Because of this factor, a strong bench is essential to a good game, as in the real NBA.

In addition to defensive ratings, each team is rated overall for its defensive and fast break strengths. Tactics such as the full court press, tendency of a team to foul, rebounding, and in addition, there will be regular additions in the form of "old-time" teams. All Statis-Pro games will eventually be repackaged into the standard: "A box with a box featuring a Sports Illustrated logo. For those interested, more detailed information should be appearing in future editions of our sports game magazine, ALL-STAR REPLAY.

O R I G I N S IV
We've gotten a lot of inquiries about Origins IV, but unfortunately (or fortunately, depending on your point of view), we have nothing to do with the national convention this year—other than attending and looking forward to it. We will be participating as an exhibitor, of course, and will be sponsoring a number of events pertaining to AH games, but other than that, all we can do is pass on information as we get it. Hopefully, a free advertisement from the Detroit sponsors will still arrive in time to make this issue, but in case it doesn't, here is all the information we've been able to glean so far from existing progress reports.

Origins IV will be held on July 14-16 at the University of Michigan in Ann Arbor. Convention admission prices will be roughly the same as last year: $65/weekend if pre-registered before June 15, $75 thereafter. Daily tickets (sold only at the door) will cost $45. Lodging will be available in Bursley Hall, which is also the main convention center, for up to 1200 people for roughly $7 per night based on double occupancy. A la carte food service will be available throughout the convention.

In many respects, the site and organization appear to be superior to anything ORIGINS has had previously. The sponsors have asked us to tell people not to send them any money without a proper pre-registration form. We will try our best to include a pre-registration form in either this or the next edition of The GENERAL. Please do NOT send this form or money to Avalon Hill. We are merely helping the Metro Detroit Gaming Club run this event with free publicity. Please send any money, completed forms, or requests for more forms directly to them. Should there be no advertisement or insert in this issue, we will try our best to address an address write to you, to make inquiries by contacting Metro Detroit Gamers, c/o Al Slinger, 19341 Joan, Detroit, MI 48208.

T I T L E S U R V E Y
It has been a long time since we polled the readership in our annual title survey to see which of our game proposals interest you most. So long, in fact, that we might as well call it our bi-annual survey. Never mind—we appreciate your taking the time to rate the following game proposals on a scale of 0 to 10 using the response form provided as an insert in this issue. We solicit feedback so rarely that your response will bear heavily on our selection of future titles.

Please rate every game whether you're interested in it or not on a 0 to 10 scale, keeping the following numerical representations in mind: 0) will not buy under any circumstances; 1) barely possible—I'd buy it if I got rave reviews; 2) I might buy it if it was a little bit better than average; 3) about average; 4) I'd consider buying it with reservations; 5) I'd buy it if it lived up to its possibilities; 6) I'm not really interested; 7) moderate interest—perhaps I'd buy it if it were slightly better; 8) interested; 9) very interested; 10) something I'd never miss. Good luck!
D-DAY: THE EVOLUTION OF A GAME

by Joel S. Davis

D-DAY—the game—was first released almost as long ago as the military operation for which it was named preceded it...in 1961, more than seventeen years ago. Since that time, it has existed with at least three different editions of its rules, two different boards, and two different boxes. It has also spawned a horde of imitations by an almost equally numerous horde of competent and not-so-competent game designers—NORMANDY...1944...ATLANTIC WALL...PATTON...OMAHA BEACH...BREAKOUT & PURSUIT...OVERLORD. Each title has surfaced, have enjoyed a moment of popularity, but nearly all have faded back into the woodwork.

Nevertheless, the game had some significant problems. These fall into two main areas—rule ambiguities and play balance. Occasionally a third criticism—lack of realism—was also levelled. To some extent, this comes into the play balance question—which I'll go into shortly—but the general run of such comments were more related to the old playability vs. realism debate.

I think it's important to realize that many important factors in the 1944 battle for France are treated quite abstractly in D-DAY. This maintains a high level of playability, by ignoring many of the details associated with more elaborate rule schemes. The best standard of realism for such a game is not whether such details have been put in, but how well the factors affecting player decisions reflect the factors reflecting decisions by the High Commands involved.

An excellent example of such a standard successfully implemented is RUSSIAN CAMPAIGN. The weather rule, for example, is quite simple—a short table with four kinds of weather applied in two-month increments. Each weather type has a simple, though significant effect. I have seen far more elaborate weather rules—often with a multitude of weather zones, many kinds of weather, enormously complicated effects, and fine-grain time periods...but none of them has an end result as realistic as that in RUSSIAN CAMPAIGN. To make a long story short, while the weather on any given turn will once decide the game, both sides continuously and fervently pray for the right kind of weather when there is any possibility of variation. In any case, by this standard, 1961 D-DAY was moderately realistic...1965 D-DAY was somewhat less so...and the new 1977 D-DAY edition is a great deal more realistic, though there still exists some room, in my view, for improvement.

D-DAY was originally designed by Charlie Roberts—the man who founded the Avalon Hill Company and did the basic design work on most of the older Avalon Hill wargames. The game went on sale in early 1961. Aside from a lot of rule ambiguities (they had just started writing rules for wargames in those days and lacked experience), the game had one major problem...the Germans won too often. And though a new rule book—clearing up many ambiguities, but opening the door to many disputes over the "official" rules—was issued, it didn't solve the fundamental problem of play balance. The Allied offensive had a habit of "running out of steam" about half way through the game. While this didn't occur all the time, it did happen with disturbing frequency.

In my view, the problem resulted primarily because the German replacement rate was too high (five attack factors per turn). The Allies could usually get ashore somewhere—Brittany was a favorite spot—but, somewhere east of Paris, the combination of rivers, mountains, and fortified lines, along with a steady stream of new German units, would prove to be too much of a morass to penetrate. Allied casualties would skyrocket in any reasonable offensive and, with no replacements, the Axis army often ended up significantly outnumbering the beleaguered allies.

To make matters worse, attacking the more heavily defended beaches—hoping to reach Germany before Axis replacements became a factor (Turn 16)—was not merely risky...it was suicidal. The rules were such that supply on the beaches could be effectively interdicted—even to units on those beaches—if the German was clever and was willing to lose a few units...and most beaches could be "paratroop-proofed" by inter-locking zones of control. The end result was "Festung Europa"—a carefully worked out defense developed at MIT—that had more than an 80% chance of crushing any Allied landing in the first four turns.

In any case, an interesting—and very simple—variant on the 1961 version is simply to reduce German replacements from $5 per turn to $4 per turn. Though there's no real increase in "realism," this does much to help the play balance problem which was, after all, the main complaint.

Avalon Hill took another approach in 1965. To make a long story short, an attempt was made to solve D-DAY's problems by bludgeoning them to death.

The hardest blow was a rule called "Strategic Air Power," which had an effect far more like thermonuclear attacks! The Allies got eight strikes per game (two per turn maximum—Thank God for small favors!)...each strike caused expected German loss of two divisions—with Panzers and Panzer Grenadiers going first.

Another contender for the hardest blow was the prohibition on replacing static divisions. Statics are low grade units (1-2-2's, compared with typical infantry formations such as 34-3's and 44-3's). However, since reinforcement was by attack favor, in 1961 D-DAY statics were favorite for replacement, yielding twice their replacement value in defense factors.

By prohibiting their replacement, however, they became favorite Allied targets (even for strategic air attacks), since, without them, there are not enough larger German units in the counter mix to form a continuous line of any strength. Furthermore, historically, such a prohibition was completely unacceptable. Toward the end of the war, the Germans proliferated low grade divisions of various kinds—all well modelled by "static" divisions. Suddenly, this was prohibited.
As if the above two changes weren’t enough to guarantee the Allies a better chance in eastern France, they were also awarded a 2/turn replacement rate, starting on turn 49. While Allied replacements are, in a priori, a highly reasonable idea, it was another hard blow at an already battered Axis position.

The Allied player was also allowed to move relatively freely between Britain, controlled ports, and invasion beaches, in virtually any combination—not just to and from Britain via invasion beaches and inland ports. Again, a priori, some strategies might have liked this like this might be reasonable ... except for the fact that it was virtually never done—probably because the transports were needed for bringing in supplies. In any case, while the rapid movement capability it gave the Allies was far from decisive it was another blow that hurt.

The final major change was that Allied supply lines were limited to 17 hexes length. This rarely affected Allied play—except that end runs across France from Brittany and Biscay became more feasible and, most important, South France wasn’t really feasible as a first invasion site, unless the German player could move transports too far away from the Rhine to allow it to be much of a threat. This did work in the Germans favor, in that minimal forces could be left in the starting position, thus preventing your main line units from being surrounded or undoubled on the turn of drop, and allowing the defenders a turn to react to the presence of enemy units behind the lines.

Another tactic was possible—this one to the Allies—and had been ruled out in 1961 rules—called "leap-frogging." A paratrooper could land much further than five hexes from the front line.... if, that same turn, another paratrooper first jumped to some intermediate point. If two extra airborne divisions were available, a drop could occur 21 hexes away from the nearest ground unit, when each airborne unit, in turn, could jump five hexes away from the last, and then move three more to gain maximum range for the next. I saw one invasion cut off at Pas de Calais ... but resupplied when such a maneuver opened up a supply route to the newly captured Marseille—all the way across France to the Rhine. Trailing from an enemy unit. This obviously confused someone. ... it came up as a question in THE GENERAL—a couple of years later—when friendly units were specified.

This was in the first set of D-DAY rules I have been able to locate—which I shall henceforth call 1961A. Later that same year, a new set of rules was produced—1961B—which cleared up many ambiguities ... but also changed a number of rules, leading to a long series of conflicting rule interpretations. 1961B had all of 1961A’s limitations, but also prohibited landing in Spain and Switzerland, and—most important—prohibited airborne troops from fighting on land. This led to a major element of German tactics—"paratrooper proofing." In essence, this meant protecting your main line by an interlocking chain of zones of control behind it, generally maintained by Headquarter controlled airborne units. This disallowed many maneuvers, thus preventing your main line units from being surrounded or undoubled on the turn of drop, and allowing the defenders a turn to react to the presence of enemy units behind the lines.

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Between some Question & Answer columns in THE GENERAL, some conflicting answers mailed directly to inquirers by Avalon Hill, and a certain tendency on the part of players to arrive at rules which did not allow this. It was considered that unreasonable, other rule variations appeared which were assumed to be true. The most notable in this area was a compromise on the enemy units question, to prohibit landing in an enemy zone of control—thus allowing airborne units to land across a river or fortress wall from enemy troops. This made paratrooper proofing more difficult... but still a viable and important tactic. Another accepted interpretation was that the "within five hexes" rule did not apply to paratroopers jumping that turn—thus minimizing the potential for leapfrogging. Another common interpretation was that the 1961 rules permitted that the rules were changed into D-DAY 1965—one of the few good things I can say about this version. The Spain and Switzerland prohibitions disappeared. ... but only because the hex grid no longer extended into these countries.

Even D-DAY 1965 was not without its arguments ... mostly induced by Avalon Hill itself. In the May-June 1965 issue of THE GENERAL, an additional limitation was added—paratroopers may not jump out of a hex if they are isolated. In the September-October issue, one player took sides in resolving another old ambiguity ... airborne units could not land on the dyke.

**D-DAY 1977** has made some very significant changes to the paratroop rules. First, and very historical, parachute jumps must start in Britain. And, while there is no limit on the number of times a unit may jump, a maximum of three airborne units may jump each turn. They are slightly limited in that they may not move after landing. ... but are made very useful to the extent that they may now land in enemy zones of control.

This return to the 1961A philosophy (probably an oversight at that time) makes an enormous difference to the Allies. Paratroop proofing is now rarely practical, except in certain central areas. The only effective means is to physically block the rear with friendly units ... and the German player just doesn’t have that many.

When I first received a copy of the new D-DAY rules to testplay, my initial reaction was a kind of shock! Almost every important river position could be undoubled. ... any unit could be surrounded. It seemed like another hammer blow—paratroop drops, especially combined with the early version of the Carpet Bombing rule (q.v.) could easily wipe out the most strongly held hex (i.e., three Parzler Drops in a turn) and, even if they didn’t, the most heavily defended fortresses would fall with relatively light casualties. Paratroops are important ... but they shouldn’t be that devastating!

Fortunately, parachute drops and carpet bomb- ing didn’t happen near the same time—this is admittedly artificial, but it prevents very ahistorical operations ... airborne units were just not used in cooperation with carpet bombing operations.

I still feel the parachute rule makes airborne units too powerful, but will save most of my comments for my section on proposed Optional Rules. I will say here that further consideration indicates the 1977 Parachute Rules are an important—but not decisive—change. Paratroops used quickly generally die quickly ... they have a relatively short, expected lifetime. Furthermore, strong positions will usually weather an airborne operation—though generally with greater casualties to the defenders. To use airborne units well, they should only be used in key positions where they will have maximum impact—they can’t be replaced, so they should be formulated in advance of the game. Style of playing is probably more heavily affected by the New rule than most, in that my tactics are keyed to holding important positions well, rather than a more even "zone" defense. Airborne units’ new flexibility makes them that much better at assaulting particular positions of importance.

**DEFENDING RIVERS—"ONE STEP OVER THE LINE"**

Few D-DAY rules have caused as many hassles—and induced as much confusion—as those dealing with defending behind a river. The rule in D-DAY 1961A was deceptively simple:

The "Defence of the River" rule, on the one square away, doubles when attacked from across the river.

It’s impossible to be "on" a river—unlike most Avalon Hill games, the rivers in D-DAY run along the hex edges. Most players correctly assumed that "on" really meant adjacent. But what does it mean to be attacked from across the river when you’re one hex away? A small yellow card that came with those rules, labelled “Combat Factors” (see Figure #1) gives a hint in example (6). Here we see that, by adjacent means, a river turn 2 in line, and the first hex across the river encountered is adjacent to the defender doubles the defender. Fine. ... but what about the situation shown in Figure #2? Is the defender doubled in either of these situations? Both? Neither? This was never made clear in the rules ... and later commentaries by various members of the Avalon Hill stuff of that era managed to be
THE GENERAL

sufficiently contradictory that the rule situation never was resolved.

To make matters worse, consider example (6) & (3) (lower right of Figure 1). Here we see, contrary to every other version of D-DAY ever published, that if two units of equal strength attack, but only one is coming across a river, that one is halved! Would this also be true if the units were not of equal strength? Who knows... we fought about it, though!

The Zone-of-control restrictions did not apply to such advances was also often not made clear. In any case, both of these issues have been resolved in D-DAY 1977. Zones of control do not inhibit advance after combat, and the advance must occur immediately after each combat is resolved.

One question that occasionally arose was exactly what happened when units attacked across a river—specifically, did their zones of control go across too? Nothing in the rules suggested that they did—but some players seemed to think so! This would have meant that the German unit in Figure 4 would be surrounded. It took a decision printed in THE GENERAL to establish that zones of control did not cross rivers, regardless of what's going on.

An issue related to rivers was that of advance after combat. This is an exception to normal movement restrictions. The 1961A rules provided:

Any Unit that is victorious in battle may:
1) move from a sea square onto and stop on a coastal square after combat.
2) cross a river and stop on the defeated unit's square after combat.
3) move into and stop on a city, fortified zone, and fortress square after combat.
4) move onto and stop on the defeated unit's mountain square after combat.

This also applies in "exchanges." The surviving units, if attacker, may move into the above mentioned areas.

Several questions immediately present themselves. Can a victorious defending unit advance after combat if the result is an A ELIM or A BACK? Also, while (2) and (4) specify the defeated unit's square, and this is implied by the invasion rules for (1), can a victorious unit move onto any adjacent city, fortified zone, or fortress square, regardless of whether the defeated unit was in that hex or not? The usual answer to the first question was, surprisingly yes—at least among some of my friends, who liked the idea of occasional defensive movement. I never encountered anyone who raised the latter question... but I'm sure it must have come up somewhere.

In 1961B, the rule was left pretty much as is, except that part (3) and part (4) were combined, and the defeated unit's square was specified.

It wasn't until D-DAY 1965 that attacking units were unambiguously specified as the only ones which could advance after combat. One small ambiguity that applied to all three sets of rules remained—since the advance after combat did not have to occur immediately in these versions, conceivably, if two adjacent combats were resolved successfully, the attacking units would not necessarily have to advance into the hexes vacated by their respective defenders. (Figure 3) The fact that zone-of-control restrictions did not apply to such advances was also often not made clear. In any case, both of these issues have been resolved in D-DAY 1977. Zones of control do not inhibit advance after combat, and the advance must occur immediately after each combat is resolved.

**FIGURE 1**

**COMBAT FACTORS**

<table>
<thead>
<tr>
<th>IF UNIT</th>
<th>ATTACK FACTOR</th>
<th>DEFENSE FACTOR</th>
<th>DEFENSE ZONE OF CONTROL</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Is on a Sea Square</td>
<td>NORMAL</td>
<td>NORMAL</td>
<td>Zone of control goes to Sea Square</td>
</tr>
<tr>
<td>2. Is on Coastal Square</td>
<td>NORMAL</td>
<td>NORMAL</td>
<td>Zone of control goes to Sea Square</td>
</tr>
<tr>
<td>3. Is on Normal Land Square</td>
<td>NORMAL</td>
<td>NORMAL</td>
<td>Zone of control goes to Normal Land Square</td>
</tr>
<tr>
<td>4. Meets enemy on same side of river</td>
<td>NORMAL</td>
<td>DOUBLE</td>
<td>Zone of control goes to same side of river</td>
</tr>
<tr>
<td>5. Meets enemy on opposite side of river line</td>
<td>NORMAL</td>
<td>DOUBLE</td>
<td>Zone of control goes to opposite side of river line</td>
</tr>
</tbody>
</table>

**EXAMPLES OF ABOVE IN NUMERICAL ORDER:**

1. **BLUE** would attack at 4/2
2. **RED** would attack at 1/4
3. **BLUE** would attack at 6/12
4. **RED** would attack at 11/10
5. **BLUE** would attack at 5/5
6. **RED** would attack at 4/4
7. **BLUE** could move across river and attack at 4/4
8. **RED** would attack at 4/4
9. **BLUE** could attack at 6/28
10. **RED** would attack at 14/10
11. **BLUE** would attack at 7/8
12. **RED** would attack at 4/7
13. **BLUE** would attack at 15/15
14. **RED** would attack at 10/15
15. **BLUE** would attack at 8/8
16. **RED** would attack at 14/14
17. **BLUE** would attack at 10/10
18. **RED** would attack at 4/4
19. **BLUE** would attack at 6/6
20. **RED** would attack at 4/4

**FIGURE 2**

It wasn't until D-DAY 1965 that attacking units were unambiguously specified as the only ones which could advance after combat. One small ambiguity that applied to all three sets of rules remained—since the advance after combat did not have to occur immediately in these versions, conceivably, if two adjacent combats were resolved...
FORTRESS: "... AND THOU SHALL BE POWERFUL AND MULTIPLE"

Fortresses actually symbolize something inappropriate to a game of this scale (about 17 miles to the hex), a distinct fort or heavily fortified town. Such a place could be enormously difficult to assault, yet be so localized that it doesn't really deserve a zone of control.

In 1961A, no mention of fortresses was made in the rules, other than an example in the Zone Of Control section indicating that a unit in a fortress controls no adjacent squares—so enemy units need not stop for or attack it. It's also stated that it has the option to attack units outside, implying that it has the choice not to. The boost to defense factors is indicated on the "Combat Factors" card—if attacked over land, they double defense values... if from the ocean or across a river, it triples. Of course, the old ambiguity about a combination cross-river and overland attack gets involved too... are units crossing the river multiplied by 1/3, while those overland are adjusted to 1/2? In 1961B, 1965, and 1977-D-DAY, fortresses uniformly triple the defenders from all kinds of attacks... but, interestingly enough, a great many old timers still cling to the old "triple across water" rule. This is probably because attacking a fort across a river or canal would seem to pose more problems. In fact, the usual defenses associated with forts were grim enough to make the addition of water relatively minor—remember, I'm speaking on a divisional level—but this argument might well apply to fortified zones (see Optional Rules section).

Speaking of fortified zones, though, it was only in 1977 that a longstanding beef I had with the game was cleared up—fortified zones (i.e., Siegfried Line hexes) now only double German units on defense.

Back on fortresses, the "Combat Factors" card does specify one zone of control hex for forts—out to sea if it's an invasion beach. More interesting is the question of what happens if units in a fortress decide to attack outward. In 1961A, the answer is simple—the units must attack every adjacent unit outside. Presumably, the logic was that if it was a tight encirclement, all nearby troops would participate. In the 1961B rules, there was a complete flip-flop... the interior units could now attack enemy units in "any adjacent square." Now, a single group of defenders could be singled out... a salvo perhaps? Meanwhile, players themselves worked out a third popular variation... if the units inside attack out, they, in effect, temporally negate the fortress's special zone of control properties. This might negate the need for some attacks if there were rivers present, as shown in Figure #5.

FIGURE #5

OTHER COMBAT COMBATS

There were only five results on the Combat Results Table—D ELIM, A ELIM, D BACK 2, and EXCHANGE. D ELIM and A ELIM are pretty straightforward—respectively, all defending or attacking units are destroyed. The BACK 2 results were virtually always determined by the winner—that is, in an A BACK 2, the defender chose the retreat route; with D BACK 2, the attacker chose the route of retreat. This system remains in use.

Such confusion as there was centered on the EXCHANGE result. In the 1961A rules, the side with fewest combat factors was eliminated; the other side had to lose as much. Terrain adjustments were included. Unfortunately, which factor to be used was not specified—attack or defense?

For example, assume two Axis 3-4-3 infantry divisions and two 1-2-2 static divisions attack a single Allied 4-4-4 in a city. It's worth eight (4 doubled) factors. The Axis attacks with eight (3+3+1+1) factors—one to one odds. An exchange is rolled. Must the Axis player lose all eight attack factors?... or is it enough to lose eight defense factors? (with one of the others remaining and advance in.) This ambiguity also existed in the 1961B rules. The choices boiled down to these:

a) Attacker loses attack factors; defender loses defense factors. (This was the generally accepted interpretation.)

b) Both sides lose by attack factor—this STALINGRAD. This made some sense, especially since replacement was by attack factor. Presumably the defender, if in a doubled or tripled position, would count as two or three times as many attack factors for the purpose of exchange computations.

c) Both sides lose by defense factor. This was argued on the fact that only defense factors get terrain modifications, and that defense factor does, in some sense, measure a unit's capability to avoid getting destroyed.

1965-D-DAY eliminated the ambiguity by specifying option (a)—attack factors vs. defense factors—but made a disastrous slip. Instead of the side with fewer factors losing everything, the defender lost everything; the attacker had to lose as many attack factors or more. Given the problem that EXCHANGE occurs at 1-2 odds, this made the 1-2 a particularly devastating attack! The classic example was a German 5-5-4 Panzer grenadier unit attacking two Allied 5-5-4 armored divisions at 1-2, and getting an exchange...killing them at the rate of two for one.

1977-D-DAY has, at last, set the record straight. The attacker loses attack factors; the defender loses terrain-modified defense factors; and the side with fewer factors is eliminated. The other side must lose at least as many—exact choice of units is left up to the one losing them in that combat.

Finally, on the subject of combats, there is the question of soaking off. In both 1961 D-DAY versions, any combat unit was sufficient for a diversionary attack—in fact, the "Combat Factors" card in Figure #1 illustrated a 1-6 attack (13). The last vestige of this dinosaur is found in WATERLOO where unlimited soak-off odds are still allowed. In the 1965 and 1977 versions, the more reasonable 1-6 limitation was implemented. Attacks at lesser odds can be made... but they do not count as soak-offs, result in automatic attacker elimination, and do not relieve other adjacent units of the obligation to make a better attack if they wish to remain in their positions and attack elsewhere.

THE GENERAL

In 1965, the rule went back to being forced to attack all adjacent units outside. The 1977 rule goes back to the rule used by many players for almost 12 years—if an attack out of a fortress is made, for that purpose, it's considered as if it were a normal city hex.

A final question involving fortresses concerns supply. No 1961 rule set that I've been able to find makes supply in fortresses any different from elsewhere. It was only in 1965 that the first rule was promulgated exempting units in fortresses from isolation. In the 1977 version, this was limited to German units in fortresses (somewhat more historically correct), but Allied units on the coast were also given automatic supply—so it may be an even trade-off (except during invasions, where it helps a lot!!!)

REPLACEMENTS: "LO!... HE HATH RISEN FROM THE DEAD"

The replacement rules are unique in a peculiar way—while they have been changed a lot from version to version of the game, compared to other seemingly lesser changes, the changes in replacements just haven't changed the play of the game that much.

As originally set up, beginning with Turn #16, the German player received up to five attack factors of replacements (units returned from the ever-famous "dead pile") each turn. There was originally no limit to the supply of replacements. In addition, units were constrained to start on the starred hexes (behind the Rhine) that were under complete German control (Allied units could not be adjacent). Units were placed at the beginning of the Allied player turn.

A real problem left open by the rules was what to do with Headquarters Units (0-1-4's)... could they all be replaced each turn at no cost?

The problem was not really resolved in the 1961B rules—even though a rule was set forth barring the use of HQ's other than SHAEB and OB West, few players left out the others. Instead, a number of compromises on HQ replacement were devised—the two most popular I remember were counting them as 1/2 factor and as I factor. Later, a decision in THE GENERAL ruled that HQ units could not be replaced at all... but by that time, too many players already accepted them as paratroop-proofing units, and the rule prohibiting their replacement did not find widespread acceptance.

One thing that was definitely added in 1961B was accumulation of replacements—thus enabling the German to replace some of the larger panzer formations.

Then came 1965... WHAM! First, the Allies were given two replacement factors per turn, starting with Week #9. This did not have a tremendous effect on the game, but gave the Allied player a chance if there was no early decision. It's worth noting that HQ's and Airborne units could not be replaced. The German was dealt a far harder blow through the German replacement rule. While appearance requirements were somewhat eased, to allow appearance of starred hexes adjacent to Allied units as long as they were not in Allied zones of control (e.g., across the Rhine), the German was prohibited from replacing HQ's (the primary tool for paratroop-proofing and Static Divisions (often the mainstay)—through sheer numbers—of the German line) even in cases completely at odds with historical replacement patterns, was a devastating concept... it would have had a major effect upon the game except for the fact that most experienced gamers (that was a majority in those days) were inclined to ignore such nonsense.
D-DAY 1977 is a welcome retreat from the incredible. Replacement of HQ’s is still banned, but—given the new paratroop rules—HQ’s aren’t that badly needed for paratroop proofing any more. True enough, historically HQ’s could be replaced, but without much more complicated rules—it’s too easy to use them as front line delaying units... which is especially important late in the game. As Richard Hamblen pointed out when I raised the objection, "There are too many sins the German Player can commit if he can replace them." For the fanaticism among you, check the section on proposed optional rules.

In the original draft of the 1977 rules, Jim Stahl would have allowed the replacement of static units... but was going to have replacements set by defense factors, as in done in most Avalon Hill games. At this point, my green shipped the Avalon Hill staff to a scene of wailing and gnashing of teeth such as they had never imagined. Why?

One reason was play balance. The German is on the defensive, a replacement rate of five attack factors is, effectively, a rate of as high as ten defense factors, depending on the kind of units replaced. Changing the rate to five defense factors per turn was a serious blow to the effective German replacement rate.

The other major factor was historical realism. With replacement by attack factor, the German is inclined to build two kinds of units—those which offer the best ratio of defense factors to attack factors, such as statics (1-2-2’s) and second-line infantry (3-4-3’s) and the best armored units to hold strongpoints and launch counter-attacks (7-7-4’s, 6-4-4’s... SS units and Panzer Lehr typically). That’s exactly what the Germans were doing! The SS had priority on equipment, as did Panzer Lehr (the “Tank Demonstration” division) and Hitler's desire for lots of divisions led to a proliferation of low grade Volksturm units, Hitler Jugend Units, Home Guard Units, Convair-manured Squad Units, as well as many units that consisted of little more than a Headquarters Detachment. Few had any transport... even fewer had fuel for what transport did exist. These are all well modelled by the so-called “Static Divisions.”

With replacement by defense factor, all this changes. Then the German wants the most in attack factors for each defense factor—simple common sense. Play with this rule (we’ve tried!) leads to preferential replacement of 1st line infantry (4-4-3’s) and all kinds of motorized units (ranging from brigades to 4-4-4 divisions to 7-7-4 divisions).

To make a long story short, replacement is still five attack factors per turn, and HQ’s are the only German unit that can not be replaced. I consider this my major contribution to the game. One other change is that German replacements may appear in Allied zones of control—but must not move if they do so (they must attack). They cannot appear in hexes through which Allied units were the last to pass. They also appear at the start of the German’s turn. Allied Replacements work differently too. The German Player has the “Strategic Installations” in Breit (U-Boat Base), Boulogne (V-1 Bases), and Rotterdam (V-2 Bases). Starting with Week #9, the Allied player receives one replacement factor for each installation he has destroyed (“captured” —by entering or passing through the hex). In practice, this generally reduces available Allied replacements—the Allied player rarely has two of these objectives by the 9th week... or even the 16th—but the extra factors available for a final push across the Rhine can be of help! While this is a somewhat abstract treatment of many factors affecting the efficiency of the Allied War effort, the intermediate geographic objectives do add quite a lot to game interest. If the German player, for example, heavily defends Brest, the Allied player has a rough decision—trading off a lot of expected casualties in return for extra replacements that pay off in return very slowly... especially when there are more promising attacks at the front!

ZONES OF CONTROL: “STOP! AND WE’LL FIRE!”
The “zone of control” concept dates back to the earliest Avalon Hill games... and is still one of Avalon Hill’s most important contributions to the art of game design. In D-DAY, this concept has changed very little from game to game... except in the ambiguities surrounding each set of rules.

FIGURE 6

The basic zone of control rules have been... in essence... if you enter an enemy zone of control, you must stop and end up attacking someone. Each enemy unit exerting a zone of control on a friendly unit must be attacked. The only real ambiguities have arisen over the question of moving out of one zone of control and into another. In 1961A, the maneuver shown in Figure #6 was possible—there was no rule prohibiting or limiting movement from one zone to another. As shown in the Figure, this allowed surrounded units to often execute retreats unless it was thoroughly surrounded.

FIGURE 7

An additional limitation was inserted into 1961B. You could not “... withdraw from an enemy unit’s zone and then re-enter any other square in that unit’s zone in the same turn.” While it’s uncertain whether the move in Figure #6 was legal or not (did the unit ever “withdraw” from the zone?), the move shown in Figure #7 was still quite legal—and frequently used! Tha shown in Figure #8 was also legal, since it only involved moving into the same hex, not an “other” hex (one might wish to do this to establish being the last to pass through a hex nearby). The move shown in Figure #9, however, was now illegal... though prohibiting such a move was so untraditional that this limitation was generally ignored.

On the other hand, many players developed an even more stringent interpretation—that often used in other games. They decided that if you left one zone of control hex, the only legal moves out of the controlled hex were to hexes uncontrolled by enemy units. This did allow the move in Figures #8 and #9, but prohibited those in #6 and #7. Other players also allowed the movement in Figure #7 by ruling that if a unit started in an enemy controlled hex, its only legal moves out of that hex were to hexes not controlled by enemy units controlling the hex of origin.

FIGURE 8

D-DAY 1965 tried to solve the problem by decreeing that a unit’s movement ended when it entered an enemy zone of control, and that you could not move “through” enemy controlled hexes. What “Through” meant started an incredible number of arguments—mostly about the move shown in Figure #7.

D-DAY 1977 ends the ambiguity, though you must read the rule carefully. A unit must stop when it enters a hex controlled by an enemy unit. It can move from one hex in an enemy zone of control directly to another enemy-controlled hex, if the second hex is not controlled by any enemy units also exerting a zone of control in the first hex. The unit may also move to any other enemy controlled hex, provided that the first hex of movement and all intermediate hexes of movement are uncontrolled by enemy units. The first condition allows the movement in Figure #7; the second allows the movement in Figures #8 and #9. The movement in Figure #6 is still prohibited, which may be a bit too restrictive, though quite traditional. An option is given later.

SUPPLY AND ISOLATION: “LET THEM EAT CAKE.”

The game virtually demanded some kind of supply rule... after all, didn’t Patton have to stop while Eisenhower sent the available gasoline to Montgomery? Supply held up the Allied advance at least twice... better logistics might truly have ended the war by Christmas.

Basic supply for the German has been pretty much the same all along. It was unlimited in quantity (in fact, the Germans were always short of everything... but that’s “factored in”). German units had to trace a supply line of any length free of Allied units or zones of control to somewhere behind the Rhine. In 1961A, it was the Rhine-Ijssel itself, as was the case in 1961B. In 1965, it became the line of hexes just on the east side of the Rhine-Ijssel from D-10 (the ocean) to AA-16 (Switzerland). In 1977, it is the east edge of the board north of
Switzerland—thus eliminating the curious spectre of surrounded German units adjacent to the Rhine surviving off the local trout or whatever.

For the Allies, thus, supply was a maze of definitions—being keyed to a large number of possibilities for causing isolation: lack of supply (inadequate capacity on the continent), the Allied player must evacuate or—since any units on the coast are automatically in supply (assuming the beach hex is out of supply at the beginning and end of any consecutive player turns, it is eliminated. Transient in Exemplum.

In the earlier versions, units were unaffected by lack of supply (inadequate capacity on the continent) or isolation (no supply line) until the moment of their elimination. D-DAY 1977 has added an interesting extra—units that are out of supply at the beginning of their player-turn have their attack strength halved, and may move a maximum of one hex. This is probably a reasonable constraint on unit capabilities. At least it tends to limit the incentives that would otherwise exist on occasion to race beyond one's supply capabilities.

In 1961 D-DAY (both versions), except for actual blocking of the supply line by enemy units, terrain, etc., a supply line could be of any length. There was never really a problem of outrunning one's supply lines. In 1965, a 17-hex supply line limitation was imposed—virtually wiping out South France as a viable first invasion area. The solution in 1977 is not only more reasonable, but also a legitimate use for these hordes of Allied Headquarters—by assuming they include the supply transport. In essence, invaded beach hexes can supply units tracing a supply line as long as eight hexes. Other Allied supply sources (coast hexes and ports) can only supply the particular supply source hex, unless HQ units are present. Up to three HQ's may exist on a hex (1977 D-DAY slightly changes Allied stacking from two units to two units + one HQ maximum), and each allows an eight hex extension of the supply line from that hex—i.e., a port hex with three HQ's could supply units up to 24 hexes away.

The general effect is to make South France a viable invasion area (at least for supply purposes), and to concentrate Allied supply sources in a few key ports—which not only plays well, but is highly historical.

Another ambiguity that plagued earlier versions of the game was the question of landing troops on the continent in excess of the supply that was there. Given the time it took for such units to be eliminated, they could often accomplish valuable objectives. With supply cut off, they could be evacuated and other troops—from Britain and, hence, supplied—could be landed in excess of supply to continue the work. As described earlier, the problem arose from prohibiting the Allied player from leaving more units on the continent than supply allowed and only explaining what happened when German action reduced supply. Worse yet, it was not enough merely to specify that units could not be landed in excess of supply. How would invasions happen?

The 1977 version seems to solve this problem. Units may not be landed if—ignoring potential combat results—the number of unsupplied units on the continent exceeds a limiting number. Since any units on the coast are automatically in supply, there is no problem for invasions—all coast hexes have adequate supply to sustain units which initially land there. Otherwise, if your supply excess is three (or even if three units happen to be cut off for some reason) the second invasion (in 1961 D-DAY) did not differentiate lack of supply and isolation), then any new units landing better have supply waiting, or some units had better withdraw the same turn.

Speaking of supply on the coast, Hallelujah! One of the hairiest problems in D-DAY has always been agreeing on what constituted a viable Allied supply source. In 1961A, the only viable supply sources for Allied units had to be controlled—i.e., free of German zones of control. This was grim during invasions—if the Allies could not advance into D-DAY 1961 (eliminate a German zone of control), and inland ports (Allies must occupy and keep clear of German zones of control), and coastal ports (Allies must occupy the port and keep German units out of the initial hexes that typically surround them). This should really, however, be described as control for the purpose of landing units. The supply rules make clear that any coastal hex with a supply capacity can be used for supply purposes, and, if occupied by a friendly unit, can extend a supply line to some distance. This is one of the few ambiguities I have found in the 1977 rules.

THE SECOND INVASION: "FUCK YOURSELF UP, BAT ASSESS, AND START ALL OVER AGAIN."

Exactly when the second invasion could occur has changed over the years. In the 1961A rules, it was never clear whether it had to occur on Week #9 or if, at all, or whether it could start on Week #9 or later. In 1961B, it was explicitly set forth—9th week or later—and there could only be two invasions per game. Ah... if only the designer had bothered to communicate with the editors of THE GENERAL. On my desk, I have two issues of THE GENERAL that came out well after 1961B, but before 1965. One explicitly states that the second invasion may only occur on the 9th week, if at all; the other makes it clear that the second invasion can start any turn from the 9th week on. Avalon Hill has managed to eliminate the source of such controversies nowadays by leaving one person in charge of decisions for each game... but those were the good old days.

The same rule applied in 1965. In D-DAY 1977, this is limited in a way suggested by many players—Weeks 9-16. This has some historical basis: Week #16 was usually set aside for invasion, and the Atlantic weather is getting pretty grim by then. However, some kind of effort might have been tried... and weather in the Mediterranean is never all that bad. An optional treatment will be offered later.

ALLIED SEA MOVEMENT: "DRAMAMINE SAVED THE D-DAY INVASION!"

Allied units have always been capable of some kind of sea movement... if only to get from Britain to the continent. In fact, exact Allied capability was the end of quite a lot. In 1961A, other than invasions, the following movements were possible:

a) Britain to captured/controlled inland ports and visa versa.

b) Britain to controlled beach hexes in invaded area and visa versa.

c) Freely between Britain and any coast hexes in invaded beach areas (Note that control was not required).

The general through. 1965 D-DAY went back to just keeping out zones of control, though it was implied in the "Questions & Answers" section that having an Allied unit or zone of control there was at least involved somehow. D-DAY 1977 treats the matter fairly explicitly... but not in the clearest possible way. Control is separately defined for coast hexes (successfully invade and keep clear of German zones of control), and inland ports (Allies must occupy the port and keep German units out of the initial hexes that typically surround them). This should really, however, be described as control for the purpose of landing units. The supply rules make clear that any coastal hex with a supply capacity can be used for supply purposes, and, if occupied by a friendly unit, can extend a supply line to some distance. This is one of the few ambiguities I have found in the 1977 rules.

THE GENERAL
**THE GENERAL**

The only problem with all this was that it wasn't very historical. Units were shipped to and from Britain, but—unlike Italy—there was little shuttling by sea of units from place to place in France. Hence, now we see Sea Movement limited to transport to and from Britain... but it can occur from any controlled port (inland or coastal) or coastal hex (noting that here control implies a successful invasion of the hex). I think the rule is highly reasonable.

**THE DIKE:**

"YES, HANS GAVE IT THE FINGER."

Before discussing some of the major innovations in the 1977 version, one final area of dispute should be discussed—the dike. The dike has always been defined on the board itself—"units may cross but not attack." Neither set of 1961 rules provide further definition of this. The best I can offer is that you must turn to the pages of THE GENERAL to get further clarifications.

The Sept-Oct 1969 issue provides the information that units may stop on the dike, but paratroops may not land there. The 1977 issue provides the additional fact that the prohibition on attacks means that units on the dike may not attack—they can be attacked. The question of whether supply could be traced across the dike was never answered... but most assumed that it could. *D-DAY* changes things somewhat. Units are no longer permitted to stop on the dike. They still cannot attack from it nor can they (if airborne) land on it. Supply can be traced.

**STRATEGIC MOVEMENT—"... BUT WHERE ARE THE RAILROADS?"

Many of the older wargames had a common problem—it was impossible to move from one place to another at speeds faster than the basic movement rate—presumably normalized to a unit moving somewhat slowly in "battle-ready" status. This problem was solved in *D-DAY* with the fastest movement being four 17-mile hexes per turn (week) barely eight miles a day. Static units are constrained to half that, and German infantry is somewhat slowly in "battle-ready" status.

**TACTICAL AIR POWER**

The major innovation of 1977 *D-DAY* was the introduction of reasonable air power rules. Air power played a major role in the Allied effort, and the current rule gives something of the feel of how it was used.

The Allied Player gets six tactical air points to use each week. They are deployed over a single hex for a particular mission type, with a limit of one factor/mission type/hex. The missions are Close Attack Support (adding one attack factor to all attacks against the target hex), Close Defensive Support (adding one defense factor—no terrain bonus—to any Allied Unit or Allied Unit combination being attacked in that hex), River Interdiction (German units must stop immediately after crossing the river hexade of the target hex), and Unit Interdiction (targeted German units—the only case where a unit rather than a hex is targeted, and more than one such attack per hex is allowed—are prohibited from using strategic movement that turn).

In the original draft, there were only four air factors, but it was not felt that tactical air power was playing a large enough role. I still do not feel that it does, but for another reason. By assigning attack and defense support to a hex, rather than a unit, one factor may aid several units or groups one, depending on the number of units present and how the attacks are divided. More importantly, it does not remedy in any large way one of the game's more serious problems—that much of its play centers around factor-counting exercises... especially in the case of beach defenses prior to invasion. There are an enormous number of convenient ways for the Axis player to leave the Allies two factors short of the necessary factors for a given odds level... and you are not allowed to concentrate enough aircraft to add more than one. Figure 910 illustrates a classic case. Two static divisions in a fortress represent 4x3 = 12 defense factors. The best the Allies can amass on invasion (without paratroop units) is 10 + 1 air = 11 factors, and 11-12 is still 1-2. Note that the Allied player has *doubled* the ground commitment from one division (5 + 1 = 6; 6-12 is also 1-2) with no change in odds! A similar situation would apply in clear terrain by stacking one static with one infantry unit.

**CARPET BOMBING—“HAVE YOU EVER SEEN A B-17’S VERSION OF A CARPET SQUARE?”**

Last of the major innovations is Carpet Bombing. This simulates the occasional diversion of four (Hamblen's count) to six (my count) bomber or fighter planes to bomb a small area, which presumably contains enemy troops.

As originally written, a carpet bombing attack could be made against any hex against which an attack had been made the previous turn. There were two attacks per game, and each added three columns to every attack made against enemy units in that hex that turn.

The results were devastating. Historically, Carpet Bombing raids caused the virtual annihilation of a division-sized unit on two occasions, and allowed some major Allied advances. That happened here too—both German and British Corps in doubled positions were the usual targets... generally after being surrounded by paratroopers. Via the mails, I screamed and flailed my arms about... and was informed that Carpet Bombing raids were no longer allowed to coincide with paratroop operations. Though this was an artificial limitation, it was historical and played well.

The main objection remaining was that carpet bombing raids were unreliable. Depending on how you count, the Allies tried carpet bombing at least four times (Hamblen's count) to six (my count) times... and there was only a significant effect twice. The other times, troops were committed... but instead...
of racing into shattered and stunned enemy forces, they met heavy resistance. The rule did not reflect that—instead it gave two reliable hammer blows. So it changed. As now written, the Allies receive four. They still can’t happen in conjunction with airborne operations, and only one may occur per turn. In essence, when a hex is carpet-bombed, and any German unit there is attacked, two die rolls are made and the Allied player may choose which one applies.

In fact, the typical area being carpet bombed was less than a mile square, and would affect only one unit (or unit equivalent). The only affect on other units would occur if the attack was successful against the target unit, and its premature collapse forced a general withdrawal in the area. While that can happen in the current rule, the statistics are wrong, or at least irrelevant. It seems to me that a better rule would have six raids (my count!), each of which would have about 1/3 chance of making the target unit highly vulnerable to a ground attack. If a ground attack is made and succeeds, then there should be an enhanced capability against other units in the same hex. A suggestion for accomplishing this will be provided later.

OPTIONAL RULES

Optional Rules come in two flavors—those that are invoked primarily for realism and/or historical flavor. It’s my own rule that those adopted for the former cause should have minimal impact on realism and historical flavor. Fortunately, in D-DAY, that’s quite easy. Several tools are available.

GERMAN REPLACEMENTS

What is the proper number of German replacements? On the scale of a simple, division-level wargame, how do you factor in equipment, type of personnel, and non-combatant support units? The answer is, you don’t. The 5 factors per turn represents a rough guess at the rate at which Germans could replace a defeated unit, well tempered by considerations of play balance. Values running from three to seven per week could be just as appropriate. If you find one side winning too often, just change the German replacement rate by one or two—you needn’t agonize over realism, because the concept is so abstract that it’s only meaningful within broad bounds.

ALLIED TACTICAL AIR

As I pointed out earlier, as originally proposed, the Allies started out with four TAC factors in early designs—a number based simply on the designer’s “feel” for a good number. That was later raised to six—based entirely on a “feel” for how big a role air power should play—no really hard numbers. If the Allies seem to win too often, try four or five. No one’s going to argue that it’s any less realistic.

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It does seem a little strange. Consider just the USA—The United States of America—producing 2-3 of the world’s leading ten to twenty times as many aircraft as Germany’s factories... having a population several times the size of Germany’s... and not having massive Russian attacks on the opposite flank (by comparison, the Japanese threat was small)... that might suggest, in combination with the United Kingdom and numerous other Allies, can, at best, manage 60% of the German West Front Replacement Rate. Ah, come on. Maybe Germany was making more efficient use of its manpower, and was mobilized at a higher relative level, but even so...

This is not to argue that the Allied Replacement rate should be changed, but you would like to for play and game purposes, it would be the fanatic indeed who could argue that almost any change you care to make might not be as realistic. Once again, replacements are something of an abstraction... treat them that way. If the Axis seems to win too often, try giving the Allied player a flat rate of one or two factors per turn, plus those for what objectives are captured.

GERMAN AIR POWER

The Germans had little in the way of ground attack capability in the west—the game models this as zero, which may be a bit too harsh. If you think so, allow the German player one TAC factor per turn. It would function exactly as those used by the Allies, but for the German instead.

...AND RULES FOR EXTRA REALISM OR MORE FLAVOR

In some cases, these merely represent differences in opinion between myself and the designers. In others, they represent things that were intentionally left out to keep the game simple and similar to the older versions. A rationale is given with each rule and why I think it makes the game more enjoyable.

LIMITATIONS ON PARATROopers

In essence, I feel that paratroopers are too powerful in D-DAY as currently construed. Troops that have just landed are not about to start organizing the wide patrols and interdiction that a defending ground unit would have. The mission of airborne troops is almost invariably to grab something and hang on until support arrives. If they attack, it’s strictly limited toward seizing some objective. If they block retreat, it’s typically in a fairly small corridor. I therefore propose the following limitation:

Airborne units which airdrop on a given player turn have no zone of control other than the hex upon which they land throughout that player turn; i.e., they cannot block retreat through a hex adjacent to themselves during the player-turn in which they land. As soon as the other side begins the next player turn, they function normally.

FORTIFIED ZONES

Many Siegfried Line fortifications took advantage of available rivers and canals. As a crude abstraction, the following rule is proposed:

When a German unit in a fortified zone hex is attacked by Allied units, all of which (excluding air) are attacking across rivers or canals, the German unit (or units) is/are Rigged on Defense.

HEADQUARTERS

There is no reason why HQ units should not be replaced—historically they were first to be replaced—except that, by placing them on the front lines, the German player can do some very historical things with them. There is a relatively simple solution to both problems:

A. Beginning with Turn 2+, HQ units may be replaced each turn throughout the game, as long as there is a place they can start and remain within the other limitations (e.g., stacking). Replacement of HQ’s in no way affects or is affected by the replacement of other units.

B. No HQ unit may be moved to or left in a position where it could be attacked in the following player turn, except via air strikes, air drops, or invasions. In certain areas, this restriction is ignored:

- German HQ’s of the Rhine
- German HQ’s in Paris
- Allied HQ’s fulfilling the supply function

THE GENERAL

C. For B, adequate distance and/or an interposing barrier of friendly zones of control preventing enemy units exercising normal ground movement from coming adjacent constitutes adequate protection from attack.

D. If fulfilling B is impossible for some HQ’s, these HQ’s are not restricted by B. Note, however, that the player must make every possible effort to fulfill B, including the redeployment of other combat units (but not including air drops, airstrikes, and/or invasions). Sea movement is included. The enemy player may offer “helpful suggestions” in this regard... to help any HQ’s fulfill B.

E. Even if an Automatic Victory rule is used, the possibility of an automatic victory need not be considered in determining adequate protection to fulfill B.

F. HQ units have no zone of control. Strategic movement is still prohibited next to an enemy HQ unit.

In summary, there will always be HQ units around... but they usually won’t be at the front, and won’t be much good there when they are. Fairly historical, I think.

AUTOMATIC VICTORY

Under limited circumstances, some attacking units may attack up to twice in a single player turn.

A. All attacking units must have moved one hex or less to have reached attack position.

B. All defending units in the hex must be attacked in a single attack.

C. The attack must be at odds of 7:1 or better.

D. The defending hex must be clear, though the attack may be across a river or canal. It may not be from the ocean (i.e., an invasion).

If an automatic victory is achieved, all involved units having a movement factor of four have the option to advance and attack again, participate in other attacks yet to be resolved, etc., though they cannot help make another attack an automatic victory. Any, some, or all of the attacking units having a movement factor of four may advance a maximum of two hexes, the first hex of which must be the defender’s hex. Each unit may only participate in one automatic victory per player turn. Zones of control limitations apply to additional advance capability allowed by the Automatic Victory Rule. If a unit uses this advance capability, it uses it instead of (rather than in addition to) normal advance after combat. Each unit may advance in either mode, if allowed, or neither, but not both in any given combat resolution.

ADVANCE AFTER COMBAT

It always seemed strange to me that a unit could move further by attacking than it could otherwise. Even more fascinating, this applied only to attacks by the attacking player. The Strategic Movement rule solves part of this problem... but not all of it. Statics still have the capability to move three if they attack and two otherwise; for much German infantry, the values are four vs. three. The proposed rule solves half the problem—the Strategic Movement variation (q.v.) speaks to the other half.

Whenever a defending hex is vacated as a result of an attack, the attacking units may advance into the hex, provided that stacking limits are not violated, regardless of the presence of other enemy zones of control. This advance must be taken immediately after resolution of the combat. (The only change is that all positions may be taken—not just doubled and tripled ones.)
THE GENERAL

STRATEGIC MOVEMENT

This speaks to the other half of the problem described above. All units may exercise strategic movement, rather than just Allied Units, German Panzer, Panzer Grenadiers, and Paratroopers. However, movement of other German units is only enhanced by one—a static division could move three instead of two. Axis HQ's, however, get full (double) Strategic Movement.

MINIMUM MOVEMENT

I have always felt that fluidity was helpful to the play of almost any game, and that D-D-Day had a hair too much of the "set piece" game in it. The following rule somewhat alleviates this ... makes "surrounds" a bit more difficult to implement.

If a unit is surrounded by enemy units, enemy zones of control, impassible terrain, and/or neutral territory, under certain conditions, it may still move one hex to obtain more favorable position and/or escape being surrounded. If another friendly combat unit can move adjacent to it, it may move on top of that combat unit. Of course, this hex has an enemy zone of control there, both units must end their turn there and attack during the combat segment. This special movement option may only be exercised during the movement portion of the friendly player turn—retreats may not be made in this way.

SUPPRESSION OF ALLIED AIRPOWER

This, in an abstract way, simulates a German air operation that occurred during the Battle of the Bulge. It was a massive strike against Allied airfields that was moderately successful... but cost the Axis most of its air attack capability.

Once per game, the Axis player may suppress Allied Airpower. The effect is to lower the number of TAC factors by two for that entire turn, and to totally prohibit the use of TAC factors within five hexes of any hex the Axis player chooses for that turn. The decision to employ this option must be made immediately at the start of the Allied player turn, except that if the Weather Rule is employed, the Axis player may wait to see the prevailing weather and make the decision immediately afterwards.

If German TAC Air Power is being used, exercising this option prevents use of German TAC Air for that turn and the rest of the game.

Even if this option is exercised, the Allied Player may always fly TAC Air missions within two hexes of the coast (though the overall total is still reduced by two), weather and available factors permitting.

CARPET BOMBING

I feel that the following rule better reflects the uncertainty associated with Carpet Bombing Operations.

The Allied Player receives up to six carpet bomb attacks per game. A maximum of one per turn may be made, and a maximum of two may be made on or later than the 14th week. No carpet bombing attack may be made within five hexes of a simultaneous airdrop.

Carpet bombing is used strictly in support of normal combat, and may only be used against Axis units in a hex which was adjacent to an Allied combat unit at the beginning of the current Allied player turn. The primary attack must be directed against a unit in a hex and, while being carpet bombed, the unit being bombed must be attacked by ground/TAC units separately from all other units and before any other units in the same hex. Prior to resolution of the ground combat against the carpet bombed unit, a carpet bombing effectiveness roll is made, and the result from the table at right is applied.

NAVAL GUNFIRE SUPPORT

This is probably a reasonable optional rule, regardless of whether you increase the efficiency of airpower or not. It solves some of the nasty "one factor short" situations which abound on the coast.

Whenever a coastal hex with one or more German units in it is attacked by Allied Ground units, there is always one additional factor of Naval Gunfire Support available to assist the attack. Only one factor per hex is available, so if more than one attack is made against the hex, only one of the attacks gets the benefit of Naval Gunfire Support.

TACTICAL AIR

Right now, TAC is assigned to a hex, and helps all attacks against that hex or, if in defense, assists all units defending. Note that if two 4-4-4's are on defense, if attacked together, they're worth 9. If separated separately, they're worth 5 + 5 = 10. Similarly, if three static divisions are being attacked by three 5-4-4 armored units, if one attack, it's 2-1... if three attacks, it's 3-3-1. I think this can be easily corrected.

Close Attack Support-The Allied player may use one TAC factor to add one attack factor to any Allied combat unit for that player turn. There is a maximum of one TAC factor of Close Air Support per Allied Unit. If both units in a hex could have an addition by using two TAC Factors.

Close Defensive Support-The Allied player may use one TAC factor to add one defense factor to any Allied combat unit for that player turn. There is a maximum of one TAC factor of Close Defensive Support per Allied Unit, but all Allied units in a hex could have an addition by using more than one TAC factor.

RAILROAD MOVEMENT

Only German units may use rail movement. Rail movement must start in a city, fortress, or starred hex, but may terminate anywhere to which movement is possible, other than where there are enemy units, enemy zones of control, impassible terrain, neutral countries, or aerial interdiction. There may be up to five German units moving by rail during any player turn. The procedure is as follows:

1. German units in supply in a city, fortress, or starred hex are turned over at the beginning of the player turn to signify they are entraining. This may not occur if the hex is in an allied zone of control. Entrained units have no existence for combat purposes, even if they try to move on top of them, they are eliminated. These units do nothing more this player turn, and do not count against the rail movement maximum. Entrained units do not inhibit enemy strategic movement.

2. The player turn after loading, these units (up to five) may be moved to any position on the board to which they can travel an unobstructed line of hexes. Obstructions include enemy units, enemy zones of control, impassible terrain, the ocean, neutral countries, the dike, areas of aerial interdiction, and any friendly unit being subjected to unit interdiction. The destination must be closer to an untrained German combat unit than to any Allied ground or parachute unit, unless such Allied unit is at least ten hexes away. Upon arrival, the unit remains entrained.

3. On the following friendly player turn, the unit is flipped over at the start of the friendly turn and may move normally. Alternately, the unit may remain entrained and/or move again. If it moves by rail, it must remain entrained at the end of the turn.

4. Areas of aerial interdiction are within three hexes of any air unit assigned to river interdiction or new task) Rail Road interdiction. Railroad interdiction works just like river interdiction, except that the only thing it inhibits is rail movement within three hexes, and it may be assigned anywhere.

5. Note that units need not be in supply to use rail movement.

WEATHER

The lack of a weather rule leaves out one of the most significant elements facing Allied Commanders. This rule is based on Wave Height, Wind, and Visibility data from the U.S. Navy's Atlas, Volume #1, as well as other, more qualitative sources. This rule requires some extra time, but lends a definite air of suspense to the game.

The playing area is divided into four Weather Zones. These are:

NORTH SEA/GERMAN COAST—All associated coastal hexes, as well as inland hexes up to five hexes inland (including the coast) that are closer to this coast than any coastal hex in the PAS DE CALAIS area.

PAS DE CALAIS/LE HAVRE/NORMANDY/BRITTANY/BAY OF BISCAY—All associated coastal hexes, and up to five squares inland (including the coast) provided that such hexes are not closer to a NORTH SEA/GERMAN COAST coastal hex than one of this area.

SOUTH FRANCE—All associated coastal hexes, and up to TEN squares inland, provided that such hexes are closer to a SOUTH FRANCE coastal hex than any other area.

FRENCH/GERMAN INTERIOR—All other hexes.

At the beginning of every Allied Player turn, starting with Turn #2, one die is rolled for each zone (a total of four die rolls). This roll determines the status of that zone for air and sea operations. The rolls shown are the rolls for BAD weather.

EFFECT OF WEATHER

Air—No TAC factors maybe placed in this zone. No Strategic Air Attacks may be made in this zone. No paratroop drops can be made in this zone.

Sea—No sea movement into or from any place other than Britain or a controlled port. If troops attempting a first invasion turn landing that turn, they return to Britain and another attempt may not be made until the fourth turn following or later. (This assumes my invasion rule, q.v.) Other forces—either second turn invasion forces, or troops engaged in normal sea movement—must remain at their point of departure if on the continent. If starting in Britain, they may return to Britain, land in a controlled port, or be diverted to an area with better weather.

MULTIPLE INVASIONS

In reality, the German couldn't have left the French coast entirely undefended after the first 16 weeks... or after the allies mounted two invasions. Given the right opportunity, the Allies could have invaded...

CARPET BOMBING

<table>
<thead>
<tr>
<th>DIE ROLL</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2</td>
<td>Attack successful! Targeted unit defends at half strength (retain fractions) in the ground attack immediately following. If the unit is eliminated (via ELIM or EXCHANGE), any other Static, Infantry or Paratroop units in the hex may attack the same target, as well as any new target after terrain modification. For example, if the remaining units were two static divisions in doubled terrain, each would be reduced from 4 to 3.</td>
</tr>
<tr>
<td>3, 4, 5</td>
<td>Marginal Effect. The targeted unit defends with one factor less than normal after terrain modification in the attack which immediately follows. Other units are unaffected.</td>
</tr>
</tbody>
</table>
gotten together more landing craft... and might have risked even winter North Sea weather. Implementing this rule will put some very real... and very nasty constraints on the German player

The Allied player may attempt an invasion at any time, provided a minimum delay has passed since his/her last first invasion turn attempt. If the previous first invasion turn attempt was successful (i.e., not delayed by weather), another first invasion turn cannot be attempted until the eighth turn following (e.g., since the Turn One First Invasion Turn always "works", the second invasion can be tried no earlier than turn #9. If, however, the previous attempt was unsuccessful (i.e., delayed by weather), another attempt must wait until at least the fourth turn following. Given perfect weather, the Allied player could make as many as seven invasions in the course of the game.

SOME FINAL COMMENTS

Except for the first four, these optional rules were not created to correct play balance. Nor were abstract way, and make the treatment somewhat... effect on the game.

GERMAN REPLACEMENTS—This is probably the best way to fine-tune play balance. Changing it by one/two will have a moderate effect; changing it by two/two will generally have a strong...—effect.

ALLIED TACTICAL AIR—This is almost as good a way to fine-tune play balance. Reducing it much below four will effectively negate its importance. Increasing it by one or two will probably compensate for the effect of weather, if that's used. Beyond eight factors, it will probably begin to dominate the game.

ALLIED REPLACEMENTS—I would adjust this rate up if the combination of other optional rules chosen seemed to weigh too heavily in favor of the Axis.

GERMAN AIR POWER—This will have little effect on the game. A single TAC factor just can't do that much. It does add a certain amount of interest for the German player, however.

PARATROOPER LIMITATIONS—Of course, this will adversely affect the Allies. However, it will probably actually increase realism, in that Paratroopers were rarely, if ever, dropped to block retreats within a large area. They were used to seize & hold objectives... or to contribute an attack from the rear.

FORTIFIED ZONES—This really belongs in the play balance section. There are too many arguments over whether this increases or decreases realism. In any event, the effect is not large.

HEADQUARTERS—Whether or not you like this rule will probably depend on whether or not you like to see HQ units in a game. At least the rules on HQ placement will inhibit the free use of HQ's as front line delaying units. No zone of control probably is realistic for them.

AUTOMATIC VICTORY—This is really something closer to an "overrun" rule. All you frustrated Patton's and Rommel's can have fun with it. The occasion for its use won't arise very often... unless it's clobbering the occasional German static division or regiment/brigade-sized unit. The rule may also get some use if the Allies risk a Pas De Calais invasion. In general, though, there won't be much of an effect.

ADVANCE AFTER COMBAT—This will have a significant effect upon play... but it's hard to say who it helps. It makes invasion situations a lot more fluid—which helps the Allies to expand their beachhead, but helps the German to crush it. I'd see a slight gain for the German. On the other hand, the Allies will be able to advance faster in central France... and that can mean a lot. The net effect is probably somewhat pro-Allied.

STRATEGIC MOVEMENT—This of course will help the Axis, since German units get a benefit they didn't have before. There is probably a slight increase in realism.

MINIMUM MOVEMENT—Depending on what you think a "zone of control" is, and what you think "being surrounded" reflects in reality, you may or may not like the impact this rule has on game realism. However, if units that aren't surrounded can withdraw from a zone-of-control without leaving a rear guard, there probably is a slight increase in realism.

NAVAL GUNFIRE SUPPORT—In theory, the effect of Naval Gunfire was supposed to exactly cancel the effect of Atlantic Wall fortifications. Maybe... or maybe it needs this extra factor to do the job. Who knows. The main reason for inserting it is to prevent too many attacks from being "almost the right odds." It will have a strong pro-Allied effect.

TACTICAL AIR—This will slightly reduce the number of possible combats that a particular TAC factor can cover... but will greatly expand the flexibility in its use! By allowing much higher air power concentrations at a single place, the Allies will have a much easier time breaking German positions. It will have a very strong pro-Allied effect.

RAILROAD MOVEMENT—This will help the German—more in forcing the diversion of Allied TAC factors than in anything else. It has to be set up sufficiently far in advance that only very long rail moves will be practical. It will have a small but distinct pro-Axis effect on the game. If your style of

WEATHER TABLE

<table>
<thead>
<tr>
<th>Turn</th>
<th>5 Hexes</th>
<th>5 Hexes</th>
<th>10 Hexes</th>
<th>All other hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>NORTH SEA</td>
<td>PASS DE CALAIS</td>
<td>SOUTH FRANCE</td>
<td>FRENCH/GERMAN INTERIOR</td>
</tr>
<tr>
<td>Jan</td>
<td>31-34</td>
<td>1 2 3 4</td>
<td>1 2</td>
<td>1 2</td>
</tr>
<tr>
<td>Feb</td>
<td>35-38</td>
<td>1 2 3 4</td>
<td>1 2</td>
<td>1 2</td>
</tr>
<tr>
<td>Mar</td>
<td>39-43</td>
<td>1 2 3 4</td>
<td>1 2</td>
<td>1 2</td>
</tr>
<tr>
<td>Apr</td>
<td>44-47</td>
<td>1 2 3 4</td>
<td>1 2</td>
<td>1 2</td>
</tr>
<tr>
<td>May</td>
<td>48-50</td>
<td>1 2 3 4</td>
<td>1 2</td>
<td>1 2</td>
</tr>
<tr>
<td>June</td>
<td>2-4</td>
<td>1 2 3 4</td>
<td>1 2</td>
<td>1 2</td>
</tr>
<tr>
<td>July</td>
<td>5-8</td>
<td>1 2 3 4</td>
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<td>Aug</td>
<td>9-13</td>
<td>1 2 3 4</td>
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<td>Sept</td>
<td>14-17</td>
<td>1 2 3 4</td>
<td>1 2</td>
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</tr>
<tr>
<td>Oct</td>
<td>18-21</td>
<td>1 2 3 4</td>
<td>1 2</td>
<td>1 2</td>
</tr>
<tr>
<td>Nov</td>
<td>22-26</td>
<td>1 2 3 4</td>
<td>1 2</td>
<td>1 2</td>
</tr>
<tr>
<td>Dec</td>
<td>27-30</td>
<td>1 2 3 4</td>
<td>1 2</td>
<td>1 2</td>
</tr>
</tbody>
</table>

Rolls for No Sea Ops
Rolls for No Air Ops

NOTE: Turn 11 weather is always perfect.

How to use the Weather Table:
Each turn is associated with a particular month; for example, Turn #2 is in January. Assume an invasion is being attempted at Pas De Calais. We roll a die for each area. North Sea/German Coast = 1—clear weather. Pas De Calais, etc. = 3—air operations are allowed. but the invasion must wait until Turn #26. South France = 6—clear weather. French/German Interior = 1—locked in! No air operations of any kind.

Continued on Page 29, Column 1
SOUTH FRANCE

D-DAY

ALLIED UNITS AVAILABLE IN BRITAIN

ONLY SUPPLY AID AREAS THROUGH D-DAY AS ASSUMED TROOPS NOT LANDINGS POSSIBLE

AVAILABLE IN 3 WEEKS

BRITAIN

D-DAY

NORTH SEA

PAS DE CALAIS

andel

LE HAVRE

BAY OF BISCAY

SPAIN

WASHINGTON

This game was played & recorded in August 1977, barely a month after release of the game and thus handicapped our participants by denying them the familiarity with the game that only repeated play can bring. Unlike its sister game, WAR AT SEA, VITP takes a good 3 hours to play, so one doesn’t get to experiment with different strategies as much as one might like. Doubtless by the time this is published, many of you will lay claim to a greater degree of expertise in this game.

Nevertheless, given these restrictions, our cast of characters is far from being totally bereft of talent. Seth Carus is the designer of AIW and one of the prime pre-publication playtesters of VITP. Bill Barr logged more pre-publication hours with VITP than anyone outside of designer Richard Hamblen. Unfortunately, the majority of their test play took place as the design evolved and it was rare that any two games were played with the same exact set of rules and pieces. The effect then was not unlike that of an initial exposure to the game and our players should scarcely be criticized for offering themselves as virtual human sacrifices to an overpowering commentator. Both players now possess far more wisdom than is displayed here, but their mistakes make for a better platform from which to analyze the game in terms of opportunities prof ered and scoured.

As for our commentator, VITP has replaced ANZIO & WAR AT SEA as his first love, and in this writing he had yet to taste defeat in 6 post publication meetings—a record of dubious longevity should Hamblen ever manage to corner him into playing a game.

**JAPANESE TURN 1:**

There will be no need for Raid comments—all ships aside from the Pearl Harbor raid being placed on Patrol status; only the isee and Mutsumi falling their speed rolls to become raiders. Their failure to maintain Patrol status should not be of importance here on the first turn where the Allies can control movements of only five cruisers. My move seems self-explanatory—perhaps the only not readily recognizable move being that of the two small carriers, three battleships, two cruisers & the I-Boat to the Central Pacific where I intend to gain a control and hopefully knock out an American carrier or two. Note the six cruisers in the Marianas that I wish had another carrier to reinforce Indonesia but I can’t spare it. My land based air should do the trick.

On the whole, not a bad turn although I’m disappointed in my failure to sink the POW & neutralize the Allied land based air in either raid.

**AMERICAN TURN 1:**

Not being a warmonger I have little to comment on as I have little freedom of movement. After dispatching one cruiser to control the Indian Ocean, I placed the other on raid just in case he forgot to cover his rear with land based air. No such luck. The remainder scatter out of harm’s way.

I feel I won the first turn based on the complete survival of my airpower.

**TURN 1 COMMENTARY**

The first turn of every game is always the most analyzed because it is the only turn in which the writer can bring. Unlike before and the course of the game stamped into the stream, and muddle up the water. This is less true of VITP than most games due to the random variable entry of the American carrier forces, but it nonetheless remains the part of the game that is most easily and frequently analyzed. It seems to be the early consensus that the Japanese have the short end of the play balance to bear against all areas expect, it is the Japanese player to whom I’ll address the challenge of the underdog or the greater excitement.

Given the first turn, the Japanese are usually the sought-after side here. As for our commentator, VITP has replaced ANZIO & WAR AT SEA as his first love, and in this writing he had yet to taste defeat in 6 post publication meetings—a record of dubious longevity should Hamblen ever manage to corner him into playing a game.

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Given the first turn, the Japanese are usually the sought-after side here. Assuming a well-versed Japanese player, there is little the Americans are going to be able to do from an offensive point of view. Barring a major faux pas by the Japanese, the Allies are better off immediately assuming a defensive posture than keeping their cruisers on raid for any lopsided gambles vs. the Marianas or Japanese Islands. As much as the Japanese player needs to husband his non-growing surface fleet, it is the Allied player who can ill-afford cruiser attrition. He desperately needs those fast ships to cover his carrier raid due to the first 5 turns. Without them, the Allies turn into a ponderous fighter—not quick enough to bring their overwhelming strength to bear against all areas soon enough. Given this realization, the cruisers should be put on Patrol—not Raid—guaranteeing Allied control of the Indian Ocean, Coral Sea, & U.S. Mandate for turn 2. Although the Indian Ocean is worth no POC to the Allied player its control can be vital on turn 2 against a Japanese player intent on taking Australia with designs on destroying the British fleet in Ceylon and thus securing the west half of the board.

The Japanese initial disposition, however, yields far more subject for discussion and the principal topic is the Central Pacific. Let me state at the outset that I practice a strategy here that is far from being in vogue and the placement of the two small carriers there is a common occurrence, albeit one I do not agree with. This is not to say that it is incorrect or inferior—merely that I have, based upon the manner in which I approach the game. Simply put—I take the obvious approach—looking to extract as much guaranteed damage from the surprise attack as possible—this means guaranteeing that my 27 carrier factors will each strike unopposed at least twice in the first turn. The Ryujo joins the Pearl Harbor raid while the Hosho, due to its insufficient speed, is sent to Indonesia to plague the British.

Alarmists will immediately declare I can’t see past the glory of an extra hit on an obsolete US battleship to the true key element in the game.

Midway and its attendant control of the Central Pacific. Not true—I value the area as highly as they—but I hope to take it at the least cost to myself in terms of both Japanese ships lost & Americans left afloat. My solution: the six fast cruisers and the I-Boat. The variable American carrier entry can truly play havoc with any Japanese intentions, or American for that matter—but let’s look at the percentages involved.

First of all is the very real fact that in 49% of all games either no American force will show up in the Central Pacific—neither side loses anything and the Japanese gain the all important control of the Central Pacific by default, as happened in our game here. But the Japanese did lose something in this game—6 unanswered bonus shots from their unemployed carriers. But what of the other 51% of the time... Those Japanese cruisers are going to get pasted. Not necessarily. Forty percent of all games will result in only 1 American carrier group showing up and even with a +2 on the day/night die roll, it is a tossup as to which side would feel more uncomfortable. The 83% probability of a daylight battle doesn’t look so reassuring when you remember that a tie die roll resulting in a day/night battle round lessens those odds to a less impressive 72% which means that better than one time in four rounds those cruisers are going to get close enough to shoot at the carrier. Losing a maximum of 1 cruiser per round waiting for that night battle to occur certainly allows the Japanese to stick around awhile. Faced with that decision, would you stick around to polish off those cruisers—I’m not sure I would. Coupled with our I-Boat attack which has a 16% chance of sending the carrier home as well as a 27% chance of rendering a 0.27 hrs de combat (22% chance of sinking), and you have built a pretty good case for the Japanese being able to take the Central Pacific 89% of the time without a carrier.

But what of the other 11% of the time when multiple carrier groups enter the area... isn’t it worth fighting for? Not with the force shown here. Although carrier attrition early in the game is much to the Japanese favor, there is little reason to expect the success of another Pearl Harbor against American fleet carriers with the likes of the Hosho & Ryujo. Given an opposing force of two 0.27 carriers, we can expect the Japanese to have a 30%/40% chance of disabling/sinking one, and a 16%/22% chance for the other, while the Americans reply in kind with figures of 51%/73% for each of the Japanese carriers. In short, the Japanese are more apt than not to come out on the short end of the sick in any carrier battle and once that battle is
VICTORY IN THE PACIFIC
lost, the remaining Japanese surface fleet is not fast enough to withdraw from a vulnerable carrier force with adequate cruiser protection, whereas my proposed I 18's could take the better part of valor when faced with a multiple U.S. carrier entry. And in those 6% of games played wherein 3 or more carrier groups enter, the ability to run fast is going to be the important factor along with the scoring losses of the Central Pacific from turning into a major catastrophe. Needless to say, planning to cope with that kind of force will invariably result in a chronically inefficient first turn, so why fight it? Be flexible—a quality which I feel this set-up definitely lack.

Looking now to Indonesia, I again have major gripes. The Japanese Islands should be held by the battleships committed to Midway, freeing the 23rd Air Force to take part in Indonesia—resulting in another 6 unanswered raid shots on the British. Seth proclaims disappointment in not sinking the IJN and destroying the 5th Air Force, but a look at the percentages shows that he had average luck—scoring 11 damage points out of a probable 10.3. By adding the Hoso and 23rd Air Force, he would have gained an additional probable 1 2 3 hits—conceivably enough to destroy the 5th Air Force and prevent the escape of the POW.

Aside from the absence of the Ryuyo, I still find much to fault with the Pearl Harbor raid. Again, I depart from normal convention in that I set no great store in destroying 60% of the fleet—my main desire being to utilize the carriers' bonus roll against ships. It is my intention to completely neutralize the PH force. Obsolete or not, this is the best chance the Japanese get to address the industrial wrong done them in terms of sheer numbers of enemy vessels. Lost planes reappear... ships not.

Even if Seth doesn't share my beliefs, his selection of targets is strange. The American cruisers are at once both the most valuable and vulnerable ships in Pearl and should be attacked by 2 strength carriers which would either sink or bottom them 45% of the time. The 4 4 3's, being the next most vulnerable, should be hit with the 4 strength carriers—each of which has a 57% chance of putting the old battlewagons on the bottom or worse. The two 3 factor carriers should attack the 5 5 3's—each with a 36% chance of at least going to the bottom. An average turn would sink or bottom 4 vessels, making it much easier to finish the job on the 2nd raid. Again, even if Seth disagrees with the theory, he has no business attacking 4 5 3's while the more vulnerable but near equally dangerous 4 4 3's go unnoticed.

As it turns out, the Japanese fare well on their second raid and bottom or sink six battleships. The Americans, with only the Enterprise arriving in the Hawaiian Islands, withdraw, leaving the four bottomed battleships to be sunk in follow-up raids.

**THE SCORING:** Both sides claim the 1st turn as theirs with no clear-cut advantage. The Japanese gain 7 POC, control of the Central Pacific, have sunk seven Allied battleships and damaged two more without losing a thing. The Americans, however, preserved all their carriers and land-based air intact. Hardly a decisive turn either way, but we can be sure the turnover edge is with Japan. Seth, being a devotee of his great game, would no doubt be happier to give it to the Americans.

Barring the raids against the bottomed ships in Pearl which were lost causes in any event, we find Seth enjoying a slight advantage with the dice—scoring 62 damage points against a probable 59, given his utilization of his force.

**JAPANESE TURN 2:**

My goals this turn are to secure my defensive perimeter with special emphasis on controlling Indonesia and the South Pacific to complete the capture by isolation of Allied bases at Lae, Singapore and the Philippines. My lone offensive goal for the turn is the invasion and capture of Guadalcanal by the Yokosuka Marines. Elsewhere I am committing a strong force to take Midway with five carriers and ten surface vessels in reserve to parry any aggressive Allied patrols.

Given my initial patrols, I must admit to considerable surprise at the Allied patrol and land based air response. He seems determined to oppose me where I am the strongest. The aggressive British move in Indonesia dictates the disposition of my raiders. I must reinforce Indonesia or the American forces in Australia could join the British and actually overwhelm me in Indonesia. Therefore, as long as I must commit forces here, I might as well go in with a strong hand and make the most of it. The maximum 12. Only with cruisers could he gain a slight advantage in number of ships in a surface action but the qualitative superiority of my forces makes even this a slim asset.

Elsewhere I have reinforced the Central and South Pacific just enough to prevent a serious overlapping threat by the American cruisers any night action while making the Midway carrier force just strong enough to pose the possibility of a serious aerial disaster should the American decide to give battle. While they certainly would have an advantage in any action there, they would be risking their entire fleet carrier strength against the drugs of my own naval air arm. Even attrition here would be most welcome.

**AMERICAN TURN 2:**

I am a firm believer in "use them or lose them" where the British are concerned. Better to attrition the British off against the Japanese then lose them through non-use to game withdrawals. Therefore, I will use the British as a distraction to draw off forces to Indonesia while concentrating on removing Japanese units from the Central Pacific and repulsing the Japanese invasion of Guadalcanal.

The commitment of his Land Based Air came as a surprise. I was expecting at least part of it to go to the Marshalls to maintain his perimeter. Four Land Based Air in the South Pacific is a bit much!

Having already committed the British to Indonesia, I must now pay the price or reinforce and hope for a surface action. By making a maximum effort with the American in Australia, I can gain a slight advantage in a night action and slip two battlewagons through the line against his carriers. Hopefully, I can leave after one round with close to four fleet carriers and an obvious mismatch in the Marshalls and open up his perimeter for invasion next turn.

**TURN 2 COMMENTARY—**

I winced when I first heard that Bill Barr had drawn the Americans in this Series Replay. From years of personal experience, I've found him to be one of those aggressive individuals who can conduct a reasonably competent offense in any game, but whose total lack of patience leaves him as so much easy pickings in any game where he's handed a task smacking of a semblance of defense. Bill wasted no time in justifying his decision and not even a good attempt being made to secure the Marshalls or Austrailia and turned it into a game winner.

Given the total lack of aggressive Japanese patrols, the Allied response outside of Indonesia is probably correct. Although the South Pacific is the most valuable prize, holding as it does the only chance for American retention of Guadalcanal, Lae, and the Philippines, it would be foolish to expose the entire American carrier fleet to such massed land based air. The Central Pacific is tempting but heavily resembles a gambit. While retention of Midway and opening a raiding lane to Japan is at stake and the American does possess superior carrier strength and a slightly larger surface escort the encounter is not as profitable as it appears at first glance. The American surface superiority is illusory. Should the Americans get a night action—only a 17% probability on the first round, they would get only two non-bonus shots at the Japanese carriers while their cruisers would have to pair off with the superior Japanese cruisers' bonus torpedo factor. One might well question the Japanese seeking a night action! In the air, things are better. There is no question the American carrier force is superior. By pairing off with their Japanese counterparts, the Americans have a 73% chance of sinking the one factor vessels and an 80% chance of eliminating the single American carriers. If日本's air for Japan's missions for Japan's carriers are simultaneous and the Japanese can respond with 54%, 32% and 16% chances of their own. One fleet carrier is sure to be lost, two is unlikely, and three or more is a disastrous possibility. Such an exchange of American fleet carriers for Japanese makes even that a slim asset.

Unfortunately for the American carriers, strikes are simultaneous and the Japanese can respond with 54%, 32% and 16% chances of their own. One fleet carrier is sure to be lost, two is unlikely, and three or more is a disastrous possibility. Such an exchange of American fleet carriers for Japanese makes even that a slim asset.

Add to this the fact that the Japanese gift in the Marshalls will have to be left unopened with a full scale effort to save Midway and it is easy to concur with the American decision. If only he had placed his land based air on Midway instead of wasting it in the South Pacific, things might have been different.

The Japanese are too strong on turn 2 to dictate to them contested sea areas they can't have. The South Pacific is too important on turn 2 to expect the Japanese not to control it. A standalone policy in Midway, out of range of Japanese land based air, would have been a more reasonable policy.

Finally, one might question the wisdom of committing the I-Boat to Indonesia for the sake of overkill. While it is true that this is the only area where the enemy can strike back, the Japanese edge here is so strong already that it is hard to pass up a
JAPANESE COMMITMENT RECORD

TURN 1

<table>
<thead>
<tr>
<th>INDONESIA</th>
<th>Attacking</th>
<th>Target</th>
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<th>Damage</th>
<th>Result</th>
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<td>5 AF</td>
<td>2,3,6</td>
<td>3</td>
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<td>5 AF</td>
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<td></td>
<td>21*</td>
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<td>3,3,5</td>
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<td>41*</td>
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<td>P.O. W.</td>
<td>2,4,5</td>
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<td>41*</td>
</tr>
<tr>
<td>(round 1)</td>
<td>Ic</td>
<td>P.O. W.</td>
<td>2,5,5,5</td>
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<td>P.O. W.</td>
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PEARL HARBOR

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<tr>
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<tbody>
<tr>
<td>Kaga</td>
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<td>Zuiho</td>
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<tr>
<td>Kaga</td>
</tr>
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<td>Zuiho</td>
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<tr>
<td>Foryu</td>
</tr>
<tr>
<td>Soryu</td>
</tr>
<tr>
<td>Zuihu</td>
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</table>

All bottomed ships sink in follow up raids.

TURN 2

<table>
<thead>
<tr>
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<tbody>
<tr>
<td>23 AF</td>
</tr>
<tr>
<td>24 AF</td>
</tr>
<tr>
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<td>Kaga</td>
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<table>
<thead>
<tr>
<th>INDONESIA (day-night rd)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Akagi</td>
</tr>
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<td>Soryu</td>
</tr>
<tr>
<td>22 AF</td>
</tr>
<tr>
<td>Junyo</td>
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<tr>
<td>Junyo</td>
</tr>
<tr>
<td>Shokaku</td>
</tr>
<tr>
<td>Rygyu</td>
</tr>
<tr>
<td>Tago</td>
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<tr>
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</tr>
<tr>
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</tr>
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TURN 3

<table>
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<tr>
<th>INDIAN OCEAN</th>
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<tbody>
<tr>
<td>Soryu</td>
</tr>
<tr>
<td>Ryujo</td>
</tr>
<tr>
<td>Junyo</td>
</tr>
<tr>
<td>22 AF</td>
</tr>
<tr>
<td>21 AF</td>
</tr>
<tr>
<td>21 AF</td>
</tr>
<tr>
<td>21 AF</td>
</tr>
<tr>
<td>21 AF</td>
</tr>
<tr>
<td>21 AF</td>
</tr>
</tbody>
</table>

MARIANAS (day-night rd)

| 23 AF        | Yorktown | 1,2,6 | 2 0 0 5 |
| Nachi        | Houston  | 3 | 1 1 7 |

MARSHALLS

| 23 AF        | Hornet   | 3,5,6 | 3 Sunk |
| 24 AF        | T Marline | 3,5,6 | 2X Disabled |
| 1-Boat       | 2 Marline | 1,2,4 | 4 Elim |
| 1-Boat       | Indianapolis | 2,2,4,6 | Sunk |
| 1-Boat       | Indianpolis | 1,5,6,6 | Sunk |
| 1-Boat       | Minneapolis | 2,3,6,6 | 2 Sunk |
| 1-Boat       | Akimgo   | 1,3,5,4 | 2 Sunk |

HAWAIIAN ISLANDS

| 23 AF        | 5 AF  | 1,4,6 | 1 Elim |
| 25 AF        | 5 AF  | 1,4,6 | 1 Elim |

33% chance of a hit on one of the American carriers in the Marshalls.

The Battles

The first action came in the Aleutians where the 5th Air Force sent the Colorado to Japan after some three shots. The Yorki and Hager were sunk by massed carrier aircraft. Fortune continued to smile on the American as they rolled out another day's action in the Southern Pacific and were able to sink the Yosokura mines, thus saving Guadalcanal. The Japanese air effort eliminated the U.S. 11th Air Force and heavily damaged the 16th which wisely withdrew following the first round. In the Aleutians, the die roll was 9 and so the battle there took the form of a carrier round followed by a night action. Knowing that surface action was imminent, both sides concentrated on the opposing battleships in hopes of improving their chances in the upcoming surface engagement. The Japanese were even more successful than might be expected, given their large fleet carrier advantage, sinking the Enterprise and three battleships and damaging two others. The Allies were a bit unlucky, sinking only the Kongo and disabling the Hiei. A night action to start things off might have been disastrous for the Japanese but their carrier strike has removed half of the numerical Allied advantage and only one battleship slips through to attack the Japanese carriers and in place to sink any, although it disables the Soryu. The Japanese good fortune continues as night falls. Three British battleships and five Allied cruisers are sunk and two more disabled by the 2-1 superiority of Japanese guns. The Japanese lose only the cruiser Aoba, some damage to their heavy battleships, and disablement of two battleships. The Allied force in Indonesia is in a shambles. Only Japanese bungling keeps the disaster from being worse. They should have never wasted shots on the screenless hulk of the Royal Sovereign instead, shots should have been concentrated on the most valuable American cruisers which could (and did) run away. It would have been an embarrassed Japanese player had he rollled a "6" instead of a "0" on the Sovereign's dice to escape. As things turn out, the remnants of the Allied force make good their escape—the Formidable withdrawing at 7 speed behind two cruisers and the Hermes owing her survival to the splendid work of the Royal Sovereign. Instead, shots should have been concentrated on the most valuable American cruisers which could (and did) run away. It would have been an embarrassed Japanese player had he rollled a "6" instead of a "0" on the Sovereign's dice to escape. As things turn out, the remnants of the Allied force make good their escape—the Formidable withdrawing at 7 speed behind two cruisers and the Hermes owing her survival to the splendid work of the Royal Sovereign. Instead, shots should have been concentrated on the most valuable American cruisers which could (and did) run away. It would have been an embarrassed Japanese player had he rollled a "6" instead of a "0" on the Sovereign's dice to escape. As things turn out, the remnants of the Allied force make good their escape—the Formidable withdrawing at 7 speed behind two cruisers and the Hermes owing her survival to the splendid work of the Royal Sovereign. Instead, shots should have been concentrated on the most valuable American cruisers which could (and did) run away. It would have been an embarrassed Japanese player
open a permanent route into the Japanese heartland by taking the Marshall Islands.

Surprise! The Japanese want Port Moresby—not Guadalcanal, and he is trying to induce me into accepting a major carrier battle in the Hawaiian Islands. While he’s busy raiding Hawaii, I’ll land in the Marshalls, destroy his control in the Marianas and lay bare his heavy POC areas to my raiders based in the Marshalls next turn.

**TURN 3 COMMENTARY—**

The Japanese deployment is not particularly impressive but the American response leaves it looking inspired. Why the Japanese need seven patrol ships to reinforce a land based airborne garrison on his frontier is beyond me. These ships would be more useful as raiders or patrol vessels threatening the Aleutians, North Pacific, Hawaii, Samoa or the Coral Sea. Allowing the Allies to hold onto the Aleutians at such negligible expense is hard to believe. Seth incorrectly wastes a land based air unit on the Marianas to scare off American raiders and is promptly rewarded with the worst case of splitting one’s forces I’ve ever seen.

It is hard to believe that the Allied player could pull a worse mistake than last turn’s slaughter in Indonesia, but he certainly has. Dividing his carrier force for the totally unnecessary chore of raiding into the Marianas against land based air is simply unthinkable. This is an especially flagrant faux pas when the remaining carriers are sent against an almost equal force! The American apparently was falsely lured into a feeling of well being by the numbers of his surface escort, and while a night battle would certainly have rewarded him handsomely it is rather naive to expect a surface engagement when the other fellow wants day in a neutral sea. It is, after all, only a 28% occurrence (42% for day-night actions). It is plain then, that against the very real threat of a day action, the American advanced into the Marshalls outnumbered 3 to 2 in air targets and with only an 8 to 7 superiorit in air attack factors. The move into the Marshalls was not all that bad but it should have been made with all four fleet carriers. Unlike carriers, land based air does not take a powder on a 5" die roll. As a plausible alternative, let’s look again at that raid on the Hawaiian Islands. Generally, Bill would be right to avoid a major carrier battle this early in the game, but this battle is not even. Given his poor start, there now exists a gamble which looks quite attractive. By abandoning his support of the Marshalls invasion, the American can concentrate 15 surface vessels to the Japanese 9; enough to apply five gunnery factors against each Japanese fleet carrier. In these American controlled waters, the chances for an American night action are 50-50. At best, a major victory... at worst, prospects for even attrition. Given a night turn, each of the American marines will still have a 18% chance of landing unsupported.

**THE BATTLES**

The fighting opens in the Bay of Bengal where four British carriers fail to bag the Furutaka which flees to Singapore. The Japanese good fortune continues in the Indian Ocean where three Allied carriers eliminate the two Allied land based air and establish control, but not before the Sasebo marines are disabled and returned to Singapore. It took four rounds, but eventually superior Japanese firepower reigned supreme in the South Pacific as the Japanese land based air eliminated the two Allied land based air at a cost of only two damage points. The American seems intent on showing how not to play. Victory in the Pacific. Outnumbered 6 to 4 in firepower and 8 to 5 in defense factors, he had no business
General

...after already losing two units in the Indian Ocean. This foolish gamble became blantly unexcusable after the RNZAF on round 3 when the American refused again to break off the engagement despite being outclassed in firepower 6 to 2, and in defense 6 to 1. The American will now have only four land based air with which to defend on turn 4. The road to major Japanese expansion is open. In the Marianas, the American raiders succeed in breaking the Japanese control in a combined day/night battle in which the Yorktown is heavily damaged and the 23rd AF is eliminated. Outnumbered 4 to 1, the Japanese cruiser Nachi makes good her escape. The worst is yet to come, however, as the American pays the price in the Marshalls for his split forces folly. In the resulting air battle, the Lexington is disabled, the Hiryu sunk, and the 1st Marines disabled and routed to Australia. To make matters worse, the I-Boat sinks the 3rd Marines. Not only has the invasion been repulsed, but without air cover the Americans must withdraw and reposition their control. For this stunning victory, the Japanese lose only the Hiryu. The dismal American turn ends with the slaughter of the two U.S. cruisers patrolling the Hawaiian Islands by the raiding Japanese carrier fleet, and subsequent loss of control and POC.

Japanese gain 5 POC and now stand 14 ahead, but this is the least of the American’s worries. He has just lost five air units and a sixth hors de combat to two by the Japanese. The game could rapidly grow out of his reach.

Japanese Turn 4: This will be my last turn of all out offensive action for the Allies receive six land based air next turn which will make incursions into their territory too costly. This will be my last attempt to make POC gains before going over to the defensive. I expect to pick up a difference of 5 POC by controlling the Bay of Bengal and the Indian Ocean. His reaction to my patrols and land based air has forced my hand with respect to my raiders. I must make a full scale effort in the Coral Sea. By conducting that battle first, I can neutralize all of his land based air in the South Pacific before it is used by taking Guadalcanal and eliminating his base. On the other hand, if he does oppose me there and concentrates on my marines, I should be able to win a major carrier engagement.

American Turn 4: The British fleet will be nonexistent after this turn, so I will try to buy time with them and attrition the Japanese in Indonesia. Hopefully, they will act as a diversion to lessen his efforts against the Americans. By the looks of things, I can expect major invasion attempts against Port Moresby and Guadalcanal. Therefore, I will throw all my land based air into the South Pacific to screen the Marine landings in the event of a night action. Three battleships are sent to the South Pacific to screen the Marine landings in the event of a night action.

Turn 4 Commentary: The Japanese move is extremely clever in its perception of tactical possibilities and equally foolish in terms of strategic gain. The American is at his nadir. He will never be weaker than he is now. The British, on the other hand, are at their zenith. Next turn, demands from the European theatre will virtually evaporate that force into near non-existence. Now is the time to hit the American forces with everything available. Instead, Seth chooses to waste ten ships in the British theatre. If used to hit the Americans this turn, the British sphere of interest would virtually fall into their hands next turn anyway. Without any attempt being made to...
control the Coral Sea is it too late to take Australia. Faced with a dazed opponent ripe for a knockout punch, the Japanese are flailing him about the arms.

Why in the name of the Rising Sun does Seth persist in wasting patrol ships in protecting his perimeter? This area can be held with land based air. The added vessels released for aggressive patrols would allow the Japanese to threaten control all over the board. The Americans are too weak to probe the Japanese perimeter and defend their own areas too. The added ships from the Indian Ocean would give the Japanese the strength to raid Pearl Harbor with authority where the crippled Yorktown lies helpless in drydock.

The Japanese play can best be summed up as penny wise and pound foolish. Sending the Junyo raiding to reinforce an unopposed control force in Bengal looks wasteful until you remember that the Japanese will fight the battle in Indonesia first and any disabled or withdrawing forces there will be subject to unreturned raids in Ceylon. Foresight, however, makes it look wasteful indeed when you recall that four British vessels will be withdrawn from the game at the end of the turn anyway and coupled with losses in Indonesia this will probably serve to annihilate the British anyway.

The same lesson holds true in the South Pacific where the Japanese were wise indeed in resisting the American one-upmanship by deploying more units, realizing full well that none of this American airpower may get into play if Guadalcanal falls first from the backdoor of the Coral Sea. In retrospect, however, this clever play may prove Seth's undoing and squander his big lead. Deprived of sufficient surface escort by his.Positive moves against the British sphere of influence, the Japanese have offered the Americans a get even opportunity in the Coral Sea which is much more inviting than that offered in the Hawaiian Islands the turn before. Now the American battleships are much more in evidence; the numerical American surface advantage is both greater and accompanied by qualitative superiority, the American situation is more desperate, and the American player really has no choice if he is to salvage anything from this land based air in the South Pacific. Advancing into an enemy controlled sea with such lopsided surface disparity is akin to handing your head on a plate to a hungry opponent. Don't be surprised when he devours you. The Americans could amass 49 surface attack factors in 16 ships with 10 bonus shots to a paltry 19 factors, 7 ships, and 3 bonus shots for the Japanese. In the American controlled Coral Sea, a night action will occur with any higher die roll than the Japanese can muster. There are no modifiers. The possibility for an enormous defeat is very real.

The Japanese raid into the Coral Sea is not totally without merit, but rather was forced by events transpiring in the South Pacific. The possibility for crippling carrier exchange is present. The Japanese do have an extra carrier and the presence of the I-Boat as well as the American need to stop the Japanese marines on the first round before they can land. Where all three marines in the Coral Sea would have been a better move. In the event of a day action, they would fare well, but the point is that this gamble would be totally unnecessary had the Japanese not moved against the British areas and trusted their land based air to guard their perimeters. Taking a chance like this when you have a decisive lead is unforgivable.

The Japanese patrols I find little to fault with the Allied reaction, although I would have had to hold Bengal with land based air rather than putting all my eggs in the South Pacific basket. Given the subsequent Japanese raid into the Coral Sea, however, things could hardly work out how unrealistic were some of the gambles employed by our participants. Perhaps more importantly, an understanding of how to quickly assess potential hit and damage probability gains can be gained.

The system used is admittedly faulty mathematics. For example, if you were to roll five non-bonus shots the probability of scoring at least one hit is 55%, not 83% as calculated in the table. This is because the fall of each die is independent of the others. Rolling six dice does not guarantee that each (or any) result will occur once, rather, those calculations are based on the law of large numbers and assume that every die thrown has six possible outcomes. Only one of those outcomes is a hit. Thus, when throwing five dice the chances for rolling six or more are five in six or 83%. If the dice are eligible to a bonus then a 5 or 6 results in a hit; changing the probability of a hit on each die to one in three. Naturally, this method is more accurate than the first, but makes up for it by being too simple. Indeed, even those players who can readily make rough calculations in their head as they play the game, rather than resorting to a computer and fine point analysis.

Assuming you accept this admittedly flawed system for calculating probabilities, we can carry it a step further to predict the expected damage from our expected hits. Returning again to the equally probable die roll outcomes, we find possible results of 1, 2, 3, 4, 5, 6, 7, 8, or 9. An average probability of each is 1/6. The target is diminished by a damage roll of less than 6, however, the damage probability changes: For example, when firing at the Kure Marine, the most damage roll can be expected on any single attack if 3—the number of damage points required to sink it. The range of possible outcomes then becomes 3—3, 4—2, 5—1, etc. using similarly modified die rolls. The table that reflects this expected damage cannot exceed the total possible damage by indicating a "*" overall situation.

Given the quality of play, the Japanese player deserved to win being the lesser of two fools; but he overrated his victory by extreme good fortune in his day-night determination die rolls.

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**AN ANALYSIS OF THE LUCK FACTOR**

**AMERICAN ATTACKS**

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<thead>
<tr>
<th>Country</th>
<th>Shots Fired</th>
<th>Expected Hits</th>
<th>Actual Hits</th>
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**JAPANESE ATTACKS**

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<th>Expected Hits</th>
<th>Actual Hits</th>
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<td>79</td>
<td>194</td>
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Applying our charts to the Series Replay, we find the first hit (other than the quality of his play) why the American was so decisively defeated in this hit total was 5% of what it should have been. His bad luck was not reaped by good fortune with the damage die. To the contrary, the total damage he inflicted on the Japanese was only 45% of what it should have been.

The Japanese player, on the other hand, was only marginally fortunate in the number of hits he received (30%) as expected random and was delayed in damage inflicted with damage expected. A more telling statistic appears in the "Shots Fired" column where we see the Japanese enjoying better than a 25% superiority. This would seem to indicate that the bigger factor in the American's defeat was his own shoddy play in exposing his forces so favorably. There is no doubt that poor luck during the American attacks contributed significantly to the scale of his defeat, but it is essentially unlikely that this was the cause.

A dice roll analysis of this sort is extremely superficial. No attempt has been made to measure the effects of the die on "Disabled" results, speed rolls, or day-night determinations . . . all of which play an extremely crucial role. Furthermore, logistics are definitely far more important than whether on either the target and situation. In a game such as VIFP, the theory is that the sheer absence of die rolls tend to set a "balancing" factor in the dice "even out" over a prolonged period. The extreme importance of several even "day-night" determinations, however overshadow this theory in VIFP and, in this case, presented a great deal of a few selected die rolls. By limiting virtually all of these crucial die-night determination die rolls, the Japanese did more to win the game than they followed; the following could be claimed for.

A knowledge of the luck factor as it pertains to VIFP is essential to any player of the game who wishes to quote it on top more often than not. The following serves as more than an excuse for the vanquished. By studying the figures presented, one can see better just how unrealistic were some of the gambles employed by our participants. Perhaps more importantly, an understanding of how to quickly assess potential hit and damage probability gains can be gained.
any better. I find it hard to conceive of a better opportunity for the Americans to pull themselves back into the game than the one that now presents itself. The only criticism I can offer is that a small one and I'm not sure that it is valid given the definite surface superiority already amassed in the Coral Sea. The question of whether the three U.S. battleships would serve better in the Coral Sea as overkill or as a screen in the South Pacific for a possible night landing is one which can be answered only after seeing the day/night die roll in the Coral Sea.

THE BATTLES

The action starts predictably enough in Indonesia with a carrier engagement in which the Ryujo is sunk but both British carriers are disabled and returned to Ceylon to await air raids. Now totally devoid of air cover, the British are Japanese win the pivotal even die roll and the appearance of the following pursuit. In the ensuing raid on Ceylon, the failure to take Guadalcanal, the Japanese have won another stage. In the resulting pursuit, the Japanese gained four more rounds of unretracted attacks, disabling Exeter and Valiant, and sinking the Prince of Wales before the remainder withdraw. The Devastator is sunk in the following pursuit. In the ensuing raid on Ceylon, the Illustrious and Hermes are sunk, leaving the British with only 3 vessels to withdraw on turn 5, and thereby cancelling the appearance of the Victorious in Pearl Harbor. The British have been annihilated.

The main event is in the Coral Sea, however, and the Japanese luck holds firm with a day combat gained by a die roll of 6 to 5. One pip less and the Japanese would not be smiling, but the Japanese get the best of the carrier exchange as expected. Saratoga and the battleship West Virginia are sunk, and the remaining U.S. carriers disabled (including maximum damage to the Lexington). The American riote, dilated by attacks on the Japanese landing forces, manages only to heavily damage & disable the Shoikaku while repulsing the Japanese marines. To add insult to injury, the North Carolina sustains heavy damage from an I-Boat attack.

Still hoping to salvage a victory, the American opts to remain and press on for a surface engagement, but again the Japanese win the pivotal even die roll and sink cruisers Chicago and New Orleans while damaging the Canberra in attempting to reduce the Allied surface numerical advantage. At this point, with Guadalcanal saved and its surface advantage reduced to three cruisers, the Americans has had enough of trying to outgun the Japanese and withdraws in 3 groups. In the resulting pursuit, the Colorado, New Mexico, North Carolina & Canberra are sunk and the Mississippi heavily damaged by the Japanese. American control of the South Pacific remains the only bright spot in yet another disastrous turn.

The Japanese player gains 7 POC on turn 4 and now stands 21 POC ahead. More importantly, the Japanese sank twelve Allied ships at a cost of only three of their own. The Allies will open turn 5 with only two operable carriers and virtually no ships west of Australia. The American does have 16 land based aircraft but can't defend everything by themselves. The Japanese, on the other hand, have lost only five surface ships and two medium carriers. Their lead at this point is huge although not insurmountable. They could still lose by a combination of Japanese mistakes (such as the Battle of the Coral Sea) and a few fortuitous dice rolls (such as the Americans lacked in the Battle of the Coral Sea). We'll end our Series Reply here at the midpoint however, and postpone studies of the end game until a later time when more balanced forces and practiced players are available.

AFTERMATH:

As anticipated, the Japanese added to their lead on turn 5, adding 5 POC and increasing their total to 26. Despite a major victory in the Marianas on turn 6 made possible by the eight new American carriers, the Japanese actually gained one POC on turn 6 of Japanese mistakes (such as the Battle of the Coral Sea). In the ensuing raid on Ceylon, the failure to take Guadalcanal, the Japanese have won another stage. In the resulting pursuit, the Japanese gained four more rounds of unretracted attacks, disabling Exeter and Valiant, and sinking the Prince of Wales before the remainder withdraw. The Devastator is sunk in the following pursuit. In the ensuing raid on Ceylon, the Illustrious and Hermes are sunk, leaving the British with only 3 vessels to withdraw on turn 5, and thereby cancelling the appearance of the Victorious in Pearl Harbor. The British have been annihilated.

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The action in the South Pacific, catalyst for the battle of the Coral Sea, is almost anti-climactic. The Japanese save Lai by sinking the 1st Marines but are forced to withdraw when the 26th AF is eliminated. The cruiser Chokai is sunk in a night action, but damage is heavy and the South Pacific return. American control of the South Pacific remains the only bright spot in yet another disastrous turn.

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Tom Oleson in Vol. 8, No. 1 of The General demonstrated a method of constructing scenarios with the same victory conditions, using orders of battle based on the player's preference. (His method of determining the relative importance of different units by point value can also be found in WAR- GAMER'S GUIDE TO PANZERBLITZ, with the exact point values of units also listed on page 12 of Vol. 11, No. 3.) Like any other system, however, Tom's method has its loopholes, and also cannot be applied without special modification to PANZERLEADER's rules.

As in PANZERBLITZ "situation 13," in PANZERLEADER each player has, say, 1000 points from which to select his combat force. Due to different weaponry effectiveness in PANZERLEADER, however, one cannot use the same system of allocating point values for individual units, as in PANZERBLITZ. Here are the criteria for assigning point values in PANZERLEADER using the following abbreviations: A = attack strength or attack factor; R = range or range factor; D = defense strength or defense factor; and M = movement allowance or movement factor.

Let's start off with tanks and tank destroyers. For Russian and German units of these types, the criteria for point allocation is identical for both games: for "A" class ACs, take A plus R plus D plus M. American and British tanks and tank destroyers suffer however, from the handicap of being prohibited from transporting infantry, unlike their Russian and German counterparts. Since a unit's effectiveness at transporting infantry is largely dependent on its movement allowance, we should reduce the influence of movement in determining the point allocation for such Allied units. So for American and British tanks and tank destroyers, add only one half of the movement—i.e., A plus R plus D plus \( \frac{1}{2} M \).

Assault Guns in PL can hit armored targets with full attack strength at ranges up to six hexes, while their PB counterparts can hit such targets with full force up to half of their range. So the point criteria for assigning values to assault guns in PL must be modified somewhat, compared to such units in PB. For assault guns with a range of greater than six hexes, add A plus six plus D plus M (add only \( \frac{1}{2} M \) for American and British assault guns, as they cannot transport infantry, unlike their Soviet and German counterparts). And for assault guns of a range of less than six hexes, simply use A plus R plus D plus M (or \( \frac{1}{2} M \) for American and British assault guns). Finally, there is another exception, the M20 (see towed gun point criteria), and a HT.

Armored cars are not too much different from tanks and tank destroyers, except that in PL they usually don't have the punch or armor protection to engage in shootouts. The German armored cars are much more important than their British and American cousins, as they can transport infantry, and that's very useful in a game with opportunity fire, and high costs of loading and unloading infantry. American and British ACs, in contrast, function primarily as long distance spotters. The point criteria for German armored cars is almost identical for both games: for "A" class ACs, take A plus R plus D plus M; and for "H" class ACs, take the same criteria, since the short ranged "H" class weapon is not handicapped versus armored targets. American and British ACs, like their tanks and tank destroyers, cannot transport infantry. So again, the influence of movement allowance on pt allocation should be reduced. Since enemy ACs are much more often used as carriers than enemy tanks, the reduction in the movement influence on the pt. criteria for western Allied ACs should be more severe than for western Allied tanks. So rather than take, say \( \frac{1}{2} A \), I'll use 1/3 M; i.e., for American and British "A" class armored cars, take A plus R plus D plus \( \frac{1}{3} M \) plus 1/3 M. For the M20, which is "H" class, take \( \frac{1}{2} A \) plus \( \frac{1}{2} R \) plus D plus \( \frac{1}{3} M \), or a point value of 11.

Nothing has changed for transport pt allowances: for trucks take D plus \( \frac{1}{3} M \); for HTs take D plus M; and wagons get a pt. value of 4.

### PANZERLEADER Combat Point Values

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<th>German Units</th>
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Combat point values in parenthesis next to HW artillery represent offboard unit value.

* Cromwell combat point value, given a movement allowance of 12, not 7.

All combat pt. values using all regular and optional rules of PL. When using functional mobility for turreted AFVs, add an additional \( \frac{1}{3} A \) to all such units (e.g. for the M36, its point value would be 37.5 plus \( \frac{1}{3} \times 15 \) = total of 45).
Once both players have agreed upon a particular board configuration, they should choose their orders of battle. The participants should agree beforehand on the maximum pt total for each side (I prefer about 1000 pts). Each person should pick his order of battle without knowledge of his opponent's order of battle, with both people realizing their choices simultaneously.

After both players' forces have been revealed, a die should be rolled to determine on which sideboard each player deploys his units. One way of deciding would be as follows: if the die roll is even, the German player sets up on the eastern board (i.e., the board to the right of the middle board), and the Allied player sets up on the western board. If the die roll is odd, the German player would set up on the western board, etc. The player with the smallest number of on-board units moves first, after deploying second.

One of the least satisfactory aspects of Tom Oleon's "Panzerblitz Situation 13," is the victory conditions, which are based entirely on who ever has the most units on the center board. The Olscon victory conditions, in theory at least, meant that the person who moved last—the player with the most units—could win the game simply by running around the other side board and attacking his opponent's forces, and on the last turn, simply flooding onto the center board for the win. The player starting with the least number of units might kill off a board of enemy units, without loss, and still lose, if he started too many units down (similar to scenario 7, with regard to the German position in that situation).

Rather than base victory conditions exclusively on number of units on the center board, I would also tie the victory criteria onto control of geographical objectives (to keep one player from running around, until the last turn), and also on enemy units killed. Give each player victory pts, based on the point value of each enemy unit destroyed at the end of the game. Allocate a small number of points, say about ten, for each center-board town hex occupied by a friendly combat unit (i.e., non-wagon, non-truck unit) at the end of the game. Finally, to keep each side from being too top heavy with super-powerful units, I would give bonus victory points to the side with the most combat units on the center board at the end of the game. Take the difference in number of combat units of each side on the center board, and multiply by ten. Give the player with the excess number of center-board combat units the conclusion of the game, this point total, to be added with his other points. The person with the most points at the end of the game wins. (As an example of how to calculate bonus victory points, see the following illustration: suppose the American player at the conclusion of the game has 29 center-board combat units, and his opponent has 25 center-board combat units. The American player would then get a bonus of 60 victory points, in addition to the points for enemy kills, and occupation of center-board town hexes.

I have not yet explored completely the strategy in picking orders of battle for this abstract scenario. A force composed of mainly a small number of powerful units, may get to occupy the town hexes first, but on the last turn, the number of combat units, may have enough excess combat units to counterbalance that edge, with the victory conditions also being based on enemy kills, according to the point value of those destroyed enemy units, who's to say what type of force is optimal? Of course, players can always experiment with different weights of victory criteria (e.g. multiply the excess number of center-board combat units by 20 instead of 10, or allocate only five points per center-board town hex occupied by a combat unit). One is limited only by one's imagination.

There are no changes for rating infantry from Tom Oleon's system: take A plus one plus D plus M. For engineers double the A, rather than take A alone.

Finally we have the towed guns. For "A" class towed guns, use the same old Panzerblitz criteria: 1/4 A plus 1/8 R plus D plus M. But "H" class units seldom use direct fire. Since, they use indirect fire versus targets more than 1/4 of their range in distance, I'll take 1/4 A plus 1/8 R plus D plus M. To be consistent, direct fire units of the "H", "I" should use the same criteria, despite their inability to fire indirectly. For "M" class units, which can use indirect fire at any range, use the "A" class criteria for towed weapons.

Indirect artillery fire brings us to one of the more ludicrous features of PL: the necessity of placing long range, immobile artillery on the front lines due to a lack of board space. Scenario 19 is a good example: the German 170mm guns here have no choice but to use direct fire, as their long-range effectiveness prohibits them from using indirect fire, if placed on the board. So when using an abstract PL scenario similar to Panzerblitz' "situation 13," some provision should be made for off-board artillery.

Off-board artillery should be placed far behind friendly lines. For an example illustrating their use, let's say that the Americans setting up on board A, and the Germans on board D. At the start of the game, when each player is choosing his order of battle, that person may at his discretion decide to place one or more of the ("H") class units behind "friendly" lines. Such units cannot be moved, and cannot be spotted or attacked by enemy units (for the sake of simplicity, assume that counterbattery fire is ineffective versus such fortified off-board positions, within the short time span of the game, and that Allied aircraft cannot spot German off-board artillery due to perhaps low visibility weather conditions in that area). Off-board units may only use indirect fire to attack on-board units, and then only enemy units within three-fourths of the off-board artillery unit's range allowance of the friendly board edge. For example, using the above board configuration, a German 150mm ("H") class off-board unit could hit any hex within 27 hexes of the eastern edge of board D. Why three-fourths of their range allowance? Well, such an artillery unit can cost more pts than similar units placed on-board. "(H)" on-board units cost 1/4 A plus 1/8 R plus D plus M. Off-board units of the same type cost 1/4 A plus 1/8 R plus D plus M. SPA units cost the same whether off-board or on-board. (The increased protection and indirect fire effectiveness of placing such units off-board is counterbalanced by off-board units' inability to use direct fire versus enemy targets.)

The board configuration for this abstract PL scenario is identical to that of Tom Oleon's "situation 13." Any three PL, and/or Panzerblitz boards are laid side by side, as such:

(NORT...
In 12 B.C., the emperor Augustus, after his recent conquest of Rhaetia and Noricum, reached the zenith of his power. Massive plans and preparations had been made to create a new province, Germania, so as to eliminate the considerable threat of those barbaric tribesmen. The man chosen to accomplish the task was Nero Drusus, Rome's most successful living general (and father of the Germanicus Drusus of Idistaviso fame). He campaigned throughout Germany from 12 B.C. until his death in 9 B.C. His brother Tiberius (the future emperor) succeeded him and campaigned on and off for fifteen years. Then Herman's revolt in 9 A.D. suddenly and violently threw Roman influence out of Germany. This final disaster proved too much, and after twenty years of fruitless warfare Augustus did the unthinkable: he abandoned a Roman province. More important, however, that event signalled the decline of the empire.

This is probably the greatest fault of CAESAR'S LEGIONS in that the game largely ignores these potentially decisive campaigns. Had Rome gained firm control of Germany during this period of time the process of Romanization would have had more uninterrupted time to take effect. This in turn would have lessened, and perhaps removed the threat of those soon after. His brother Tiberius succeeded him and campaigned on and off for fifteen years. Then Herman's revolt in 9 A.D. suddenly and violently threw Roman influence out of Germany. This final disaster proved too much, and after twenty years of fruitless warfare Augustus did the unthinkable: he abandoned a Roman province. More important, however, that event signalled the decline of the empire.

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Information about these campaigns is somewhat limited; largely consisting of general descriptions. Therefore, the Rome forces presented in the following scenarios have been formed by logical conjecture. The German tribes are also larger than in later scenarios as it can be assumed that in those scenarios they have been somewhat exhausted by the struggle against Rome. The Frisian revolt has been included as a short scenario. It also is an interesting display of common occurrences along a so called peaceful frontier.

The Initial Invasions

By David Meyer

More Scenarios For Caesar's Legions

In 12 B.C., the emperor Augustus, after his recent conquest of Rhaetia and Noricum, reached the zenith of his power. Massive plans and preparations had been made to create a new province, Germania, so as to eliminate the considerable threat of those barbaric tribesmen. The man chosen to accomplish the task was Nero Drusus, Rome's most successful living general (and father of the Germanicus Drusus of Idistaviso fame). He campaigned throughout Germany from 12 B.C. until his death in 9 B.C. His brother Tiberius (the future emperor) succeeded him and campaigned on and off for fifteen years. Then Herman's revolt in 9 A.D. suddenly and violently threw Roman influence out of Germany. This final disaster proved too much, and after twenty years of fruitless warfare Augustus did the unthinkable: he abandoned a Roman province. More important, however, that event signalled the decline of the empire.

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The German Campaigns of Nero Drusus and Tiberius

In 12 B.C., under the auspices of emperor Augustus, Nero Drusus began the first of many attempts to conquer the territory east of the Rhine and north of the Danube. Basically this invasion culminated in two major campaigns. The first consisted of a drive along the North Sea coast, which resulted in the subjection of the Batavii, the Frisii, and both branches of the Chaucii. The other campaign pushed through central Germany, reached the Elbe, and then struck southward. At this point, 9 B.C., Drusus fell from his horse and died soon after. His brother Tiberius succeeded him and finished the campaign by 7 B.C. Pressure on the Germans had been relaxed prematurely. Hence, by 1 B.C. the Cherusci, a tribe allied with the Chaucii, were in full revolt. By 4 A.D. the revolt had become widespread throughout Germany. Tiberius was recalled and in a lightning attack received the submission of all the tribes from the Weser to the North Sea. He launched his major invasion a year later in 5 A.D. One army sailed up the Danish peninsula, while another marched through central Germany attacking the tribes enroute. After reestablishing Roman influence in central and southern Germany, both armies united at the mouth of the Elbe and routed the yet undefeated Suebian confederacy. In 6 A.D. Tiberius struck at the Marcomannic kingdom under Marboedus. This massive offensive consisted of twelve legions plus auxiliaries. Before its completion, however, the Pannonian revolt broke out (largely caused by excessive men and money demands for the German campaigns). By the time Tiberius could revert his attention back to Germany, the revolt of 9 A.D. had occurred, the effects of which have been previously discussed.

How to Win: To win the Roman player must conquer tribes. To effectively control the German tribes the Roman must control military and civilian leaders. The occupation of villages represents control of the latter and control of the military is represented by the capture of chief counters. Therefore, to conquer a tribe both its chief and all its villages must be captured concurrently at the end of a segment. The Roman wins decisively if he conquers 13 tribes, a tactical victory for 12 tribes, and a marginal victory for 11 tribes. The German player will only deter Rome if he incurs heavy losses to legiomy forces. Therefore if the German player captures and retains, to game end, four eagles, his wins decisively; two eagles represent a tactical victory, and one eagle represents a marginal victory. The German player wins automatically if he captures Drusus. A decisive German victory is always higher than a Roman decisive victory. Otherwise all other situations of equal victory status are considered draws.

Board Alterations: All features are in existence except the castilla on the east side of the Rhine.

Forces: Roman forces consist of the supreme leader Drusus, 18 auxiliary infantry cohorts and 3 auxiliary cavalry cohorts anywhere west of the Rhine, 3 marines and ships anywhere on the Rhine, and the following ten cohort legions: XI and XII on hex M-25, XIV and V on Q-24, X on O-24, XXII on DD-22, VII on W-25, and XIII on KK-27. The German tribes are mobilized as in Scenario IV by the mobilization table.

Time Limit: This scenario consists of two 15 turn segments. The Roman player moves first in both segments.

Special Rules:
The Batavii: The Batavii are hostile to Rome in this scenario and are treated as any other German tribe.
The Frisian Fleet: The Frisii possessed a considerable fleet which gave the Romans serious difficulties. Therefore if the whole fleet survives to game end treat it as one captured eagle. However, if the whole fleet is destroyed it counts as one conquered tribe for the Romans. The Frisian fleet consists of three ship counters which mobilize on any Frisian coast hex. Use Batavii counters, and treat the fleet as in Scenario V.

Rivers: No fording allowed.

Winter Quarters: At the end of the first segment the Roman player must enter winter quarters, which will be the starting positions for the following segment. To accomplish winter quartering the Roman player must place all units into, on, or adjacent to the nearest forts or castilla regardless of German units. At this time the Roman player receives ten legiomy and eight auxiliary cohorts which must be placed in, on, or beside any forts or castilla not more than ten hexes east of the Rhine.

Tribal Status: Before the Roman player goes into winter quarters the German must determine tribal status utilizing the following conditions.

1. Conquered tribes are considered neutral for the next segment.
2. A tribe with all villages occupied with an uncaptured chief must be mobilized anywhere east of the Rhine but not within five hexes of a Roman unit.
3. A tribe with some but not all villages occupied with an uncaptured chief must be mobilized within three hexes of a surviving village.
regardless of Roman units. (In this case the chief does not have to set up on the village hex.)

4. A tribe with any surviving villages but with a captured chief simply mobilizes as in case 3 with a new chief. Note: a captured eagle is mobilized with the chief last possessing it. At the end of the first segment, after the Roman player has gone into winter quarters, all German units are converted and remobilized according to the above cases. This represents the lack of German organization as each tribe relies on its own supply and reinforcement depots, and also the lack of a single leader as each tribe breaks off and goes its own way. All tribes are mobilized on turn one of the second segment, even if unmobilized in the previous segment.

Forts and Castilla: The Roman may build forts as in Scenario III. During winter quarters the Roman player may convert a fort to a castilla. This is done at the cost of two replacement legionary cohorts. To signify the conversion simply place a siege counter with the fort counter. The fort now has all the benefits of a castilla. A maximum of three forts may be so converted. The Germans may not attack castilla or converted forts although normal forts are still subject to attack.

Malaria: Although malaria is now largely a tropical disease, it can exist in any area suitable for breeding mosquitoes. Germany, at the time covered with swamps, was such an area and malaria was a major factor in Rome’s inability to conquer the country, and was not a small factor in her eventual collapse. Therefore, before the Roman army enters the game, covered with swamps, it is removed as stated on the malaria casualty table.

Although malaria is now largely a regional problem, we are not able to eliminate it from the table completely. Therefore, malaria will be a factor in many areas, and will be a factor in any game that is played. The following table shows the incidence of malaria in various regions of Germany:

<table>
<thead>
<tr>
<th>Region</th>
<th>Probability of Malaria Outbreak</th>
</tr>
</thead>
<tbody>
<tr>
<td>North</td>
<td>Very Low</td>
</tr>
<tr>
<td>Central</td>
<td>Low</td>
</tr>
<tr>
<td>South</td>
<td>High</td>
</tr>
</tbody>
</table>

The probability of a malaria outbreak in any given region is determined by a roll of a die. If the roll is 1, 2, or 3, the region is considered to be at risk for a malaria outbreak. If the roll is 4, 5, or 6, the region is considered to be at low risk for a malaria outbreak.

Scenarios

**Scenario VII – 5 A.D.**

How to Win: The Roman must capture a combination of 18 villages and/or chiefs to win. The German player must avoid these conditions, capture Tiberius, or capture and retain three eagles.

**Forces:**

On turn one, the Roman has eight auxiliary infantry and four auxiliary cavalry cohorts anywhere west of the Rhine, two marines and ships anywhere on the Rhine, Tiberius as supreme leader (use blank counter, 1-7), and the following ten cohort legions: V and VIII on hex D-22, II on AA-24, XVIII on K-27, and XIV on Q-24. On turn ten, the Roman player receives the northern army. It consists of four auxiliary infantry cohorts, and the following ten cohort legions: the XVI, XVII, and XX. The northern army may land on any three adjacent coast hexes in the North Sea. It may not move further that turn. The German forces consist of three elements, the Suebii, the Langobardii, and the Hermandurii. These elements are neutral and play no part in the game.

**Time Limit:** This scenario lasts 15 turns. The Roman player moves first.

Note that for victory purposes, the Roman player is considered to have captured a village when he has occupied that village with any Roman unit and has eliminated all guerilla activity in that village. This is accomplished when the Roman has eliminated that village as a guerilla base (if applicable) and has also eliminated any guerilla bases within range of the village in question.

**The First Frisian Revolt 29 A.D. “Leaver Dea As Stael!”**

The Frisii had been loyal allies of Rome since their defeat by Nero Drusus in 12 B.C. However, under the mismanagement of the governor Olennius, the impoverished Frisians rebelled. Tax collectors and other officials were murdered and Olennius fled to fort Flevum (on the island of Schiermonnikoog in the Netherlands). In the fort there was a good sized garrison guarding the North Sea entrances. The rampaging tribesmen promptly besieged the fort. Lucius Antonius, governor of Lower Germany dispatched a picked force from the Vth legion plus auxiliaries. The Frisians had taken the fort, however, and had moved back to defend their villages. The Romans followed and a battle ensued. The Romans sent in their cavalry first, which took the Frisians from the rear. Meanwhile the infantry advanced on the front. The cavalry was driven off with heavy losses, however. The infantry attack also bogged down with heavy losses on both sides. The Frisians withdrew as did the Romans who did not even bury their dead. The following day 900 more Romans were surprised and slaughtered in a small wood, and 400 more, who had been cut off, killed themselves. The Frisians had been steadily gaining support throughout Germany for their repulse of the Romans and Tiberius ordered a total withdrawal rather than risk a major war.

*(An old Frisian saying basically meaning better dead than slave)*
How to Win: The Roman player must hold or
reapirte fort Flevum and burn the Frisian village by
turn twelve. The Frisian player must capture, but
not hold, fort Flevum and avoid any other Roman
victory conditions to win. Any other situations are
considered draws.

Board Alterations: All features are in existence.

The Forces:
Roman: Turn 1; on hex C-24, 1 fort counter, inort 1 legionary cohort and 1 double cohort of
auxiliary infantry.—Turn 3; on Batavian village, 2
Batavian light infantry warbands. 1 cavalry
warband.—Turn 5; on any of the Frisian coast
hexes, 1 half legion counter, V legion eagle, five
auxiliary infantry and three auxiliary cavalry
cohorts.—Turn 7; 1 auxiliary infantry cohort
whatever the turn 5 force lands.—Turn 8; 2
legionary cohorts on hex W-25.

German: Turn 1; The Frisii chief, 8 medium
infantry warbands, or the correct number of mobs,
and 4 light infantry warbands, on or beside fort
Flevum. All units may move on turn of emplacement.

Special Rules: Fort Flevum: Treat as in scenario
III, except it is not removed upon capture or
evacuation. Germans may not use fort.

Time Length: This scenario lasts 12 turns. The
Frisian player moves first.

D-DAY Continued from Page 12, Column 3

play requires it, feel free to change the number that
may be moving at one time. A slightly stronger pro-
Axis effect can be induced by allowing units to
revert to normal status at the end of any friendly
player turn, rather than the beginning.

WEATHER—This rule significantly increases
realism. Note that it should be combined with the
Multiple Invasions rule, unless you want to define a
second invasion occurring on or before Week #16 to
work. In any case, the rule also increases complex-
ity, so trade off as you like. It is a distinct help to the
Germans. Not only will there be many times that
Axis forces will be safe from air operations, but the
problem of bad weather diverting or delaying
second turn invasion forces will always give Allied
players a good case of the galloping jitters. I rate this
as significantly pro-Axis.

MULTIPLE INVASIONS—This rule will help the
Allied player a lot, simply because the Axis player
will never be able to entirely forget those beaches
behind the lines! Of course, the weather rule—which
this rule really requires—means that he doesn't need
nearly as much at some times of year than at others.
Rate it strong pro-Allied.

As far as I'm concerned, the main thing to
remember is that D-DAY is a game to be enjoyed.
There is enough flavor to enjoy the historical
identification that many gamers want, enough
realism to get a feeling for many of the decisions that
the respective commanders actually made, and
enough simplicity to keep the game very playable.
Jim Stahlher has done a first rate job of modernizing
an classic game, and I really believe that, despite the
mercurial nature of the wargame community,
D-DAY 1977 will become the definitive operational
game about the Battle for France, 1944-45. You've
read enough . . . go out and enjoy the game!

THE GENERAL

Operation Crusader

By Henry Veldenz

In November-December of 1941 the British
launched an offensive in North Africa to relieve
Tobruk. It was called Operation Crusader. For the
offensive the British had over 800 tanks, many of
which were Crusaders and M3 Stuarts. The
objectives were to crush Rommel's panzer forces
and relieve Tobruk's garrison.

The offensive started from the Libyan frontier
with no opposition. As the offensive entered the
second week it lost all cohesion. It became one
confused swirling battle after another. Often the
Germans would send a support group to a
threatened sector. The support group usually had
supplies and anti-tank guns with a light panzer
escort. When the British sighted such a support
group by air they would try to destroy it with a fast
tank attack. These hit and run raids were bloody
counters.

This scenario represents such a raid, fast British
tanks vs. a German convoy. Avalon Hill's Tobruk
is used with all rules up to and including scenario six.
Special Rule: Trucks loaded with supplies cannot
unload or carry passengers.

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, Gales At Sea, Refuge, Vacillating
Alliance, 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.

RICHTHOFEN'S MANEUVER CARDS

Vol. 14, No. 4 of the GENERAL printed a
variant for RICHTHOFEN'S WAR which
featured the use of a deck of 27 maneuver cards to
augment the mechanical movement system and
add a degree of uncertainty and excitement to the
game. Not just a random luck element, use of the
maneuver cards is dependent upon such factors as
turning ability, attack position, and pilot skill.
Using the maneuver cards one can more vividly
execute the classic maneuvers of the day: Barrel
Roll, Falling Leaf, Flat Spin, Immelmann, Loop,
Nose Dive, Side-Slip, Tight Circle, and Vertical
Spin in an attempt (not always successful) to get
on the enemy's tail, rather than just trade shots.
This 27 card deck is professionally illustrated and
printed and available from Avalon Hill with
instruction sheet for $2.00 plus usual postage and
handling charges. Maryland residents please add
5% sales tax.
A.H. Philosophy... Continued from Pg. 2, Col. 3

it if it gets good reviews; 6) assuming AH does its normal job, I'd buy it; 7) very interesting, I'd buy it sight unseen, barring bad reviews; 8) my favorite subject—the subjects I have always loved or don't really know the correct clues to the crime. All other players are detectives. Each player attempts to discover the correct clues by astute questioning and deductive reasoning. He must also determine the guilty player. The culprit attempts to mislead the other players. The story is designed to be played to achieve the best possible solution. The players have the capability of delaying a player who is getting too close to the solution.

1. WHODUNIT?—A card/board game in which one player is secretly and randomly selected as the perpetrator of a crime. Only he knows the correct clues to the crime. All other players are detectives. Each player attempts to discover the correct clues by astute questioning and deductive reasoning. He must also determine the guilty player. The culprit attempts to mislead the other players. The story is designed to be played to achieve the best possible solution. The players have the capability of delaying a player who is getting too close to the solution.

2. 7 YEARS' WAR—A military and political multi-player game covering the first worldwide war fought in the mid-eighteenth century. Phasing game ingredients of war, the geopolitical powers of the era, a new axis of power can make alliances, treaties, redistribute wealth, and control of the world. The game features, playing time for the campaign is approximately 1 hour per move, which is a true representation of the battle.

3. HINDUSTAN WARS—Indians under Chief Joseph attempt to reach Canada before the defeat of the British army. The game would have to periodic rest and recoup to recover from the stress of battle. The Indians would have to periodically rest and recoup to recover from the stress of battle.

4. TOKYO EXPO—An operational game recreating the air, naval, and ground battle for possession of the island of Guadalcanal in late 1942. Featuring limited intelligence systems for both land and naval operations, the game employs individual naval mapboards for the Japanese and American players as well as a third tactical mapboard for land combat on Guadalcanal itself. Counters representing individual ships, naval groups, land, and marine battalions may be used to play separate land or naval scenarios or be combined in an engaging Campaign Game recreating the most influential battle of the Pacific War.

5. WAR AND PEACE—Similar to THIRD REICH, a grand strategy board of the Napoleonic Wars utilizing historical commanders, corps-sized units and seasonal turns. Principally a two player game, special coalition rules enable up to five players (representing France, Russia, Austria, Prussia, and Britain) to participate in a real time campaign recreating the Great French invasion of 1805. The game features special rules dealing with the effects of weather, command organization, and the effect of the battle on the campaign. Playing time for the campaign is approximately 1 hour per move, which is a true representation of the battle.

6. WINTER STORM—An operational game recreating the desperate German operation code-named "Winter Storm" conducted to relieve Russia's Sixth Army encircled at Stalingrad in December 1942. Employing daily turns, armored regiments and infantry divisions, the game features special rules dealing with the effects of weather, command organization, and the effect of the battle on the campaign. Playing time for the campaign is approximately 1 hour per move, which is a true representation of the battle.

7. THE CRUCIBLE: TUNISIA 1942-43—From November of 1942 through May 1943, Axis and Allied forces engaged in the first and most titanic struggles for the control of Europe. The Tunisian Campaign, the final battle for Rommel's Afrika Korps, simultaneously became the crucible which prepared the Allies for the reconquest of Europe. A classic blitzkrieg campaign is recreated in this tense game which focuses on the command and logistical duel between the maneuvering opponents, attacking isolated enemy units on advantageous terms, while covering forces on the river lines held off other powerful groups. On the other side of the coin, the Allies preferred to march and fight away from their partners and not to utterly destroy Napoleon. Their distrust of each other was only equalled by their fear of the French Emperor. The playing surface would be comprised of an ALESA-size map representing the rolling plain and rivers running north and east of Paris. A strength point system (as in 1776) will be used; each point representing 1000 men. A number of strength points can be combined to form divisions, the basic units of maneuver. Forced marching, straggling, supply considerations, and weather will be represented. Bridge construction and destruction (a vital element in the real campaign) is also present. Political considerations (safety of Paris for the French; self-interest for the individual Allies) will be considered. And, of course, historical leaders aplenty; both French and Allied; cavalry and infantry, will be there to lead the armies to victory or defeat. Scale will be 4 hexes equals a mile, one turn represents three days, with 25 turns in all. Small number of counters.

8. IMPHAL—In 1944, the Japanese Army launched their final, and possibly most dangerous land offensive in Burma. The Japanese 15th Army, along with elements of the newly created Indian National Army, struck the southern flank of a large Allied force attempting to secure the island of Guadalcanal in late 1942. Featuring limited intelligence systems for both land and naval operations, the game employs individual naval mapboards for the Japanese and American players as well as a third tactical mapboard for land combat on Guadalcanal itself. Counters representing individual ships, naval groups, land, and marine battalions may be used to play separate land or naval scenarios or be combined in an engaging Campaign Game recreating the most influential battle of the Pacific War.

10. THIRTY YEARS' WAR—From 1618-1648, Europe was ravaged by the most devastating conflict that saw armies from Austria, Hungary, Sweden, France, and England fighting for control of Europe. The war was so characteristic of the fighting. The game features special rules dealing with the effects of weather, command organization, and the effect of the battle on the campaign. Playing time for the campaign is approximately 1 hour per move, which is a true representation of the battle.

13. EXODUS!—The 1948 Israeli War of Independence. Scale would be approximately 2 km/hex, with 2-day turns and a mechanism for cease-fires which would be considered. And, of course, historical leaders aplenty; both Jewish and Arab; cavalry and infantry, will be there to lead the armies to victory or defeat. Scale would be 4 hexes equals a mile, one turn represents three days, with 25 turns in all. Small number of counters.

14. 48 HOURS TO SUEZ—An operational/strategic game dealing with the intricate details of the 1945 Israeli War. Scale would be approximately 4km/hex with 6 hour turns. Game would involve Arab, Israeli, French, and British forces in a wild race to grab the Suez Canal. The game would be a fast-paced, intense, and highly strategic game which would be considered. And, of course, historical leaders aplenty; both Jewish and Arab; cavalry and infantry, will be there to lead the armies to victory or defeat. Scale would be 4 hexes equals a mile, one turn represents three days, with 25 turns in all. Small number of counters.

15. VIVA FRANCO!—The Spanish Civil War portrayed in an operational game played on a large map. The game would involve Fascist Spain and Republican Spain. The game system would be slightly reminiscent of 1776, but exactly different. Game would be a fast-paced, intense, and highly strategic game which would be considered.
17. LAWRENCE OF ARABIA—The desert campaign of the First World War. The British against the Turks for control of Palestine, the Levant, and the Fertile Crescent. Small armies traversing vast distances for desperate pitched battles, diabolical intrigues to lynch troops. Add a generous dose of role-playing, opposed trends, division by the Mexican army, and the basic confrontation between the Arabs and the Imperialists of both sides. An unconventional game.

18. THE LAST WORLD WAR: What Will Happen When the Unthinkable Becomes the Unstoppable—Dr. StrangeLove and FailSafe come alive in this game that coolly examines the realities and eventualities of a nuclear holocaust in this century. This strategic-level game is played on a polar projection mapboard depicting the entire northern hemisphere. Ranges of unit types include ICBM's, ABM's, strategic bombers, ballistic missile submarines, land armies, tactical nuclear capabilities, air defenses, counter-intelligence, etc. Displayed in Norad-red and-black graphics, the ambiance of the game will capture the mood of the war in the war rooms of the belligerents. Play will be fast-paced and very decisive. The 'feel' of the game will be reminiscent of the JCS War Room map projection graphics from the movie FailSafe. This will not be a parody or satire like Nuclear War or the Medicine Ball, but a realistic assessment of the win-ability of any nuclear contest. The conclusions might surprise you....

19. VIVA PANCHO VILLA—The Last Great Slipshod War—A two-to-four player game depicting the last great slipshod conflict in this century (The Zaire-Angola Pyramid War excluded). Picture a country with a weak central government (Mexico) run by an ineffective dictator and opposed by a half dozen Constitutionalist factions who spend as much time fighting amongst themselves as against the Federal troops. Add a generous dose of role-playing, internal diplomacy, lots of historical color and a pinch of American Imperialism (Pershing's punitive expedition against Villa), and the result can only be a crazy game about a crazy little revolution. Game will be realistic and detailed, but strongly influenced by the diplomatic/political events. An unusual effort....

20. KHARTOUM—The Fuzzy-Wuzzies versus General Gordon; the religious fanatics against the colonialism fanatic. The classic Kiplingesque campaign for the relief of Gordon's forces besieged in the Sudanese city of Khartoum in the late 19th century. Operational game covering the relief efforts and final conquest of the city by the Fuzzy-Wuzzy forces. Bi-monthly turns on a 10km./hex mapboard of the region. Forces represented by battalion and company detachment classic-style game about a famous military siege and relief effort. See the movie....

21. TRADE WINDS—An enjoyable game of trade and commerce set in the days when the European trading powers; the Hanseatic League and Venice—were giving way to the national world-wide trading empires of Portugal, Holland, Spain and England. This is a simple, fun game much like RAILE BARON, with all the trade routes of the Renaissance world portrayed; special rules introduce piracy, wars, and other interruptions of good, healthy trade. Introductory I complexity.

22. STAR WAYS—A science fiction game of tactical warfare and war on land between interstellar empires; very reminiscent of the RAILE BARON system, with Aliens and some combat thrown in. Introductory II complexity.

23. WAR OF DWARVES AND GOBLINS—Tactical fantasy game of subterranean three-dimensional combat, with sorts of fabulous creatures popping up to interfere with the grim blood-feud among all varieties of dwarves and goblins. Twenty scenarios, Intermediate II.

24. CONAN THE BARBARIAN—Fantasy game representing individual adventures as portrayed in the famous CONAN stories. The game involves movement and movement of the stories, with fabulous monsters, magic, and heroes and villains of every hue. Scenarios are set in cities, wilderness and ruins. Intermediate III.

25. HUNI—A very enjoyable game of political intrigue, commerce, espionage and war, set in an imaginary continent modelled on Europe at the time of the great power struggles of the Reformation. Players husband their political clout and plan coups, treason, assassinations, revolutions and other interruptions of good, healthy trade. Introductory I complexity.

26. BULL RUN—A regimental-level recreation of the first battle of Bull Run, with rules governing leadership, unit organization and the special effects of artillery. The First Battle of Bull Run is extremely easy to turn into a good game, and the result is a simple game that is easy to play, fun, a well-balanced game for competition, and quite accurate historically. Introductory III.

27. PANZER STRIKE—A battalion-level game of tank-battles. Two to four players, using a famous clash of armored corps and other units, with four-hour turns. All of the famous divisions and tank actions of the Second World War are represented, from Gross Deutschland and the Ghost Division to the magnificent British 7th Armoured—the "Desert Rats." Twenty scenarios in France, Russia, North Africa and Germany. Tournament I.

28. CARRIER STRIKE—Carrier-versus-carrier duels in the Pacific during World War II. With emphasis on the flying of the planes and actual execution of the bombing attacks. Turns are measured in seconds as the aerial battles rage between fighters, bombers and anti-aircraft guns all around the defending fleet, and then the game is over—no more. The players maneuver secretly on strategic boards in preparation for the next air strike... Scenarios will be provided for all the major carrier battles in the Pacific as well as a few air-naval battles in the Atlantic and Mediterranean. Intermediate II.

29. TANK LEADER—A very enjoyable game of tank warfare, with all sorts of fabulous creatures popping up to interfere with the grim blood-feud among all varieties of dwarves and goblins. Twenty scenarios, Intermediate II.

30. SPACE FIGHTER—Pilot versus pilot in spacecraft, flying at incredible velocities and using the devastating weapons of the future. It is a science fiction game, but it is based on real models and predictions about the weapons and technology that should be available 100 years from now—all the technology that is theoretically possible today. A novel game system allows the players to simulate the awesome and terrifying difficulties of flying in outer space, with all sorts of fabulous creatures popping up to interfere with the grim blood-feud among all varieties of dwarves and goblins. Twenty scenarios, Intermediate II.

31. TANK LEADER—A detailed game of tank-to-tank combat during World War II. The rules concentrate on hidden movement, fog of war, and the techniques of maneuvering individual tanks. Two to four players, using a famous clash of armored corps and other units, with four-hour turns. All of the famous divisions and tank actions of the Second World War are represented, from Gross Deutschland and the Ghost Division to the magnificent British 7th Armoured—the "Desert Rats." Twenty scenarios in France, Russia, North Africa and Germany. Tournament I.

32. BATTLE FLAG—Detailed tactical game of Civil War fighting. Units represent 25 men, turns last a minute and the game system concentrates on simulating the "feel" of small unit actions—moving, halting movements, "fog of war" and much more. Different types of weapons and troops—artillery, cavalry, militia, partisan rangers—will be included, and the scenarios will range from massed attacks like Pickett's Charge to small unit actions by pickets and scouts. Tournament II.

33. WAR IN THE MEDITERRANEAN—A strategic-level game of land, air and sea warfare in the Mediterranean during World War II. Division-level with step-reduction and some scenarios on land, fighting of aircraft in the air and individual ships at sea will be represented, in 10-day turns. All of the Mediterranean campaigns from 1940 to 1944 will be included—Libya, Egypt, Tunisia, Greece, Yugoslavia, Sicily, Italy and South France—in separate scenarios, or they can be combined into one long campaign game. The board will be Britzie-sized, unit arrivals, politics and all of the factors that actually influenced the fighting in one of the most important and most fought-over theatres in World War II. Each scenario should be playable in 3 or 4 hours, and the combined scenario time is a "monster" game. Tournament III.

34. REBEL YELL—The giant game of the American Civil War, 4 normal-sized boards—sixteen 1 x 14 panels—representing one and a half million square miles (all of the Confederacy outside of Texas and Florida, the Border States, and large slices of the containing Northern states) on a scale of a little over eight miles per hex. Units down to regiments (with arrival times) and batteries are provided, but to be effective they must be massed into the larger substitution command structures. All of the important aspects of the Civil War are represented in an elegant, effective game system; leadership, logistics, fortifications, the navies and ironclads, even the subtle but enormous effect that politics had on the fighting. Turns are five days long, but the game plays so smoothly
and there are so few units (once the large combat units have been formed) that the game plays very slowly. In addition to the overall campaign game, there are dozens of short and/or localized scenarios that recreate every significant campaign of the entire war. The complete game would probably sell for $50; Tournament Ill.

35. THE CIVIL WAR—The Civil War game were broken up into smaller games, would you be interested in buying a normal sized (and normally priced) game on one of the theaters in the Civil War, using the game system described above? The individual theater games.

36. ON TO RICHMOND!—The war in Virginia and northern North Carolina, 1861-1865. Scenarios for every campaign that occurred and more. Normal-sized map, an unusually large mapboard, small counter mix, approximately $8.00."

37. WAR ALONG THE MISSISSIPPI!—The war in Louisiana, Mississippi, Arkansas and part of Texas, 1861-1864. Scenarios include all the major campaigns and even the side-shows west of the Mississippi; the Mississippi slowly falls from attacks at both ends. Blitzkrieg-sized mapboard, normal counter mix, probably $12.

38. MARCHING THROUGH GEORGIA—The war in Alabama and Georgia, 1862-1865. The Atlantic and Georgia campaigns, plus scenarios for all the smaller raids and campaigns. Normal mapboard, small counter mix, $10.

39. FORT SUMTER—The war along the Atlantic coasts of South Carolina, North Carolina, Georgia and Florida, 1861-1865. Scenarios include the Union amphibious operations, Confederate blockade-running, and the continual struggle for control of Charleston harbor. Small board, small counter mix; this game will contain the rules for off-board naval activities and the rules for linking all the individual games into the Giant game. Estimated price: $6–$8.

40. CROSS OF IRON—First of the SQUAD LEADER expansion gamettes. Each gamette will come packaged in a specially made modified bookcase box, one inch in depth and will include additional geomorphic boards, counters, updated charts and tables, and P.I. rules which add on to the existing index system of SQUAD LEADER and which are demonstrated by an additional six scenarios. Players must have S1 and all of the earlier published gamettes in the series as a prerequisite. Each game will probably sell for approximately $8.00. CROSS OF IRON will concentrate exclusively on the Eastern Front with special emphasis on improving the armor treatment of the basic game. New features will include: cavalry, stukas, snipers, scouts. S3 units, and a major AFV which saw action on the Eastern Front. New terrain features will be present in the form of woods, road hexes and gullies on a heavily forested board.

41. A RISING CRESCENDO—The second in the SL series will deal with Germany’s success in the early years of the war. British, French, Dutch, Belgian and Polish forces are introduced as well as the early AFVs of both sides. New terrain feature is the orchard or lightly wooded hex on a mapboard featuring a large French chateau. New movement rules will increase realism and complexity greatly and give armor realistic combat. In addition to the overall campaign game, there are dozens of short and/or localized scenarios that recreate every significant campaign of the entire war. The complete game would probably sell for $50; Tournament Ill.

42. CASSINO—The 3rd in the SL series will serve to complete the treatment of American and British AFVs while introducing Commonwealth troops and mountainous terrain.

43. AIRBORNE—The 4th SL gamette will reintroduce the unit movement rules in a game featuring air drops and river crossings. Two river mapboards will introduce swamps to the SL terrain repertoire.

44. OMAHA BEACH—The 5th SL game will obviously concentrate on amphibious landing rules and include several beach mapboards as well as American rangers, landing craft, and air support.

45. OKINAWA—The last gamette in the SL series will introduce the Japanese who will suffer from poor firepower but whose morale levels will make them extremely difficult to stop. Jungle mapboards, American marines. and a few Japanese AFVs will complete the attractions of the last kit in the series.

46. GUNSLINGER—A role-playing board game of the old West featuring gun battles, knife fights, and barroom brawls. The players can “be” fictional or any of the West’s famous personalities with special capabilities to reflect their reputations. Once the action begins, turns represent a few seconds of deadly action; special rules feature hidden movement, and there is a campaign game where the players try to earn their reputations while taming a town—or untaming it. Multi-player; Intermediate II.

47. TRIERE—A detailed and playable simulation of the famous battles, from 480 B.C. to 31 B.C.—Salamis (Persians versus Greeks) to Actium (Roman versus Roman). Over twenty scenarios recreate parts of the naval battles that made and ruined empires—Phoenicians, Athenians, Spartans, Syracusans, and Romans all meet in their critical battles. The game system is very detailed, with each ship represented and a counter for every 10 soldiers; turns are 52 seconds and hexes represent 45 feet. Melee, Ramming and ship-handling on a detailed level: Tournament I.

48. BROTHER AGAINST BROTHER—The American Civil War in microcosm. Seasonal turns turn the whole war into a test of skill that is playable in one sitting—but careful research and design have created a game that also accurately recaptures the historical realities and possibilities. Intermediate I.

49. MAGIC AND MONSTERS—A multi-player fantasy game of sorcery and wizardry, with few monsters and musclebound heroes thrown in. Amusing and interesting, this game is also a good test of skill as the magicians strive to tame a monster or untaming it. Multi-player; Intermediate II.

50. BATTLE OF THE BULGE—The long awaited clean-up of our BULGE rulebook with changes made only for clarity and play balance. In this format, we would sell the rules only for about $2.00 in much the same manner as we did with D-DAY 77.

51. BULGE ’78—A complete revamping of our BATTLE OF THE BULGE game with new & more accurate board and counters. The system would remain primarily the same although cleaned up from the original version.

52. KRIEGERSPIEL—An introductory game done the way it should have been done ten years ago. Players command a small number of units in varying settings with slightly different time periods and rules for each scenario. Battles from the American Civil War, the Ardenne 1944, etc., are all fought on geomorphic terrain boards. This game will have nothing in common with the original KRIEGERSPIEL.

53. FORTRESS EUROPA—John Edwards’ western front sister game to THE RUSSIAN CAMPAIGN on divisional level with railroads, impulse-movement, air power, and all the excitement of its sibling.

54. SAMURAI—The Pacific theatre equivalent of THIRD REICH, utilizing the BRS system and capable of being joined to THIRD REICH. Unlike THE RISING SUN, which will be an interlocking chain of 6 month strong armament. SAMURAI will be designed to be played in one sitting as a grand strategic game sacrificing the tactical feel and combat system of THE RISING SUN.

55. DUNE—A simulation of Frank Herbert’s famous SF novel. The Starship Troopers. Like our treatment of Heinlein’s work, every effort will be made to present a playable game while remaining faithful to the detail of the book’s characters. Both land and space combat will be simulated.

56. COSMIC ENCOUNTERS—A multi-player galactic conquest wherein each player assumes the role of a different race of intelligent beings with unique powers all their own.

57. NAM—Operational game of the war in Vietnam broken into many scenarios which are capable of being joined to form a giant NAM Game. Vaguely reminiscent of 1776 in its scope.

58. DESTROYER CAPTAIN—Destroyer, small cruiser level ship-to-ship combat game based on many of the small actions of World War I and II. Most scenarios would have 4-5 ships on either side.

59. TITO—Although little known to most wargamers, the Yugoslav guerilla war against the Germans was a serious drain on Hitler’s forces throughout World War II. By 1944, over 20 Axis divisions were tied down facing Tito’s partisans—troops that were desperately needed elsewhere for the defense of the Reich. TITO will be a game that will trace the growth of the partisan movement in Yugoslavia from its inception in 1941 to the war’s conclusion in 1945. As a classic study of guerilla warfare, TITO will present both players with a myriad of strategic problems. The partisan player will be faced with raising a strong army and freeing as much of the country as possible, while the Axis player will try to put down the partisans with a minimum commitment of German, Italian, and satellite troops. As the war goes on, guerilla bands will become full-fledged brigades, and a more conventional aspect will be presented. TITO will be played on a map representing Yugoslavia and the border areas, with unit counters representing forces from regimental strength all the way down to guerilla bands of 30-40 men. Extensive rules for hidden guerilla movement, unit morale, logistics, and political effects.

60. THE CAULDRON—The battles for Stalingrad on a more or less company level, with a level of complexity considerably less than PATHFINDER. This stands now in a seven-foot depiction of the city of Stalingrad. Many scenarios, as well as a 60 turn campaign game which could be played in a weekend by two or more players. This would have to sell for approximately $25 to $30.

61. ARM EST—The ORBUS game system refined and applied to varying terrain and a wide assortment of AFVs.
**LETTERS TO THE EDITOR**

**The General**

In Vol. 14, No. 4 of THE GENERAL, an excellent special issue for RICHOFEN'S WAR was printed. The various questions presented are extremely to the point.

**Questions Concerning "Expected Maneuvers"**

1. Before the defender uses his maneuver option, does he declare his intention?

   - **Yes**. Critical tests will affect the performance of as many aircraft as in turn will affect the accuracy of maneuver and perform a fully manuever.

   - **No**. An aircraft using or deseasing a move may be half of all maneuver options, which is the move usable to accomplish the change in turbulence, the maneuver cannot be performed during a leader on instructions.

2. Can critical tests be performed on a plane from a landing zone?

   - **Yes**. Critical tests will affect the performance of as many aircraft as in turn will affect the accuracy of maneuver and perform a fully maneuver.

   - **No**. An aircraft using or deseasing a move may be half of all maneuver options, which is the move usable to accomplish the change in turbulence, the maneuver cannot be performed during a leader on instructions.

3. When does the attacker in a fire move option in a turn not exist? Does he call on the option?

   - **Yes**. Those maneuvers will not be attemptable

   - **No**. It is not clear how the move is in effect.

4. Does a maneuver option the defender use successfully always results in a move that will accomplish the attacker in a fire move option in a turn not exist?

   - **Yes**. It is not clear how the move is in effect.

   - **No**. It is not clear how the move is in effect.

5. Can a maneuver option be performed by any maneuver option that transfers to a move that will accomplish the attacker in a fire move option in a turn not exist?

   - **Yes**. Critical tests will affect the performance of as many aircraft as in turn will affect the accuracy of maneuver and perform a fully maneuver.

   - **No**. It is not clear how the move is in effect.

6. If an aircraft is in a move that transfers to a move that will accomplish the attacker in a fire move option in a turn not exist, does this mean the move is not in effect?

   - **Yes**. Critical tests will affect the performance of as many aircraft as in turn will affect the accuracy of maneuver and perform a fully maneuver.

   - **No**. It is not clear how the move is in effect.

7. Can aircrafts move in the ground by performing a maneuver option that transfers to a move that will accomplish the attacker in a fire move option in a turn not exist?

   - **Yes**. Critical tests will affect the performance of as many aircraft as in turn will affect the accuracy of maneuver and perform a fully maneuver.

   - **No**. It is not clear how the move is in effect.

8. What happens when the attacker in a fire move option in a turn not exist? Does he call on the option?

   - **Yes**. Critical tests will affect the performance of as many aircraft as in turn will affect the accuracy of maneuver and perform a fully maneuver.

   - **No**. It is not clear how the move is in effect.

9. Can aircrafts move in the air by performing a maneuver option that transfers to a move that will accomplish the attacker in a fire move option in a turn not exist?

   - **Yes**. Critical tests will affect the performance of as many aircraft as in turn will affect the accuracy of maneuver and perform a fully maneuver.

   - **No**. It is not clear how the move is in effect.

10. If an aircraft is in a move that transfers to a move that will accomplish the attacker in a fire move option in a turn not exist, does this mean the move is not in effect?

    - **Yes**. Critical tests will affect the performance of as many aircraft as in turn will affect the accuracy of maneuver and perform a fully maneuver.

    - **No**. It is not clear how the move is in effect.

11. Can aircrafts move in the ground by performing a maneuver option that transfers to a move that will accomplish the attacker in a fire move option in a turn not exist?

    - **Yes**. Critical tests will affect the performance of as many aircraft as in turn will affect the accuracy of maneuver and perform a fully maneuver.

    - **No**. It is not clear how the move is in effect.

12. What happens when the attacker in a fire move option in a turn not exist? Does he call on the option?

    - **Yes**. Critical tests will affect the performance of as many aircraft as in turn will affect the accuracy of maneuver and perform a fully maneuver.

    - **No**. It is not clear how the move is in effect.
D-DAY 77 was the 36th game to be rated by the RBG and represents a departure from our usual procedures as it is the first game to be reviewed twice due to the new revised rules. We did not rate new Physical Quality, Mapboard, & Components ratings, as these materials did not change from the 1985 edition. Weighed down by the 1985 edition ratings in these categories, D-DAY 77 still improved its cumulative score to 3.60 to 3.07. This improvement stood out even more when you drop the three aforementioned categories and get a new cumulative rating of 2.94 for the six categories affected by the new rules.

All six categories showed substantial improvement over the 1985 edition from a minimum gain of .37 in Ease of Understanding to a whopping 1.38 for Play Balance. The best rating came in Completeness of Rules, where the game marked second only to CAESAR ALEXIA. D-DAY 77 has, without a doubt, been transformed from an ambiguity-plagued monstrosity to a paragon of complete and concise rules writing.

The D-DAY 77 rules were a remarkable success in that they turned an embarrassingly poor and outdated set of rules into a very playable and enjoyable game, once again, at minimum cost to the consumer. Furthermore, the changes did not come at the expense of the playability crowd by introducing complicated phases to slow down play.

4.78. If one or more radios are lost, may any other friendly radio in the scenario use the remainder of the lost radio's artillery module? A. Yes.

4.11. Does the tripling effect of fire across a cliff hexide to an adjacent hex of lower elevation apply also to main armament? A. No.

4.16. May a leader spot Art. Fire from a HT marked second only to CAESAR ALEXIA. D-DAY 77 has, without a doubt, been transformed from an ambiguity-plagued monstrosity to a paragon of complete and concise rules writing.

6.82. If one or more radios are lost, may any other friendly radio in the scenario use the remainder of the lost radio's artillery module? A. Yes.

6.11. Does the tripling effect of fire across a cliff hexide to an adjacent hex of lower elevation apply also to main armament? A. No.

6.41. A leader change from the six categories affected by the new rules.

6.42. Must the demo charge attack be in the hex containing the roadblock counter? A. Yes.

6.43. A leader change from the six categories affected by the new rules.

6.44. A leader change from the six categories affected by the new rules.

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6.100. A leader change from the six categories affected by the new rules.
We regret the passing of a long-time friend of wargaming, Edgar James Rumpf. A 7-year veteran of the Baltimore City Police, Rumpf died in the line of duty while evacuating a burning apartment building. His efforts succeeded in saving the lives of two small children in the 9 alarm blaze. Rumpf, 33 years old and the father of two, was an original member of Interest Group Baltimore. Readers may remember him from Origins conventions where he had been instrumental in organizing and running the miniature wargames. Jim was a well-known personality in the Baltimore gaming scene. He will be missed.

Those wishing to remember Jim with a gift are asked to send their monetary contribution to: The Edgar J. Rumpf Memorial Fund, c/o Sgt. Stanley Kusak, Central District Police Station, 500 East Baltimore St., Baltimore, MD 21202.

**SPEED CIRCUIT** enthusiasts won’t want to miss the second issue of **ALL-STAR REPLAY** currently on sale from Avalon Hill for $1.50. Besides the usual sports features, this issue includes a sophisticated variant for our popular racing game as well as a six page full color foldout of additional tracks in the same style and scale used in the game. The South African Grand Prix is represented by the Kyalamides Grand Prix Circuit, a 2.55 mile scale model course in Johannesburg, R.S.A. On the reverse side we find the 2.314 mile Grand Prix de Belgique course in Nivelles, Belgium. Among the other features of the article are charts listing the best drivers and cars of those respective courses and how their performances can be best simulated with detailed breakdowns of car preparation points. No true racing buff should miss this issue!

Incurable **THIRD REICH** enthusiasts determined to play the game by mail despite the headaches involved could probably do worse than subscribe to The Bzzard’s Breath, a postal ‘zine in which players can take their hand at any of a number of multi-player games using TBB as the impartial game moderator. The main emphasis seems to be on postal play of **THIRD REICH** with normal games as well as limited intelligence variants currently going on. Those interested should write to Mark Matuschak, Hinman Box 3224, Dartmouth College, Hanover, NH 03755.

The crucial units in Contest No. 80 were the Japanese Marine units. The Japanese needed to land two marines on a base to secure that base (each Japanese base can be attacked by two U.S. Marines), so the best Japanese policy is to mass them so one is sure to land and each of the other two need survive only one air unit’s attack. In addition, the Japanese generally do best to concentrate in the Japanese-controlled South Pacific, where their chances of getting a night action—and a totally safe landing—are increased.

We refer to as a “Big War Puzzle” entitled Worlds In the Pacific, which players can take their hand at any of a number of multi-player games using TBB as the impartial game moderator. The main emphasis seems to be on postal play of **THIRD REICH** with normal games as well as limited intelligence variants currently going on. Those interested should write to: Mark Matuschak, Hinman Box 3224, Dartmouth College, Hanover, NH 03755.

The crucial units in Contest No. 80 were the Japanese Marine units. The Japanese needed to land two marines on a base to secure that base (each Japanese base can be attacked by two U.S. Marines), so the best Japanese policy is to mass them so one is sure to land and each of the other two need survive only one air unit’s attack. In addition, the Japanese generally do best to concentrate in the Japanese-controlled South Pacific, where their chances of getting a night action—and a totally safe landing—are increased.

Given these observations, it is obvious that most of the time the Japanese should concentrate in the SOUTH PACIFIC and, either (or both) of the adjacent sea areas that share a base—landing Marines can secure a borderline base for two sea areas. This applies even to criterion No. 2, where final control is not needed, because the Japanese need to prolong the air attrition in order to knock out the Allied controlling air. Massing three air units gives the Japanese a 95% chance of victory, while massing two gives only a 64% chance of victory—and it is much harder to obtain three air units than three area bases.

For criterion No. 5, it is better to mass three air units in each of two areas—and the best POC differential (5 POC) is to be found in the U.S. Mandate and the CORAL SEA.

Our ten winners in Contest No. 80 were: D. Wheeler, Dearborn, MI; D. Kiser, Cinti, OH; W. Wong, Pittsburgh, PA; J. Lutz, Morgantown, WV; C. Pastelak, Manheim, PA; D. Chappell, Camp Lejeune, NC; A. Lots, Saskatoon, SK; D. Moons, Oxford, MI; B. Ewald, Long Beach, CA; and M. Bradley, Santa Maria, CA.

The key to solving Contest No. 81 was to check the scenario card to determine the exact number of German squads in play. Keeping in mind that the Germans are allowed Hidden Initial Placement, one soon discovers that one of the eight German squads is unaccounted for (two are shown on the board and only five were eliminated). Therefore, because all “remaining uneliminated units are in the diagrammed area,” the “Russian must realize that he is faced with the problem of a still hidden German unit somewhere on the board. He is already adjacent to or has effectively fired into every stone building hex, however, so he knows that the missing squad cannot presently occupy a stone building. Therefore, given the artificial assumptions, the puzzle is impossible, and the German might enter on his turn with a force guaranteed to eliminate the German in Close Contact. Both Bradam squad leaders are eliminated (with the fire factors = a 2-1 attack with a TO KILL number of 7). Therefore, the six Russian squads in hexes P4, O4, R3 and S3 all prep fire at N2 with 20 firepower factors ($3$ is halved due to range). The worst possible dice roll is 7 plus a 3 DRM for three stone buildings which yields a “1” MC which the German, unable to roll less than seven, cannot pass. The remaining Russian units merely move to occupy the stone buildings with two squads apiece and/or set up covering lanes of fire to protect the approaches to building N2.
AN IMPORTANT NOTICE TO ELITE CLUB TICKET HOLDERS

Good news for Elite Club members. From now on your Elite Club Discount coupons are good towards the Mail order purchase of any Avalon Hill game direct from Avalon Hill—nor the Mail Order only variety.

Discounts are available only to those members whose check or money order has cleared the Elite Club's bank—about 5 weeks for all new members. These personal refunds will not be replaced under any circumstances.

You can become a member of the Elite Club by filling out the application form on the back of this page. You must place a minimum of $50 order (you maybe credit card) with Avalon Hill to qualify for membership. The membership card will be mailed to you shortly thereafter.

If you wish to sign up your Elite Club membership, please send us your completed application for membership and a $50 order for any Avalon Hill game. We guarantee that you will never receive any mail order offers or advertisements for any other products.

GENERAL BACK ISSUES

Only a limited number of GENERAL BACK ISSUES are available for $1.00 each after normal postage and handling charges. Due to mail handling delays we cannot guarantee delivery dates for any articles returned. The orders below list the contents of each issue by subject matter. Articles are arranged within their respective categories.

Vol. 11, No. 1: "1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.
Vol. 11, No. 2: "1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.
Vol. 11, No. 3: "1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.
Vol. 11, No. 4: "1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.
Vol. 11, No. 5: "1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.
Vol. 11, No. 6: "1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.
Vol. 11, No. 7: "1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.
Vol. 11, No. 8: "1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.
Vol. 12, No. 1: "1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.
Vol. 12, No. 2: "1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.
Vol. 12, No. 3: "1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.
Vol. 12, No. 4: "1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.
Vol. 12, No. 5: "1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.
Vol. 12, No. 6: "1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.
Vol. 12, No. 7: "1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.
Vol. 12, No. 8: "1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.

TO BUY

"1776," America, in the American Revolution, Continental Congress, French Leader, Statler Hotels, etc.
NAPOLEON

NAPOLEON is Avalon Hill's new game depicting the last great struggle of the Age of Napoleon—the Waterloo Campaign. Experienced wargamers should not let themselves be fooled by the deceptively simple appearance of this game—NAPOLEON is a tough game to win, with successful strategies invariably hinging on a careful application of the Napoleonic precepts of mass and maneuver.

The basic situation is this: the French army, with a combat value of 60 points (representing 120,000 men and over 350 guns), is poised along the Franco-Belgian border, ready to strike in an attempt to defeat the Prussian and Anglo-Dutch armies (who though individually weaker, have a combined strength far exceeding that of the French—78 points). The Allies are scattered, deployed to defend the same territory that the French, or avoid the French conditions of victory before time expires. Therefore, the burden of attack, as in the real campaign, is on the French.

In order to win, the French player must reduce both of the Allied armies to half or less of their initial strength. For the Allied player to win, he must do the same to the French, or avoid the French conditions of victory before time expires. Therefore, the burden of attack, as in the real campaign, is on the French.

One of the unique features of NAPOLEON is the ingenious way the game manages to combine the reduction of unit strengths with the "fog of war" that is usually absent in even the most sophisticated games. The colored wooden unit counters stand on edge (try doing that with cardboard!) with the unit type markings and strengths facing only the owning player. The only way his opponent knows exactly how many troops (and what type) are there is when they are revealed for battle.

Each unit begins play with its maximum Combat Value (ranging from 2-4) along the top edge of the unit. This initial CV remains constant until reduced in battle, which is recorded by turning the unit until the new lesser CV lies along the top edge. Thus it is difficult to ever be completely certain as to either the composition or the strength of enemy forces.

During playtesting prior to releasing the Avalon Hill version of NAPOLEON (originally produced by Gamme Two, a highly regarded Canadian firm) a frequent comment often heard was how remarkable it was that such a simple game should not only provide such an accurate portrayal of the strategic problems of the Waterloo Campaign, but of the tactical situation as well. When battle is joined on the game map, it is transferred to a special Battle Card, on which the various units are deployed in left, center, and right columns, with additional troops in reserve. After secret deployment, both players reveal their columns, with the ensuing battle then combining all the elements of Napoleonic warfare, including: artillery bombardment, cavalry charges, infantry squares, horse artillery, volley fire, and even cavalry acting to cover the retreat of a defeated army.

In addition, reinforcements can "march to the call of the guns" from nearby villages, routes can occur, and the victor's cavalry can pursue and cut to pieces any enemy forces that are unfortunate enough to be caught retreating without cavalry support (as the Prussians actually did pursue the beaten French after Waterloo).

If you're looking for a good, enjoyable game that tests your tactical and strategic abilities (without testing your ability to sit hunched over a gameboard for endless hours) to the utmost, then NAPOLEON is the ideal choice. Rated Introductory I on the Avalon Hill Complexity Scale—but "easy to play" is not the same as "easy to win." Find out for yourself. $12. Maryland residents please add 5% state sales tax.

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. I rate myself:
  ☐ 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: _______

FACTORY OUTLET

Whenever you visit the Baltimore area feel free to drop in at our Factory Outlet store located in our design offices at 900 St. Paul and 20 E. Read St. This store is the world's only retail outlet featuring a complete selection of Avalon Hill games, magazines and accessories. Pay by cash or check or bring your credit card, and if visiting on Saturdays feel free to stay and attend a gaming session with Interest Group Baltimore and get involved with whatever playtesting happens to be going down. Or just drop by and play or talk the games of your choice on Saturday with any of the locals and enjoy the competition.

Hours: AH Factory Outlet—Tuesday thru Saturday, 9 A.M. to 5 P.M.
I.G.B. Playtesting—Saturday: 10 A.M. to 5 P.M.

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 75¢ postage. Maryland residents please add 5% state sales tax.

A.R.E.A. RATING SERVICE

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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: _______
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 game scenarios, or variants.

Articles should be type-written, double-spaced and accompanied by a self-addressed envelope bearing first class postage. Otherwise, we will not be able to return your manuscript. Articles should be supplemented with illustrations and/or charts whenever possible.

Commencing with the January, 1977 issue, the GENERAL will pay $5 per running 10” column of edited text. Letters to the Editor are not subject to remuneration. Authors and/or editors may elect to take their remuneration in the form of Avalon Hill products, paid at the rate of 150% of the cash remuneration. Note that illustrations and decorative type faces are not subject to remuneration except by prior agreement with the editor. It is generally expected that articles will be accompanied by sufficient illustrations as a requirement for acceptance.

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.

FOREIGN READERS

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

MAGNETIC GAMES

Now you can convert your favorite game for vertical play. This display unit will contain a magnetic tape, unmounted boards and just an hour of your time. All you’ll need is a metal surface and an unmounted gameboard. We supply the magnetic strips with self sticking adhesive already applied. You just cut the ½” x 1” strips into half inch squares and apply them to the unit counters which come with your game. The result is a ½” thick counter which will stack six high even when the mapboard is mounted in a vertical position for display purposes. Never worry about that pmb move being jointed again between turns.

Naturally this magnetic treatment will be less valuable for counters with two-sided printing, but that will leave you with a multitude of uses. NOTE: it will be necessary to be sure that the top portion of all unit counters are uniformly applied to the top half of the magnetic strips. Otherwise, the polarity may be reversed and the counters will actually repel each other rather than attract. Therefore, it is wise to mark the back of the magnetic strips uniformly across the top so as to be sure to apply the top half of the counter to the top half of the magnetic strip. Magnetic strips are available from Avalon Hill for 3¢ a foot or $7.50 for ten feet. Unmounted mapboards are available upon request for $6.00 apiece. Usual postage charges apply, as does the 5% state sales tax for Maryland residents.

COMPARTMENT TRAYS

At last! The long-suffered problem of unit counter storage for Avalon Hill games is solved. The Avalon Hill compartment tray fits snappily into the bottom of the bookcase style box. A clean plastic cover fits over the mold to prevent counter leakage. Each tray has sixteen 1½” x 2½” compartments 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 sides panels of two trays another perfect fit is arranged for the flat box games—this time with 32 compartments and 5 dice depressions.

PBM EQUIPMENT

Each kit sells for $6.90 postpaid and includes enough materials (4 pads) to play virtually dozens of games, including adden- dum 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 post- paid.

Kits are available for the following games:

- AFRICA KORPS
- ANZIO
- BLITZKRIEG
- BULGAR
- D-DAY
- GETTYSBURG '64
- KRIEGERSPIEL
- LUFTWAFFE
- PANZERBLITZ
- STALINGRAD
- RUSS CAMPAIGN
- WATERLOO

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 McAheny’s "The Pieces of Panzermite" — voted the best article ever to appear in the GENERAL. "Beyond Situation 13" — twelve additional scenarios by Robert Harmon, "Parabitz", "Panzermite" and "Panzert’s: Blind Panzermite", "Situation 13", "Champi- onship Situations", "Panzermite Conceal- ment", and "Incremental Panzermite". Top- ping 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 5% state sales tax.
UFO

Tired of invading Russia? Looking for a nice, simple game of strategy that can be played in an hour or so? Then why not take a shot at invading the Earth, with a diverting game of UFO, Avalon Hill's new game of Alien invasion.

UFO appears in both Basic and Advanced versions, with the Advanced game more likely to appeal to the experienced wargamer. In both versions, the players sit facing a highly attractive, colorful mapboard showing the Earth in the center of seven circular orbital paths, each containing twelve spaces.

The object of the game is for the Alien player to successfully invade the Earth by landing five of his eight flying saucers on the planet. The Earth player wins the game if he prevents the Alien from accomplishing this dastardly act, for which he is equipped with eight space rockets.

In both versions, all movement is based upon rolling the dice. But it is not chance alone that determines victory, for you must know exactly how to move your ships along the orbital paths. Combat is short and destructive if you manage to place your ship in the same space as an enemy ship, it is instantly vaporized.

In addition to dealing with the schemes and mechanisms of his opponent, each player must also beware of the vicissitudes of the unpredictable Moon, which moves in orbit from time to time with extremely unpleasant results for any ship caught in its path. On the other hand, a cunning player can land one of his ships on the Moon, and from there plot further actions against his opponent.

The Advanced Game enjoys the same simple victory conditions as the Basic version, but is quite a bit more complicated. For one thing, it takes all of the Earth player's powers of deduction just to figure out where the Alien ships are, as they now share the skies with a host of true UFOs, representing comets, geese, clouds, and errant weather balloons. To make matters worse, the Alien player controls them, and they often appear to maneuver exactly like Alien ships—and since all Alien counters are now placed face-down on the board, this makes things most confusing for the Earth player.

But the designers have not forgotten Mother Earth—there are now additional forces to defend Terra Firma, including six space stations which can wreak havoc from their orbits.

Even with the addition of the Advanced Rules, UFO is still basically a pretty simple game, with equal blendings of skill and luck determining the victor. But for an "evening off" from the BIG games, or maybe as a subtle introductory game for friends or relatives into the complex world of Avalon Hill games, it is still an excellent choice.

Traditional wargame enthusiasts unhappy outside the realm of hexagons and complex rules should veer away from UFO, but those looking for short and simple entertainment with wife or non-gaming friends will enjoy UFO, another design of GAMMA TWO.

$6.00 plus usual postage charges. Maryland residents please add 5% sales tax.

1977 PRICES

This coupon entitles the bearer to purchase Avalon Hill games at the 1977 prices via mail order from Avalon Hill prior to June 30, 1978. The following $10 games will be available for $9 each: D-DAY, WATERLOO, AFRIKA KORPS, MIDWAY, BULGE, ALEXANDER, WS&IM, VIPP, and RUSSIAN CAMPAIGN. The following $12 games will be available for $10 each: AIW, DIPLOMACY, THIRD REICH, PANZER LEADER, PANZERBLITZ, WORD POWER, TUF, TUFABET, and OUTDOORSURVIVAL. Offer is void July 1st, 1978.

THE GENERAL

TITLE SURVEY

1. ______________ 22. ______________ 43. ______________
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18. ______________ 39. ______________ 60. ______________
19. ______________ 40. ______________ 61. ______________
20. ______________ 41. ______________ 62. ______________

ORIGINS BUS

Avalon Hill and IGB will again sponsor a bus to the national convention in Ann Arbor, MI July 14th-16th. The bus will probably leave the Baltimore area Thursday, July 13th so as to arrive in time for the start of the festivities and will leave Ann Arbor at 6 p.m. Sunday. Round trip fare based upon full occupancy will be $39.00. Meals and lodging must be arranged separately by each individual with the convention authorities. Those interested in this transportation should send a stamped, self-addressed envelope to Avalon Hill marked to the attention of Don Greenwood/Origins bus.

Payment must accompany the SASE in the form of a personal check or money order made payable to INTEREST GROUP BALTIMORE. Reservations will be granted on a first come, first served basis. No reservations will be accepted after June 30th. Should the bus be cancelled due to insufficient interest or be already filled a full refund will be made. Full directions and tickets will be mailed to all paid registrants on July 1st. No cancellations accepted after June 30th.

Having completed Vol. 14 of THE GENERAL, it is time to make our first Editor's Choice selection for outstanding article of the year. Unable to completely make up his mind, however, the editor is asking for your help in selecting the winner of our $100 bonus and lifetime subscription. Having eliminated those articles written by paid staff members, we are left with the following nominations:

☐ Playing Your Hand in KINGMAKER by Richard Berg
☐ BRP Warfare in THIRD REICH by Jeff Nordlund
☐ SQUAD LEADER: First Impressions by Bob Medrow
☐ D-DAY: Evolution of a Game by Joel Davis

Please vote only if you have access to all of the nominated articles and select only one as your choice for Best of the Year.
CONTEST NUMBER 82

It is the beginning of turn 50 in an unusually hard-fought game of D-DAY (1977 edition of the rules). It looks like the Germans have won, but wait—the Allies still have a chance! If the Allies roll perfect dice, and they make exactly the right attacks in the right order, they can win! To win, you must specify all the Allied attacks in the exact order that they are to be made; for each attack you must specify the attacking units and hex(es) from which they are attacking, the German unit(s) being attacked, the odds and the optimum die roll you want, and the final positions of the attacking and defending units at the end of the Allied turn (you must specify the retreats and advances that result from each attack). In addition, you must specify the air missions of each of your six tactical air factors, writing ATT and the defender being attacked when the TAC is attacking or DEF and the unit being defended when the TAC is defending. Remember, we are assuming you have perfect luck, so you may choose the die roll for each attack—including any German counterattacks.

The Allies have all the units shown above, plus three infantry divisions, one armored division, one airborne division and a HQ in Britain—and of course their 6 TAC factors. The Germans have only the units shown and the Allies have captured all the German replacement centers, so neither side can get replacements this turn.

**ATTACKING UNIT**

- From Hex
- Defending Unit
- Odds
- Attacker's Final Position
- Defender's Final Position

**TAC MISSIONS**

<table>
<thead>
<tr>
<th>MISSION (ATT OR DEF)</th>
<th>DEFENDER</th>
</tr>
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<tbody>
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**MISSION AS A WHOLE...** (Rate from 1 to 10, with 1 equating excellent, 10: terrible)

- Name __________________
- Address __________________
- City __________________ State ______ Zip ______
- Phone __________________

**GAME TO BE REVIEWED NEXT:**

**Oponent Wanted 25c**

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 collector's items (games no longer available from AH) and are accompanied by a $1.00 token fee.
3. Insert copy on lines provided (25 word 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 Wars = AIW; Afrika Korps = AK; Alexander = Alex; Anzio = Anz; Assault on Crete = AOC;
- Battle of the Bulge = BB; Blitzkrieg = Blitz; Caesar's Legions = CL; Caesar = CAE; Chancellorsville = Chm;
- D-Day = DD; Diplomacy = Dipl; France 1940 = Fr 40; Face to Face = FFT; Gettysburg = Gt '63 or 77;
- Jail = Ji; Kingmaker = KM; Kriegspiel = Krieg; Lufwright = LW; Midway = Mx; Napoleon = Nap;
- Origins of WWII = Org; Panzerhème = Ph; Panther Leader = Pl; Play by Mail = PB; Reichsbeans = Rab;
- Russian Campaign = RCG; Stalingrad = Stg; Starship Troopers = Sst; Tactics II = Tau; The Russian Campaign = TRC; Third Reich = 3R; Totenkopf = Tbk; U-Boat = UB; Victory in the Pacific = VTP;
- War at Sea = Was; Waterloo = Wat; Wooden Ships & Iron Men = WSM.

**MISSIONS**

- [ ] ARTILLERY
- [x] INFANTRY
- [x] TACTICAL AIR
- [ ] TANKS

**ATTACKER'S MISSIONS**

- [x] ARTILLERY
- [x] INFANTRY
- [ ] TACTICAL AIR
- [ ] TANKS

**DEFENDER'S MISSIONS**

- [ ] ARTILLERY
- [ ] INFANTRY
- [ ] TACTICAL AIR
- [x] TANKS

**MISSION AS A WHOLE...** (Rate from 1 to 10, with 1 equating excellent, 10: terrible)
Origins '78

Official Avalon Hill Memorial Commemorative Souvenir Softball Program and New Games Preview Guide

Avalon Hill Swallows vs S.P.I.
8 a.m. Sunday July 16, 1978
U. of Michigan Ball Field Place
The Avalon Hill Swallows... and how they got that nickname!

For the answer, we turn back the pages of history—to a typical weekly Tuesday R & D meeting, held this particular day on Wednesday instead of the usual Friday as Wednesday happened to be March 4th. What better day than this for a wargame company to make such a momentous decision. The search for a nickname focused naturally on terms military in character.

"How 'bout The Avalon Hill Aggressors," came an initial response.

"Ah—no, that—ah—smacks of arrogance," was the quick put down.

"The Avalon Hill Tanks," offered another.

"No no no—when you go into the tank, like, man you're taking a dive, like it means you're throwing the game," came a hasty reply.

Sensing the session was getting out of hand, team manager Tom Shaw at this point injected a degree of dignity for which the beloved manager has long been known.

"I love birds," he opined. "Birds have grace! And dignity! All the great teams of the past had birds for nicknames. The Hawks! Orioles! Atlanta Falcons! The legendary St. Louis Cardinals! Philadelphia Eagles! Even the infamous Toronto Blue Jays! There must be a reason for this disproportionate use of birds for nicknames. It's because they conjure a very positive public image," continued Shaw waxing rhetorical while rising to the great challenge.

"Think hard, fellows! Think of a bird that will engender the image of Avalon Hill we want to project to the public. An image of professionalism. An image of service and loyalty to our beloved customers. Think of a bird that might remind you of unflinching dedication to authenticity in design... of selfless determination to advance the state of the art—in short, all these precepts we hold so near and dear at Avalon Hill..."

A muffled voice from the rear interrupts, "believe that, Jack, and you'll swallow anything."

"That's it!" cried the staff in unison.

Meet the Swallows... and those responsible for designing, developing, and publishing the games!

BRUCE MILLIGAN
6'0" 183 lbs.
Bats Right
Throws Left

As editor of our sports magazine, All Star Replay, it would be assumed we have a natural leader on the field in Milligan. "Not so," he cries while batting away fly balls in self defense. Though a 9-sport man at Colgate, baseball wasn't one of them. (Nor was football, basketball, track, wrestling, gymnastics, bowling, bridge or frisbee throwing.) "No one plays baseball at college nowadays", he says, "besides, my fencing coach claimed that baseball dults the senses, an argument I couldn't dispute since I usually fell asleep myself in the outfield by the fourth inning." A collegiate champion with the foil, Milligan brings yet another defensive innovation to the grand old game—what he can't get with the glove he'll be able to stab on the fly with his epee.

TOM SHAW
5'7" 160 lbs.
Bats Left
Throws With Great Pain

In the twilight of his career, Shaw can no longer perform in the field with customary grace and savoir faire. Grace is now his wife and doesn't let him out to play anymore. "Besides," he commented recently, "softball is a dumb game for sissies." President Dott of parent company Monarch Services decried, "You play or else." Always the accommodating fellow, Shaw will be an inspiration to all those who follow him out onto the gridiron, or court, or whatever...

DON GREENWOOD
6'2" 215 lbs.
Bats Good
Throws Nice

In the event Marketing Coordinator Brooks Robinson is ruled ineligible, Greenwood is slated for the cleanup spot. In the Greater Sayre Industrial & Music Conservatory League, Greenwood once hit 63 home runs. All but three were foul by inches. With a heavier bat, and even heavier tummy, Manager Shaw predicts Greenwood's pull-hitting proclivity to be a thing of the past. Equally at home in the infield, Greenwood will unveil his new adaptation that is expected to put all Japanese glove makers out of business. The invention, named for the city of its manufacturer in LaCrosse, Wisconsin, is to be kept a company secret until game time. If Greenwood's batting average is as high as his average for producing great board games, Avalon should win going away. His development credits now number: Caesar Alesia, Squad Leader, Russian Campaign, and Third Reich; the latter two games winners of the "Charles Roberts" award for best professional wargame of the year.

"JACK" McCauley
6'290 lbs.
Bats Hard
Throws Correctly

A pro prospect who was never in the right spot at the right time, McCauley failed to hit under 280 only once in his illustrious semi-pro career. And then only when he went on a strict diet. Avalon's answer to Babe Ruth conditions himself year-round, curiously enough, by
CHRISTY SHAW
42-24-34

The only player to get the ball out of the infield during the IGB picnic game, Ms. Shaw will be the Designated On-Deck Official Hitter, otherwise called the DODOH. To avoid the embarrassment of certain players who have no idea where the on-deck circle might be, Ms. Shaw will be a stand-in. In case our opponents don’t know where the on-deck circle is either, you can spot Ms. Shaw adorned in our two-color team uniform (red on red). Ms. Shaw is better known to wargamers as the lady who handles their mail order needs at Avalon Hill. Rising rapidly up through the ranks, her recent appointment as Director of all Mail Order is testimony to improved service and her personal attention to detail and the customer’s needs. She’s also married to the executive vice president!

RICH HAMBLEN
Bats Right
Throws Right

5’11” 210 lbs.

Used sparingly since the manslaughter indictment, Hamblen feels he will be okay emotionally for the great game at ORIGINS. Understandably, Hamblen has been overwrought ever since a line drive off his lethal bat smashed in the face of a third baseman—and he was only bunting at the time. By channeling this sometimes uncontrollable strength in a more productive manner, Manager Shaw feels that Hamblen holds the key to Avalon’s attack. Also to the men’s room, which means he pretty much dictates what Avalon’s new games will be. Hamblen has been a key figure in the design of many of Avalon’s more successful games; he figured in the final development of Arab-Israeli Wars, Gunsling-er, Magic Realm, and Tririme are his, as is the very popular Victory in the Pacific, designed, he says... “almost as quickly as I get once around the bases.”

MICK UHL
Bats Right
Throws Very Hi

5’9” 170 lbs.

Mick’s preoccupation with the Civil War is no better exemplified than in Avalon’s latest treatise on the subject—Gettysburg 77. It is a little known fact that this aesthetically pleasing game is really a digression from Mick’s primary interest—the life and loves of General Abner Doubleday, the man most credited with the beginnings of baseball. At Seminary Ridge, Mick claims Doubleday hit upon the idea of converting his riflemen to shooting lefthanded. That way, they’d all be 2 steps closer to the enemy base thus increasing the percentage of hits. Being lefthanded himself, small wonder that Doubleday decided to set up bases in counter clockwise order instead of the traditional clockwise (which, of course, would have given the 2-step advantage to right-handed hitters.) It was also at Seminary Ridge where Doubleday invented the fungo hit. Having no way in which his riflemen could shoot the enemy on the reverse side of the slope, he took to batting cannon shot with the handle of the rifle much in the manner a coach hits outfield flies. It is this preoccupation for authenticity that stands out in the wargaming world for his development of Kingmaker, Wooden Ships, and most recently, Submarine. Uhl steps into the breach as official fungo-hitter for the team, accepting the manager’s conviction there’s no way he’ll ever hit it if it’s pitched.

FRANK DAVIS
Bats Right
Throws Right

5’11” 140 lbs.

It is an axiom in many athletic circles that one new player can often turn a team around. Several of our players habitually face the wrong direction and Davis, our newest designer, might just be the one who can set them straight. Frank belittles his athletic prowess and points to an episode that almost ended his sporting will to go on. During a game in New York’s Central Park, Frank made the unfortunate decision to stretch a base hit. Upon arriving at 2nd base, he got mugged. Mature enough to realize that such a thing could happen right at his desk, Frank says he is ready if we need him. We really need him more as developer of wargames, banking on expertise shown in former designs that include Frederick the Great and Wellington’s Victory, just to name a few. In typically honorable fashion for which Avalon Hill has become known and respected worldwide, we have obtained from Frank a confidential scouting report on the SPI team. We look forward to a long and mutually beneficial relationship with Frank, depending upon whether or not he can get us films of their practice sessions.

RANDY REED
Bats Left
Throws Left

5’10” 170 lbs.

Last, but not least, Reed completes the veteran core of the team. Reed parlayed speed of foot with the advantage lefthanders have in getting to 1st base into a team-high batting average during his salad days of industrial league softball and flychaser for parent company, the Monarch Lions. Reed is fast. So fast, in fact he’d often complete a 9-inning game in just 5 innings. Thus leaving him more time to devote to the design of such innovative games as: Panzer Leader, Richthofen’s War, 1776, The Longest Day; in addition to collaboration on Tobruk, Arab-Israeli Wars, and Air Assault on Crete. While perhaps not as fast cranking out new games as he is on the basepaths, he is very much a student of the importance of character in both endeavors. For instance, he is the only one to figure out how fellow-outfielder, now manager, Shaw was able to lead the league in fielding... “Hell, he’d never get close enough to a ball to make an error.”

Against SPI in the ORIGINS contest, Reed may not be in the starting lineup with that kind of astuteness.

... the rest of the Avalon Hill Swallows!

Jim Skinner, A.R.E.A. technician who will blow up the ball; Jackson Dott, booth representative who will throw out the first ball; and A. Eric Dott, President, who will throw out the first bad umpire.

Filling out the roster will be assorted ringers such as W&SM gamesmaster Wes Coates, who will throw out the first 6-pack. A defensive specialist, Coates has been known to prove himself on the ground if it will keep a ground ball from going through... often assuming this position even when there is no ground ball. Battelstone’s Stephen Peek and TSR’s Mike Carr, of Fight in the Skies fame, have also cast their lot with the Swallows for which we are grateful.

Up to this point, you might have noticed we haven’t been altogether serious. The truth of the matter is, we have a heckuva lot of fun around the R&D office—it helps assuage the pressures of tedious design work. This ability not to take ourselves too seriously accounts for Avalon Hill’s esprit de corps, and probably contributes immeasurably to the quality of the finished product... a statement you can judge for yourself when you visit our booth at the convention.

Turn to page 6 for Avalon Hill’s product previews...
Avalon Hill's ballgame will not be broadcast on radio. Accordingly, a limited number of LP's will be made available of the non-broadcast by Silent Records, Inc. Each side contains 40 minutes of silence—only $5.98.

BONUS OFFER

Reserve your order at the Avalon Hill dugout and get—Free—18\(\frac{1}{2}\) minutes of an R. Nixon tape edited by Rosemary Woods.

TO THE FIRST 100

Receive—no extra charge—on 33, 45, or 78 rpm, Don Greenwood's exciting solitaire playtest sessions of "Cross of Iron" and "The Rising Crescendo" Avalon Hill's new Squad Leader expansion kits to be unveiled at Origins '78.

"A Quiet Good Luck to Avalon Hill" from . . .

Silent Records, Inc.

"GOOD LUCK AVALON HILL . . .

Play Hard.
Play to Win. But be a sport at all times. Above all, don't get injured . . ."

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LINESCORE

"After the game, relax at the Harvey House Restaurant"

From Ann Arbor, simply take a direct flight to Baltimore-Washington Airport, an airline limousine to the Hilton Hotel, and the #3 bus to:

Harvey House
920 N. Charles Street
Baltimore

"Good Luck AH"

The U.S. Frigate Constellation, first ship of the United States Navy, proudly ruled the high seas during those glorious days of wooden ships, iron men, and billowing canvas.

Built in Baltimore in 1797, the Constellation is today the oldest vessel in the world continuously afloat. This is due, in part, to the fact she's moored in only 2 feet of water.

Thousands of tourists each month visit this nice old boat that is docked in Baltimore's inner harbor. It is traditional with many to walk the hallowed planks of all 6 floors, from the very top deck down to the basement still under restoration, in their search for identity with history.

Logging countless hours on board the frigate for atmosphere, "Wooden Ships & Iron Men" developer Mick Uhl noted many tourists' pre-occupation with souvenirs of their visit. "That's how a lot of my research turned up missing," he chaffed. Otherwise, the game might have been titled "Wooden Ships, Iron Men, and Billowing Canvas."

ANOTHER IN A SERIES OF LITTLE-KNOWN HISTORICAL VIGNETTES BROUGHT TO YOU BY

Baltimore Chamber of Commerce

"Good Luck Swallows!"
Look for these new games at the Avalon Hill booth

We're not saying you'll find them . . .

but if all goes well, here is what we'll have by

convention time, or at least by Fall in the order

in which they should appear:

Cross of Iron

A Rising Crescendo

Cross of Iron is the first in a series of six
planned expansion gamettes which will
improve and expand the original, highly
popular SQUAD LEADER game system.
Each gamette will be attractively boxed and
include new counters, mapboards, rules,
charts, and scenarios. Each gamette will be
sequentially based on the one that preceded it,
so that the rules and scenarios continue to
progress in building block fashion. Naturally,
this makes ownership of the game and all
preceding gamettes in the series a prerequisite.

Cross of Iron deals entirely with the Russo-
German conflict in WWII, and is much more
than just a Squad Leader variant. We have
needed every bit of the year which has passed
since Squad Leader's introduction to perfect
the new armor rules. While still clinging to the
playability of the mother system, the armor
rules have been greatly expanded to increase
realism. The counter information display
system so popular in Squad Leader has been
broadened to provide a wealth of information
on each armor counter. And there will be
hundreds of new counters! The vehicular
counters & charts of the basic game will be
scraped entirely in favor of a revised armor
system and more accurate data. Players will be
able to command virtually the entire spectrum
of AFVs which saw action on the Eastern
Front; from the giant Tiger or Jagdpanther
to the diminutive Russian BTs and
obsolete T-35—the land battleship with an
eleven man crew, three guns and five MGs.

Among the other new features will be
cavalry, Romanians, SS units, armored cars,
stukas, snipers and flam guns. Board #5 will
add a heavily forested area to the Squad
Leader battlefield. New terrain features will
include the forest-road, marsh, and gully.

Easily the equal in game value of any
complete game, we expect Cross of Iron to do
for tactical armor wargaming every bit as
much as Squad Leader did for tactical infantry
combat simulation.

A Rising Crescendo: Blitzkrieg in the Early
Years is the second gamette in the SQUAD
LEADER series, and, as the title suggests,
takes a step back from the massive armor and
big gun emphasis of the Eastern Front to cover
Germany's meteoric rise to early control of
Europe. The British, French, Belgian, Polish,
and Norwegians make their Squad Leader
debut here. The Panthers and Wirbelwinds of
Cross of Iron give way to the PzKw II and
PzJg I as armor once again takes a back seat to
the infantry.

Board #6 features a huge French chateau
and introduces the orchard as a new terrain
type. Booby traps, partisans, scouts, prisoners,
multi-level buildings, and advanced
movement rules add the last word in
complexity and realism to an already detailed
game system. Subsequent gamettes will add
counter types and terrain, but little in the way
of additional complications. Those who can
master all the Optionals of A Rising Crescen-
do can handle anything wargaming has yet
offered.

The Squad Leader gamettes will not end
here. Due to be published in 1979 are Cassino
and Airborne which will fill out the American
AFV ranks, introduce paratroops & gliders,
and present our most varied terrain boards
yet: mountains and rivers.

Design/Development Team:
John Hill, Don Greenwood

StatLs-Pro Games

Now you can find this great series of
statistical sports games at Avalon Hill.
Acclaimed as the best solitaire games around,
the Statis-Pro series of sports games are also
extremely fast-moving and playable. At this
time we are offering three of these great games:
StatLs-Pro Professional Basketball, 1977
Major League Baseball, and Great Pennant
Races (with all of the players and teams from
the 1950 American League, 1964 National
League, and 1967 American League teams).
And we'll soon be adding football, hockey,
and boxing.

In StatLs-Pro games, all of the action works
around sets of Fast Action Cards, which take
the place of both dice and "combat results
tables" at the same time, while also serving as
the timer for the basketball game. Each player
is individually rated in all of the categories
important in his sport, and to find the results
of a play the players merely flip the Fast
Action Cards and refer to the appropriate
results. Playing time for these games varies
from half an hour to 80 minutes, depending
upon how detailed a boxscore the players wish
to keep.

Since the players are rated individually,
and the games themselves give you the systems
for rating teams and players, draft leagues,
mail play, and even rating your own favorites
are easy. And because all StatLs-Pro games
were designed with the solitaire player in
mind, you can play through an entire season
by yourself and still have a terrific time.

For complete information about StatLs-
Pro games and the entire line of Sports
Illustrated/Avalon Hill sports games, stop by
our booth when you get a chance and we'll be
happy to answer all of your questions.

Design/Development Team:
James Barnes, Bruce Milligan,
Tom Shaw

Sink the Bismarck

After several years in drydock, Bismarck
has finally been refloated. Similar in concept
to the original classic design of the early
sixties, Bismarck has been fitted out with new
options and the improved historical accuracy
that you've come to expect from us in the
seventies.

Bismarck is played on two levels. The
escape of the Bismarck from Norway and the
subsequent search for her by the British fleet
is conducted on the Search Board. The British
have at their disposal the air units of coastal
command and the aircraft carriers Victorious
and Ark Royal to aid her cruisers and
battleships in locating and cornering the
Bismarck in the vast wastes of the North
Atlantic. The Bismarck must evade the search
to concentrate upon her objective—cutting
the British convoy lifeline.

If by successful search, the British are able
to catch the Bismarck with one or more of her
battleships, actual combat is conducted on a
tactical battleboard.

Special rules cover such important factors
as weather, fuel consumption, destroyers and
submarines, and a special troop convoy. The
Advanced Game displaces the tactical combat
from a board to any open surface utilizing the
miniatures format introduced to wargaming
in Jutland.

Design/Development Team:
Jack Greene, M ich Uhl

The Rising Sun

Before dawn, the aircraft carrier Akagi
swung into the wind some 200 miles north of
Pearl Harbor and began launching the
infamous surprise attack of December 7, 1941.
By the following spring, Japan's empire
stretched from Burma to the distant islands of
the Central Pacific. No previous military
power had equaled the achievement symbol-
ized by the red and white rising sun emblem
carried by the Japanese throughout their
onslaught across the Pacific and the Far East.

Avalon Hill's new game, The Rising Sun,
recreates Japan's desperate conflict against
the United States, China, and the British
Commonwealth during the Second World
War. Enormous in its strategic scope, The
Rising Sun is also an intensely detailed
depiction of the air, land and naval operations
which characterized the Pacific War. The
game features a unique sequence of play which
portrays strategic land and naval operations in
biweekly Game-Turns while the decisive
air/land engagements like Midway are
representing daily operations. Another major
important concepts of concealed movement
believe it.
Magic
innovation uses special Display sheets for each
Pacific Theater from Hawaii to Ceylon and
sent each battleship, carrier and cruiser as well
campaigns of sized land units which contested the Pacific
PROBLEM:
Magic and mighty warriors. The players play
canonical curse to win. Of course, the ultimate
battle Scenarios portraying engagements like
searching for adventure in a very strange land
end of the game. Help him on his quest, from the strength and
personal characteristics for the players, and an
even stranger mapboard for them to move along. You're going to have to see this game to believe it.

**Magic Realm**

The Magic Realm is a strange world of
of magic and mighty warriors. The players play
the parts of doughty warriors, skillful magici-
and strange supernatural beings, all
searching for adventure in a very strange land
of magic, curses and monsters. Each player
has his own particular skills and abilities to
help him on his quest, from the strength and
darkness and changes as different
enchantments blossom and spread. Forest
trails twist out of shape and mysterious
caverns suddenly gape, and magic cities
twinkle to existence beyond the wayfarers. A
unique game-system recaptures the feel of a
game world and of the strange and powerful
folk and creatures that inhabit it.

The Magic Realm is a role-playing game
for one, two, or more players; it's a fun game
for solitary play or for a group play. A
unique game system creates some very strange
personal characteristics for the players, and an
even stranger mapboard for them to move along. You're going to have to see this game to believe it.

**Trireme**

Trireme is a game of ancient naval warfare
on the tactical level. Individual ships are
represented in detail, with special rules that
simulate each ship's capabilities and each
crew's skill, as the ancient rowing warships, the
triremes, quadriremes and quinqueremes,
maneuver to cripple each other, to board, or to
ram. All the types of ancient marines are
represented separately, from the armored
spearman of Greece to the marines and
Legionary troops of Rome, and each type of
weapon and marines has its own tactics that
must be used skillfully to win in boarding
actions. The emphasis is on detail, on the
maneuvering of each ship and the tactics of
each melee, but when large fleets collide
suddenly the board is covered with one vast
floating melee, with individual triremes
circling the mass and looking for a safe
opportunity to dart in and ram. The
twenty-four scenarios include parts of
all the great naval battles of antiquity, from
the decisive triumph of the Greeks over
the Persian Fleet at Salamis in 480 B.C. to the
final battle for Empire, Roman versus Roman
at Actium in 41 B.C.

**The Longest Day**

**Regatta**

You'll flip over this completely revamped
version of the old 3M game. All of the factors
that are important in real sailboat racing can be
found in Regatta—wind direction, tacking,
blanketing, jibing, spinnaker tactics; even
protests and flying jibs!

You'll thrill to the tension of maneuvering
before the starting gun. Roar with laughter at
the spectacle of your opponent engaging in a
burly contest that tax them off the course
entirely. Howl with agony as you discover that
your careful plotting of the lay line has left you
ten boat lengths to leeward of the first mark.

This game is designed primarily for players
with some sailing experience, but the simple
and carefully written rules allow any
landlubber or stinkpotter to enjoy the thrills and
excitement of sailing without enduring the
hours of misery sanding the hull of looking for
a crew that can tell the difference between a
spinnaker boom and a boom vang.

Each player in Regatta (up to six) has his
own boat to race around the colorful
mapboard on a series of courses that are only
limited by the players' imagination. Committee
boat, course marks, and wind indicator can be
placed about the map in various positions
for common triangular courses, Cup-style
courses, and others.

Regatta is the perfect game for family
ashore, or for those absolutely dead
days afloat; the kind where that orange peel you
throw overboard drifts past you three hours
later. Suitable for ages 10 and up.

**The Longest Day** begins on 6 June, 1944
and runs through 21 August, 1944. It is a
battalion/company level game re-creating the
entire D-Day invasion and subsequent
campaign in Normandy. The scale of the huge 44" x 39" mapboard is two kilometers per hex. The
time scale is one day per turn. The game is
organized into scenarios and a campaign game
for players the widest possible latitude in
play-choice. The rules are organized into
Programmed Instruction modules. The
combat system is deceptively straightforward yet
highly dynamic. There are no real zones-of-
control. The combat system uses a highly
realistic attacker-attrition system coupled
with a three-step reduction process.

**Tricreme**

Trireme is a game of ancient naval warfare
on the tactical level. Individual ships are
represented in detail, with special rules that
simulate each ship's capabilities and each
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**Regatta**

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later. Suitable for ages 10 and up.

Designer/Developer: Randall Reed

**Origins Packet**

Metro Detroit Gamers
19941 Joan
Detroit, MI 48205

Friday thru Sunday July 14-16, 1978
U. of Michigan, Ann Arbor
Avalon Hill's Origins '78
Tournaments and Seminars

We will be sponsoring a number of new and old events at Origins IV, which we hope will add to the enjoyment of all AH devotees present. With a few exceptions, AH tournaments will have a modest entry fee of $1.00 and standardized prizes of the traditional Origins plaque for 1st, any AH game for 2nd, and a subscription to THE GENERAL for 3rd. In all cases entrants should bring their own games.

THE AVALON HILL CLASSIC 500 will be back for the fourth consecutive year with the convention's biggest prize list. This year, entrants must be prepared to play two of the three tournament games: AFRIKA KORPS, WATERLOO and STALINGRAD during the course of the 7 round, single elimination event. Play for survivors will run throughout the three day event with early comers able to start their initial rounds on Friday evening but latecomers still able to enter as late as noon on Saturday. First and late round games will be timed and limited to 7 minutes per move. Dale Garbutt, last year's winner, heads a staff of four able judges. The prize list is as follows: 1st—$100; 2nd—$50; 3rd—$35; 4th—$25; 5th through 8th—$10 plus a game; 9th through 16th—any AH game; 17th through 32nd—subscription to THE GENERAL. Entry fee: $5.00. Fri 3 pm

RAIL BARON is new to our tournament list this year under the able guidance of Mich Uhl who developed the game for AH. Play will be decided in two rounds of single elimination competition of 4 hours each. Easy to learn... no prior experience necessary. $2.00. Maximum Field: 36. Fri 5 pm

RUSSIAN CAMPAIGN is also a new addition to our competitions under the direction of Richard Hamblen. Play will be in the form of 5 rounds of single elimination utilizing timed moves. Play will consist of the May 1941 situation to the end of the Kursk scenario with sudden death victory conditions in effect. $2.00. Maximum Field: 32. Fri 3 pm

WAR AT SEA will again be a popular event, judging from last year's 100+ entrants. This year, a special play balance rule will be used in which American ships are released into the game with rising frequency as the game progresses. On turn 5, American ships may enter with a die roll of 5 or 6; on turn 6, they may enter with a die roll of 4, 5, or 6; on turn 7 with a die roll of 3, 4, 5, or 6, etc. In addition, all drawn games will be awarded to the Allied player. This change is expected to correct the 2:1 victory advantage enjoyed by the Axis in last year's tournament. Don Greenwood, who developed the game for AH, is the gamesmaster. Single elimination in 90 minute rounds. $1.00. Maximum Field: 128. Sat 2 pm

SPEED CIRCUIT is being run for the second time in Origins competition after a brief absence in 1977. Players will be split into groups of 6 with the winner of each race advancing to a second round on a new track. Bruce Milligan, our sports game editor, is the gamesmaster. Easy to play and to learn, competitors need no prior experience. Qualifying heats will be scheduled at varying times so that as many as possible may enter, qualify and then return later for the finals. $1.00. Open Field. Fri 5 pm

KINGMAKER appears for the 3rd straight year in three rounds of 3 hours each. Winners of each game (3 to 5 players per game) advance to the next round. Tom Filmore, winner of the tournament at Origins '77, will preside over the event. $1.00. Maximum Field: 64. Sat 9 am

FOOTBALL STRATEGY is back for the 4th straight year in what AH recognizes as the National Championships. Don Greenwood and Tom Shaw will be back to defend the tournament they've won the last two years against what they expect to be stiff competition from midwest FOOTBALL STRATEGY league members. $1.00. Maximum field: 64. Fri 6 pm

WOODEN SHIPS & IRON MEN will be hosted by Wes Coates and crew for the third straight year. Each player will maneuver 2 to 6 ships in single elimination, 90 minute rounds. $1.00. Maximum Field: 64. Sat 10 am

DIPLOMACY is again expected to lead the boardgame competitions in participation. The two day tournament will again be conducted by members of the IDA with winners based on the Bisran/Rocamoro point system on the basis of both rounds. Additional plaques will be awarded for best performance in each country in either round. Proceeds benefit the Boardman Postal Diplomacy Number system. $2.00. Open Field.

Sat 3 pm

The RICHTHOFFEN'S WAR Demolition Derby is back for its 4th running under the aegis of designer Randy Reed. Entrants will be divided into teams of three and loosed on a board from which there is no escape against a similarly matched team. Only one team may survive and only those members of the team not shot down may move into the next round. Pilots will be given credit for kills gained along the way so as to be able to gain "ace" status. $1.00. Open Field.

Sun 11 am

WIN, PLACE & SHOW is a new entry in our tournament sweepstakes. A simple, easy to learn game requiring no prior experience, each player is owner, jockey, and bettor. Object is to win the most play money by good riding and judicious betting in a series of 6 races. Players amassing the most money win. Three hours. Bruce Milligan calls the clubhouse turn. $2.00. Maximum Field: 36.

BEFORE THE RISING SUN will appear for the second year in a row. Last year, it drew 125 people just to hear about the plans for our upcoming monster Pacific game. This time, designer Larry Pinsky and developer Frank Davis will be on hand to autograph games, answer questions, and tell why and how the game turned out as it did. Admission is free.

Sat 7 pm

"WHAT IDIOT PUT THAT RULE IN?" MICRO-SEMINARS, a showcase of Avalon Hill's falsely maligned designers, defending their respective new Origins '78 game releases. In separate rooms, Origins participants may collar Randall Reed on "The Longest Day," Rich Hamblen on "Trireme" and "Magic Realm," and Jack Greene and Mick Uhl on "Sink the Bismarck." Admission is free.

Sat 7 pm

BEHIND A SQUAD LEADER is similar to its sister seminar BEFORE THE RISING SUN except that its subject, SQUAD LEADER, is still an on-going project. Our hit'77 release will be examined with a view from the past on the original game; the present on the two new gamettes released at the show (CROSS OF IRON and A RISING CRESCENDO); and the future prospects for the SL series. Designer John Hill and developer Don Greenwood will be on hand to answer questions, explain how the game has evolved, and how it will continue to evolve in the future. Audience feedback may even determine what future gamettes will include. Admission is $1.00.

Sat 12 noon

SCIENCE FICTION GAMEFEST—Richard Hamblen hosts play to anyone caring to playtest his collection of fantasy/science fiction games and discuss general design theory as it applies to this category. Admission is free.

Sat 1 pm

Last and probably least is the Avalon Hill-SPI softball game scheduled for Sunday morning. Masochists who enjoy seeing a great sport despoiled by rank amateurs may get a charge out of this. (We're about as rank as they get) Even if Brooks Robinson doesn't show up, viewing the colossal ineptitude of Jim Dunnigan and Tom Shaw and their cohorts should be worth the price of admission (which, after all, is free). Come to think of it... maybe it's not worth it.