LOOKING AHEAD

1978 has not been a particularly productive year for our R & D department, judging from our almost total lack of new titles this past calendar year. New wargame titles were limited to the spring releases of CRETE, SUBMARINE, and NAPOLEON—all of which were actually late 1977 projects, and the summer release of CROSS OF IRON. This meant that we delivered only one of eight titles "promised" for July, 1977. Why is it that six months later we have still delivered only 1 of 8? What happened? Why? When will these games become available, if ever? These are just a few of the questions you might be asking.

The excuses are many and varied, but in general, they can be summarized very simply as a matter of everyone becoming too obsessed with perfection and the magnitude of their own projects. Even I, who used to maintain that the CROSS OF IRON ready for ORIGINS, overstated the bounds of good sense in constantly revising the SQUAD LEADER game to encompass every conceivable facet of war on the Eastern Front. The vehicular O of B was double-banked and then tried in an attempt to include virtually every significant vehicle which saw action. Envisioned simple rules became an entire new armor system, tightly packed into a 30 page rulebook. CROSS OF IRON became not just a gamette, but a culmination of an entire game. The conceptual race against time, any simplistic solutions can be, or are the endless amount of changes required before a manuscript is sent to the subscription department. Time after time after time, the project is put on hold for another revision. Finally, before a manuscript can be sent to the subscription department for a final check, AVALON must be determined free of charge and is solicited.

Articles from subscribers are considered for publication at the discretion of our editorial staff. Articles should be typewritten, double-spaced, and headed with the sender's name and address. English usage. Articles should not exceed 2,000 words. Accompanying illustrations and examples should be neatly done in black or red ink. Photographs should have captions and credit lines written on back. Rejected articles will be returned whenever possible.

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Purchases of Games, play-by-mail kits, and game plans: Order Dept. - Christy Shaw

Questions Concerning Play: Research & Design Department:
None: all questions should be thoroughly diagrammed. No questions will be answered that are not accompanied by a stamped, self-addressed envelope. Only questions regarding rule clarifications (not historical or design subject) can be answered.

Articles for Publication, Letters to the Editor, Requests for Brochures, and Readers Response Page submissions: Editorial Dept. - Donald Greenwood


THE RISING SUN

Three years ago, Larry Pinsky, the original designer of THE RISING SUN began working on this game which encompasses the entire Pacific theater of World War II. About this time last year, I took over the responsibility of developing the game as my first assignment on Avalon Hill. And ever since that day I've periodically given serious consideration to the idea of committing hari- kari. Without a doubt, THE RISING SUN is the most challenging and frustrating project I have encountered in my eight year career as a game developer.

The challenge and frustration that has been plaguing me for the past year stems primarily from the enormous scope and unique dynamics inherent in the air, land, and naval conflict which was waged in the Pacific. For 45 months, the contest of a battlefield which encompassed almost half of the world in the largest and most innovative military struggle we have yet witnessed. As a game designer, I am easy to understand why this particular conflict represents the most difficult topic to simulate in a wargame, and why so few of the games which attempt to simulate the Pacific War have succeeded. First of all, there are the problems which concern the game scale. In THE RISING SUN, we are using a single 22" x 28" mapboard on which each hex represents approximately 150 miles. Each Game-Turn which originally represented two weeks has been extended to represent a full month in order to ensure a reasonable playing time for each of the game's three major scenarios as well as the entire Campaign game lasting forty-five Turns (the other scenarios cover 15 months each and may be linked or played as separate games requiring from four to six hours to play). The second major problem we grappled with concerned the importance of naval combat. The solution to this problem was an attempt to simulate the intelligence system developed by the U.S. Navy. In THE RISING SUN, we are handling these exceedingly important problems in a thoroughly innovative manner. A new system which does not require any written bookkeeping has been developed which tracks the simultaneous and hidden movement of opposing task forces. But, mitigating this secrecy, each Player also

Continued on Pg. 31, Column 1
STRATEGIC SUBMARINE

By Mick Uhl

I INTRODUCTION

The month of March 1943 marked the high point of the German U-boat effort. The wolfpack attacks launched in the first twenty days of this month resulted in the loss of ninety-seven merchant ships at a cost of seven U-boats. The strategic Game allows players to control enough of the strategic situation to set up scenarios recreating the critical actions of the Battle of the Atlantic.

It is March 12, 1943. As the Allied commander, your convoys are about to leave the protective umbrella of the North American coast embarking upon the perilous journey across the North Atlantic to the distant haven of England. As the supreme German commander, you must plot U-boat patrols to intercept the convoys as they travel along their passage.

II PREPARE FOR PLAY

Both players prepare for play secretly at the same time. The Allied preparation will be discussed first:

A. Allied Player Convoy Preparation

Step 1. The Allied player determines the cargo and victory point value for each merchant ship included in the Merchant Ship Make-Up List (Table 1) by consulting the Cargo Table (60.2) in the Rules Manual. All Tankers are type T2.

Step 2. The Allied player must divide all of the merchant ships into at least two convoys, but no more than four convoys. He may place from a minimum of eight to a maximum of twenty-four merchant ships of his choice in each convoy. All available merchant ships must be placed into convoys. He selects a title for each convoy and places it in the convoy section of the convoy make-up list. He may choose the title from the list below or select a name of his own invention.

- **Slow Convoy**
- **Fast Convoy**
- SC 122
- SC 123
- SC 124
- HX 229
- HX 229A
- HX 230

Important: If at least one merchant ship in a convoy is slow, as indicated in the make-up list, then the convoy is slow and has a slow convoy title. Only if all merchant ships in a convoy are fast is that convoy a fast convoy.

Step 3. For each convoy the Allied player has created, he must prepare their formation on a Convoy/Escort Log sheet. Once the convoys have been set, they cannot be changed in any way.

Step 4. The Allied player can include the rescue ship, Zamalek, with one convoy. It can be added to a twenty-four ship convoy, but it must be added to the rear of the column in which it is to be placed. The Zamalek has no victory point value. It has a damage strength of 8.

B. Allied Player Route Preparation

The Allied player must plot the entire route for all of his convoys on the Allied Strategic Plot Map. The plots must be complete from the hex of origin to the destination hex between Ireland and England. These routes cannot be altered. The routes are followed exactly as plotted.

Step 1. The Allied player determines the starting hex of each convoy by consulting the Convoy Start Table (Table 3). It will be one of the 12 lettered hexes below St. Johns.

Step 2. For each convoy, a continuous line of any length must be constructed through consecutive hexes from its starting hex to the destination hex. Each convoy route is separate and does not have to coincide with any other convoy's route. No hex...
TABLE 1: CONVOY (MERCHANT SHIP) MAKE-UP LIST

<table>
<thead>
<tr>
<th>I.D.</th>
<th>TYPE</th>
<th>CARGO</th>
<th>V.P.</th>
<th>DAMAGE</th>
<th>CONVOY</th>
<th>DESTINATION</th>
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<td>Iceland*</td>
<td>Iceland*</td>
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<td></td>
</tr>
</tbody>
</table>

*These merchant ships may form their own convoy to Reykjavik. If part of another convoy, the Allied player must split them from the convoy at the closest hex to Reykjavik and route them to Reykjavik.

TABLE 3: CONVOY START TABLE

<table>
<thead>
<tr>
<th>Dice Roll</th>
<th>Location (lettered hex)</th>
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<tbody>
<tr>
<td>11-13</td>
<td>A</td>
</tr>
<tr>
<td>14-16</td>
<td>B</td>
</tr>
<tr>
<td>21-23</td>
<td>C</td>
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<td>24-26</td>
<td>D</td>
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<td>41-43</td>
<td>G</td>
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<tr>
<td>44-46</td>
<td>H</td>
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<tr>
<td>51-53</td>
<td>I</td>
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<tr>
<td>54-56</td>
<td>J</td>
</tr>
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<td>56-60</td>
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<td>L</td>
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<tr>
<td>64-66</td>
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TABLE 5: TORPEDO AVAILABILITY TABLE

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<th>TYPE IXC</th>
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</tr>
<tr>
<td>66-69</td>
<td>5</td>
<td>10</td>
</tr>
</tbody>
</table>

The GENERAL

north or east of the ice floes can be used. All convoy routes are completely constructed before the game begins.

Step 3. Each convoy must begin its journey exactly 24 hours after the previous convoy. The first convoy to start must do so at 2400, March 12. Each convoy starts at 24 hour periods after this convoy. The order of startings is determined by the Allied player. 

Step 4. Upon completion of the routes, the Allied player should divide each into 24 hour increments. A slow convoy moves four hexes in a 24 hour period. A fast convoy moves six hexes in a 24 hour period. Mark in each fourth or sixth hex of the route the proper date that the convoy will occupy that hex.

For example, if a slow convoy starts on the twelfth, it will be four hexes further along its route on the thirteenth. It will be eight hexes further along its route on the fourteenth, etc. The fourth hex will be marked with a 13. The eighth hex will be marked with a 14.

C. German Player U-Boat Preparation

Step 1. The German player determines the crew rating and the number of torpedoes carried (in tube and reload) for each available submarine in the U-Boat Availability Chart (Table 4) by consulting the Periscope Availability and U-Boat Experience Tables (Tables 5 & 6 respectively). He records these values for each submarine on the U-Boat Availability Chart.

Step 2. The German player transcribes the submarines available to him to the wolf-pack groups in the Wolf Pack Chart (Table 7). He must place a minimum of four submarines in any one wolf-pack but no more than twenty. He can form any number of wolf-packs up to a maximum of five. The German player can also place up to twenty-one submarines in independent status. Submarines 38 through 42 must be placed as independents.

D. Submarine Placement on Plot Map

The German player places the wolf-packs and independent submarines on the German Strategic Plot Map. He can put no more than two submarines in any one hex. Submarines in a wolf-pack must all be positioned in adjacent hexes so as to form a single unbroken line of hexes (it does not have to be straight). The I.D. number of each submarine is marked in the hex it is to occupy.

Step 1. The first wolf-pack (German Player's choice) must be placed in adjacent hexes anywhere between but not including lines 9 and 15. The second wolf-pack must be placed in adjacent hexes anywhere between but not including lines 9 and 15. The third wolf-pack must be placed in adjacent hexes anywhere between but not including lines 9 and 15. The fourth wolf-pack, it is to be placed in the same area as the second wolf-pack.

Step 2. Any additional wolf-packs are placed on the plot map using the U-Boat Placement Table (Table 8). The wolf-pack must be placed behind (east of) the line indicated in the Table.

Step 3. The German player marks the location of two U-Boat tankers, T1 and T2, on the plot map using the U-Boat Placement Table (Table 10). These submarines cannot fire torpedoes. Their only function in the game is a possible sighting source of convoys.

Step 4. The German player marks the location of all independent submarines using the Independent U-Boat Placement Table (Table 11).

Step 5. The German player marks an X in fifteen hexes determined by using the Sighting Boat Placement Table. These marks represent submarines returning to base at the end of their patrol. They are capable of sighting convoys, but are unable to press attacks.
III SYSTEM OF PLAY

A. Contact Determination
1. After both players have completed their respective set-ups, the German player hands his plot map to the Allied player who then superimposes it over his own plot map. If any of the convoy routes pass through (intersect) a hex occupied by one or more submarines, there is a possibility that those convoys may be located.
2. If there is more than one intersection between submarine and convoy, the Allied player must select first that intersection which occurs at the earliest time. He reveals that hex to the German player.
3. Both players must now determine whether there is contact between convoy and submarine in the hex of intersection. To determine whether contact is made, they must determine first the weather at the time of contact.

B. Contact Procedure
1. For a convoy to be contacted, the weather for the convoy’s entire journey up to the time of intersection must first be determined. The weather for convoys is recorded on the Weather Chart. The chart is divided into turns of four hour’s duration for fast convoys or of six hours duration for slow convoys. Each turn represents the amount of time that it takes that type of convoy to move one hex.
2. Using the Weather Tables (Table 12) included with the Weather Chart, the Allied player determines the type of weather and its duration for the convoy starting at the beginning of its journey. He writes the weather for the convoy in the Weather Chart. If the weather does not last to the turn of intersection, the Allied player repeats the procedure until it does. If the weather duration continues past the turn of intersection, it still applies. The weather does not end immediately on the turn of intersection.
3. As an example, a slow convoy starts its journey on the twelfth. It enters a hex containing an enemy submarine in the fourteenth hex of its passage (this includes the lettered hex of placement). The Allied player must now determine the weather for each turn (i.e., hex) of its journey. The weather for the start of the journey was “clear” and lasted twelve turns. The Allied player marks clear for each turn starting at 2400, March 12 turn to 1800, Mar 14 turn. Since the turn of intersection is 0600, Mar 15, he must find the next weather condition. This is determined to be “squall” and lasts for six turns. He writes in “squall” to the 0600 Mar 16 turn. Thus, he has determined that at the time of this convoy’s first possible contact with an enemy submarine, the weather is “squall”.
4. Once the proper weather condition has been determined, both players next consult the Convoy Contact Table (Table 13) to determine whether a contact with the convoy is gained.
5. If there is no contact, players proceed to the next intersection in time and repeat the same procedure to determine possible contact. This continues until there is a contact gained or all the convoys reach their destination hex without contact, in which case the game is over with an Allied victory.

C. From Contact to Battle
1. When a contact is gained, the Allied player announces its size within ten merchant ships (do not include escort vessels in this count).
2. The German player may commit any number of submarines that he has on the plot map to intercept the convoy. He places the I.D. of each submarine selected to intercept the convoy in a convoy box in the Time Chart (Table 14) and draws an arrow from the box to the turn of the intersection and contact.

TABLE 2:
ESCORT AVAILABILITY CHART

<table>
<thead>
<tr>
<th>AVAILABLE AT START (MARCH 12) WITH CONVOY</th>
<th>NOTES:Italicized—not available at start</th>
<th>-ship class in brackets</th>
<th>-group commander</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Beverly [TD]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>2. Anemone [FC]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>3. Pennypot [FC]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>4. Havelock [HD]*</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>5. Swale [RF]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>6. Godetta [FC]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>7. Buttercup [FC]</td>
<td></td>
<td>( )</td>
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</tr>
<tr>
<td>REINFORCEMENTS:</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>March 13 St. Johns</td>
<td>Mareh 19 Reykjavik</td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>March 18 St. Johns</td>
<td>Mareh 20 Reykjavik</td>
<td>( )</td>
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<tr>
<td>March 19 St. Johns</td>
<td>Mareh 20 Reykjavik</td>
<td>( )</td>
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<tr>
<td>March 19 St. Johns</td>
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<td>( )</td>
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<tr>
<td>1. Havelock [HD]</td>
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<td>( )</td>
<td></td>
</tr>
<tr>
<td>2. Swale [FC]</td>
<td></td>
<td>( )</td>
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</tr>
<tr>
<td>3. Godetta [FC]</td>
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<td>( )</td>
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</tr>
<tr>
<td>4. Swale [RF]</td>
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<td>( )</td>
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</tr>
<tr>
<td>5. Godetta [FC]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>6. Swale [FC]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>7. Godetta [FC]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>8. Swale [FC]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>9. Godetta [FC]</td>
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<td>( )</td>
<td></td>
</tr>
<tr>
<td>10. Swale [FC]</td>
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<td>( )</td>
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<td>11. Godetta [FC]</td>
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<td>( )</td>
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<td>12. Swale [FC]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
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<td>13. Godetta [FC]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>14. Swale [FC]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>15. Godetta [FC]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>16. Swale [FC]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>17. Godetta [FC]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>18. Swale [FC]</td>
<td></td>
<td>( )</td>
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</tr>
<tr>
<td>19. Godetta [FC]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
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<td>20. Swale [FC]</td>
<td></td>
<td>( )</td>
<td></td>
</tr>
<tr>
<td>21. Godetta [FC]</td>
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<td>( )</td>
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HISTORIC GROUPS

GROUP B4                         | GROUP B5                         | 40th ESCORT                         | INDEPENDENT                         | ICELAND CREW                         |
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<td>2. Hastings (E)</td>
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<td>8. Saxifrage (E)</td>
<td>8. Waverly (E)</td>
<td>8. Waverly (E)</td>
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NOTES: Iceland Crew based at Reykjavik. Viny has an Experienced crew rating regardless of ultimate group commander.

TABLE 4:
U-BOAT AVAILABILITY CHART

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Previous Missions</th>
<th>Available Torpedoes</th>
<th>Name</th>
<th>Type</th>
<th>Previous Missions</th>
<th>Available Torpedoes</th>
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<tbody>
<tr>
<td>U.84</td>
<td>VIB</td>
<td>7</td>
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<td>VIIC</td>
<td>U.642</td>
<td>VIC</td>
<td>1</td>
<td>VIIC</td>
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<td>VIIC</td>
<td>U.665</td>
<td>VIC</td>
<td>1</td>
<td>VIIC</td>
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<tr>
<td>U.600</td>
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<td>3</td>
<td>VIIC</td>
<td>U.666</td>
<td>VIC</td>
<td>1</td>
<td>VIIC</td>
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<td>U.284</td>
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<td>1</td>
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<td>VIC</td>
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<td>VIC</td>
<td>1</td>
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<td>U.406</td>
<td>VIC</td>
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<td>VIIC</td>
<td>U.440</td>
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<td>VIC</td>
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<tr>
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<td>U.230</td>
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<tr>
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<td>U.616</td>
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</tr>
<tr>
<td>U.631</td>
<td>VIC</td>
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<td>VIIC</td>
<td>U.653</td>
<td>VIC</td>
<td>1</td>
<td>VIIC</td>
</tr>
</tbody>
</table>

(Submarines 38 through 42 must be placed in independent status.)
Submarine names appearing on this list do not coincide with the submarine names on the counters. You may substitute any counter of the same type so long as a record is kept of which counter represents which submarine.)
TABLE 7: WOLF PACK CHART

<table>
<thead>
<tr>
<th>Gruppe Raubgraf—Range ( )</th>
<th>Name</th>
<th>Class</th>
<th>Exp</th>
<th>Torps</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gruppe Newland—Range ( )</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gruppe Westmark—Range ( )</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Gruppe Stürmer—Range ( )</th>
<th>Name</th>
<th>Class</th>
<th>Exp</th>
<th>Torps</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gruppe Dränger—Range ( )</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Independents—Range ( )</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**TABLE 6:** U-BOAT EXPERIENCE TABLE

<table>
<thead>
<tr>
<th>number of missions</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6-7-8</th>
</tr>
</thead>
<tbody>
<tr>
<td>dice roll</td>
<td>11-13</td>
<td>14-16</td>
<td>21-23</td>
<td>24-26</td>
<td>31-33</td>
<td>34-36</td>
</tr>
</tbody>
</table>

**NOTES:**
1. The first wolf pack must be at a minimum range of 9 hexes.
2. The second and third wolf packs must be at a minimum range of 15 hexes.
3. Subsequent wolf packs' placement are determined by U-Boat Placement Table. Add one to the range for each U-Boat in the wolf-pack over four to a maximum range of 90 hexes.

**TABLE 8:** U-BOAT PLACEMENT TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>11-13</td>
<td>4 hexes</td>
</tr>
<tr>
<td>14-16</td>
<td>6 hexes</td>
</tr>
<tr>
<td>21-23</td>
<td>8 hexes</td>
</tr>
<tr>
<td>24-26</td>
<td>10 hexes</td>
</tr>
<tr>
<td>31-33</td>
<td>11 hexes</td>
</tr>
<tr>
<td>34-36</td>
<td>12 hexes</td>
</tr>
<tr>
<td>41-43</td>
<td>13 hexes</td>
</tr>
<tr>
<td>44-46</td>
<td>15 hexes</td>
</tr>
<tr>
<td>51-53</td>
<td>18 hexes</td>
</tr>
<tr>
<td>54-66</td>
<td>21 hexes</td>
</tr>
</tbody>
</table>

**THE GENERAL**

3. The Allied player next marks on the German plot map the convoy's route from the hex of intersection to the destination hex. He, then, must place in each hex of the route starting with the first hex after the hex of intersection a number in the following sequence: for slow convoys: 2, 7, 10, 12, 14, 17, 20, 22, 24, 27, 30, etc.; for fast convoys: 2, 3, 4, 5, 6, 8, 10, 12, 13, 14, 16, 18, 20, 22, 23, 24, 26, 28, 30, etc.

4. The German player retrieves his plot map. He first determines the hex of intersection for each submarine that he has selected to attack that convoy. It can be any hex whose number is equal to or greater than the range, in hexes, of the submarine to that hex. The German player writes the hex number beside the submarine on the Time Chart.

5. The German player then selects a hex in which he wishes to begin the attack against the convoy contacted. All submarines which have been selected to intercept the convoy in that hex or in a previous hex of its route may participate in the attack. He marks the turn of attack on the Time Chart.

**D. Battle Set-Up**

Players use the SUBMARINE game to recreate the battle. The weather and time of day has been determined. Consider only the hours of 0600 to 0200 as night hours. The Allied order of battle has already been predetermied by the convoy set-up. The German player must determine which submarines start play and which enter as reinforcements as described below.

**Step 1.** While the Allied player is setting up his merchant ships and escorts on the mapboard, the German determines the time of combat and secretly determines which of his submarines can begin attack against the convoy.

**Step 2.** The German player must first determine the difference between the hex of attack number and the range in hexes of each submarine to any hex of the route between and including the hex of intersection and the hex of attack.

For example, a submarine is two hexes away from the hex of intersection of a slow convoy that was successfully contacted. The hex of attack was selected 6 hexes further along the route. The hex number would be 14. The difference therefore would be 12. The differences should be written in by the submarine's I.D. on the Time Chart.

**Step 3.** The German player selects one submarine with the greatest difference. This submarine will enter play in the first turn of the scenario. He now must determine the time that the scenario will commence.

**Step 4.** The German player determines the hour that the submarine selected to start the attack will enter play by using the appropriate Hour Table (Table 15).

For example, the German player chooses to attack a slow convoy on the 0600, Mar 14 turn. The submarine to begin the combat has a time difference of 12. He rolls a 13 which allows him to choose the hour of attack. He can select one of the following six hours that compose the turn: 0600, 0700, 0800, 0900, 1000, 1100. The German player chooses to start at 0900.

**Step 5.** The German player must now determine the exact time that the scenario begins by using the Minute Table (Table 16). To continue the example, rolling a 23, the German player determines the minute to be: 16. Therefore, the first turn of the scenario and the turn that the first submarine will enter play is 0916 hrs., Mar 14.

**Step 6.** The German player next determines secretly when the next submarine will enter play. It can possibly enter play in the same turn or a certain number of turns later in the scenario. He selects any one submarine and determines its entry by using the Submarine Entry Table (Table 17). If the result is
### TABLE 9: SIGHTING BOAT PLACEMENT TABLE

<table>
<thead>
<tr>
<th>Dice Roll</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>11-33</td>
<td>Region C*</td>
</tr>
<tr>
<td>34-51</td>
<td>Region B*</td>
</tr>
<tr>
<td>52-66</td>
<td>Region A*</td>
</tr>
</tbody>
</table>

### TABLE 10: U-TANKER PLACEMENT

Both U-tankers (T1 and T2) must be located in Region B*.

### TABLE 11: INDEPENDENT U-BOAT PLACEMENT TABLE

<table>
<thead>
<tr>
<th>Dice Roll</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>11-16</td>
<td>Adjacent to T1</td>
</tr>
<tr>
<td>21-26</td>
<td>Adjacent to T2</td>
</tr>
<tr>
<td>31-43</td>
<td>Region A*</td>
</tr>
<tr>
<td>44-56</td>
<td>Region B*</td>
</tr>
<tr>
<td>61-66</td>
<td>Region C*</td>
</tr>
</tbody>
</table>

*Roll two dice and place by region letter (e.g., B66, C16, A24, etc.). Locate the 7 hex area which corresponds to the code. The submarine may be placed in any hex in the area.

### WEATHER TABLES

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<tr>
<th>Dice Roll</th>
<th>Condition</th>
</tr>
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<tbody>
<tr>
<td>11-26</td>
<td>Clear</td>
</tr>
<tr>
<td>31-43</td>
<td>Squall (Rough)</td>
</tr>
<tr>
<td>44-56</td>
<td>Storm</td>
</tr>
<tr>
<td>61-66</td>
<td>Gale</td>
</tr>
</tbody>
</table>

### DURATION

<table>
<thead>
<tr>
<th>Slow Convoy</th>
<th>Fast Convoy</th>
</tr>
</thead>
<tbody>
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<td>11-13</td>
<td>4</td>
</tr>
<tr>
<td>14-16</td>
<td>6</td>
</tr>
<tr>
<td>21-23</td>
<td>8</td>
</tr>
<tr>
<td>24-26</td>
<td>12</td>
</tr>
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<td>31-33</td>
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</tr>
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<td>24</td>
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<td>61-63</td>
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### TABLE 12: WEATHER CHARTS

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</table>
THE GENERAL

-00, the submarine enters at the same turn as the first submarine. The German player may then select another submarine to enter play. This continues until a time other than:00 appears.

Step 7. If a time other than :00 appears, the German player adds that time onto the present time. When that turn arrives, the submarine can enter play. No other submarines can enter play until that turn. The German player then repeats steps 6 and 7 for other submarines until a time other than :00 appears.

For example, the German player has selected one submarine out of eight available submarines to enter play at the start of the attack. He selects another submarine and consults the Submarine Entry Table. The result is :00. This submarine can enter play with the first submarine. The German player selects a third submarine and again consults the Submarine Entry Table. This time the result is :12. This submarine cannot enter play until twelve minutes into play. Only the first two submarines can be on the board until that time. When the turn for the third submarine's entry arrives, the German player secretly consults the Submarine Arrival Table to determine when the fourth submarine of his selection arrives. A result of :00 permits that submarine to enter with the third submarine. The German player now determines when the fifth submarine will appear. The result is :16. The German player must wait sixteen minutes before bringing the submarine into play. This will continue for the fourth and fifth submarines of his choice plays, etc.

Step 8. When playing the Basic Game in conjunction with these rules, each turn is equivalent to thirty seconds. An Advanced Game turn is equivalent to one minute.

E. Procedure Rules—

1. Players must play the Strategic Game from occurrence to occurrence in the proper sequence of time.

For example, the first intersection occurs at 1200, Mar 13 and the German player gains a contact. He secretly decides to initiate an attack against the convoy for 1800 hr turn, Mar 14. In the meantime, another intersection occurs at 1200, Mar 14. Contact for this intersection must be resolved before the attack on the first convoy is begun, because it happens before the first attack. Any other intersection or attack that occurs before the 1800 hr., Mar 14 turn must also be resolved in its proper sequence before the attack on the first convoy can begin.
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MORE SUBMARINE SCENARIOS
by James A. Wirth

SUBMARINE is one of the most interesting and enjoyable games to be produced in recent years. The game system is amazingly playable while still conveying a tremendous sense of realism. Despite the proliferation of games in the past few years, good naval wargames are still hard to find, and SUBMARINE is one of this rare breed.

But SUBMARINE does have one major flaw—too few scenarios. While the scenarios offered are instructive and enjoyable, they just touch the surface (no pun intended) of the possibilities inherent in the game. It is in the hope of exploring more deeply the intricacies of the game that the following twenty scenarios have been designed.

The new scenarios are divided into two sections: Atlantic and Pacific. Each section has been arranged in chronological order to present a sense of development in submarine warfare during World War II. The scenarios are a combination of historical and hypothetical actions, with the latter usually exploring interesting "what if"s." The orders of battle for all scenarios should be thought of as a good approximation, as the lack of complete information and counter mix limitations precluded perfect accuracy.

All of the scenarios listed below have been designed and playtested on the basis of all advanced game rules being in use, including those rules in the "Design Your Own" section. Where not stated, players should decide among themselves on such options as weather, visibility, and even game length or victory conditions. Remember, the scenarios are meant to present particular situations, and the rules governing them are guidelines, not the Bible.

ATLANTIC SCENARIOS (1939-1943)

SCENARIO 1
THE SINKING OF THE COURAGEOUS
1. Introduction
In the Fall of 1939 the British Admiralty dispatched the carrier Courageous to the Western Approaches to provide greater protection to the shipping lanes. The move was more political than military, and the wisdom of it was discovered on September 17 when Courageous and her escort encountered U-29.

II. Order of Battle
1. German Player
U-29, Class VIIIB (use any U-Boat counter)
2. British Player
Courageous, Class Ark Royal
Amazon, Class A
Meteor, Class M
Javelin, Class J
Jut, Class I
III. Starting Location
1. U-29—Y23, Bd A, Dir. 2
2. Courageous—M33, Bd B, Dir. 6
Amazon—M24, Bd B, Dir. 6
Meteor—G33, Bd B, Dir. 6
Javelin—S33, Bd B, Dir. 6
Jut—M40, Bd B, Dir. 6
IV. Victory Conditions
U-29 must inflict at least 12 damage points on the Courageous and escape, or sink Courageous regardless of its own fate. British player must exit Courageous off board edge 6 by the end of the scenario while avoiding German victory conditions, or sink U-29 without losing any ships. Any other result is a draw.
V. Game Length
15 turns, Day Scenario
VI. Special Rules

British ships must move as a convoy with a speed of 4 until a U-boat or a torpedo attack is made, at which time the escort only may move independently. The British force's movements must be plotted three turns in advance until one of the above events occur. The carrier's movements are always plotted three turns in advance.

SCENARIO 2

PRIEN—THE U-BOAT ACE

I. Introduction

In the summer of 1940, Günther Prien, "The Hero of Scapa Flow" commanded U-47 and firmly established his reputation as one of Germany's finest U-boat commanders, having already sunk HMS Royal Oak.

II. Order of Battle

1. German Player
   U-47, Class VIIB
   2. British Convoy:
      8-C2 Merchantmen
      6-C3 Merchantmen
      6-T2 Tankers
      2 Destroyers, Class A (Use any escort counters for ships not in the counter mix.)
      2 Sloops, Class Bittern

III. Starting Location

1. U-47 (See 20.4)
2. Convoy, Slow (See special rules), Escort (See 20.3)

IV. Victory Conditions

German player must gain at least 25 victory points before losing U-47 to win. British player wins by preventing German victory conditions.

V. Game Length

15 turns, Night Scenario

VI. Special Rules

1. Convoy set up in five columns, four ships to a column and 5 hexes between each ship. Use Formation 5 (20.2.11) to determine location of columns.
2. U-47 is automatically a professional crew if using the advanced rules.

SCENARIO 3

THE HAPPY TIME

I. Introduction

By the Fall of 1940, the U-boat war was at its height, and the British thought they had the upper hand. But the loss of the Royal Oak had stirred the German player to try something new.

II. Order of Battle

1. German Player
   U-269, Class VIIC
   U-331, Class VIIC
   U-128, Class IXC
   U-527, Class IXC
   2. British Convoy:
      6-C2 Merchantmen
      6-C3 Merchantmen
      6-T2 Tankers
      2 Destroyers, Class A (Use any U-boat counter)
      2 Sloops, Class Bittern

III. Starting Location

1. U-47 (See 20.4)
2. Convoy, Fast (See 20.2.7), Escort (See 20.3 and special rules)

IV. Victory Conditions

The German player must gain at least 50 victory points more than the British player by the end of the campaign to win. British player wins by preventing German victory conditions. Any other outcome is a draw.

V. GAME LENGTH

Each scenario is 20 turns in length.

VI. Special Rules

1. The campaign is 3 scenarios long: Scenario 4A—12 December—17 December, Scenario 4B—18 December—22 December, Scenario 4C—23 December—27 December.

VII. Conditions

3. The Audacity is considered to have an unlimited supply of aerial depth charges, but its usage is restricted as follows:
   a) during the convoy movement plot phase, the British player secretly rolls the die for aerial depth charge availability for that turn according to the table below:

<table>
<thead>
<tr>
<th>AERIAL DEPTH</th>
<th>DIE ROLL</th>
<th>CHARGES AVAILABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Depth Charges</td>
<td>1</td>
<td>0</td>
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<td></td>
<td>2,3,4</td>
<td>2</td>
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<td>5,6</td>
<td>4</td>
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</table>

b) if the die roll on the above table is a "1", the British player must roll again with the resulting number being the number of turns he must wait before rolling again for aerial depth charges;

c) aerial depth charges may not be accumulated from one turn to the next and are lost if not used in that particular turn.

4. All other rules applying to aerial depth charges (See 20.1) are applicable to Scenario 4 except where specifically changed by these special rules.

5. Section VII Optional Rules of 20.1 are applicable to Scenario 4 as long as the Audacity is aloft. Aerial depth charge availability in no way affects Section VII.

6. The Audacity must be positioned behind the convoy and must move at the convoy's speed until a U-boat attack is made, but its course is independent of the convoy's (i.e. It can turn any time and in any manner allowable by the movement rules).

7. Convoy vessels only are replaced in the next scenario if sunk in a current scenario. Replacement vessels must be the same type as those sunk, but would redistribute their cargo in using rule 60.0.

8. Commander Walker's slop, Stork, is automatically a professional crew and radar equipped.

9. The German player is not required to commit U-boats to any scenario; however, if he fails to do so, the British player receives 10 victory points per uncommitted scenario. "Committing U-boats" is defined as executing a torpedo attack in which the torpedo passed through a hex containing a non-escort vessel. The torpedo need not have hit the vessel.

10. Special rule 6 requires that the Audacity plot its own movements three turns in advance. Aside from this limitation, the Audacity may perform any maneuver an escort vessel may perform.

SCENARIO 5

THE SINKING OF THE REUBEN JAMES

I. Introduction

To say that the United States was not exactly impartial in its neutrality during the period from September 1, 1939 to December 7, 1941 would be putting it mildly. As the war in Europe continued to go against the Allies, Roosevelt became bolder and bolder in his support of Britain. As a result the American Navy extended its "protective zone" farther and farther east. When the Reuben James was sunk on October 31, 1941, she was only 600 miles west of Ireland.

II. Order of Battle

1. German Player
   U-562, Class IXC
   2. American Convoy:
      5-C2 Merchantmen
      5-C3 Merchantmen
      5-T2 Tankers
      5 Destroyers, Class Flush Deck (Use any escort counters)

III. Starting Location

1. U-562 sets up anywhere within 12 hexes of a compass hex.
2. Convoy, Fast (See 20.2.8), Escort set up outside convoy box, two destroyers on either side of convoy (one of which must be Reuben James) and one in front.

IV. Victory Conditions

The German player must gain at least 10 more victory points than the American player to win. He receives double points for sinking an escort vessel. Any other result is an American victory.

V. Game Length

15 turns, (See special rules)

VI. Special Rules

1. The first 5 game turns are night turns (Moonlight/Dusk visibility). The last 10 turns are day turns.

2. Only lead destroyer has radar, and all crews must be novice quality. U-562 determines its crew quality as per 49.0.

3. Convoy must plot a straight course until the U-boat has been detected or a torpedo attack made. Escorts must mask the same speed and course as the convoy until one of the above events occur.

SCENARIO 6

TWILIGHT OF THE U-BOATS

I. Introduction

While the wolfpacks continued to score successes, the escorts were extracting an ever higher price for victory. By the summer of 1942, the Battle of the Atlantic was nothing more than a stalemate with the escorts giving as much as they got.

II. Order of Battle

1. German Player
   U-221, Class VIIIC
   U-314, Class IXC
   U-167, Class IXC
   2. British Convoy:
      6-C2 Merchantmen
      6-C3 Merchantmen
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5-T2 Merchantmen
Starling, Class Black Swan
Stork, Class Bittern
Erika, Class Flower
Hollinschock, Class Flower
Keats, Class Captain
Rowley, Class Captain

III. Starting Location
1. German player (See 20.4)
2. Convoy, Fast (See 20.27), Escorts (See 20.3)

IV. Victory Conditions
German player must gain at least 50 more victory points than British player to win. British player must sink at least two U-boats while denying German victory conditions to win. Any other outcome is a draw (Exception: see special rules).

V. Game Length
20 turns, Night Scenario

VI. Special Rules
If the submarine player fails to gain any victory points in this scenario or any other for that matter, then the scenario is automatically a victory for the escort player. This rule is to prevent the submarine player from playing defensively for a draw, which would be totally unhistorical.

VII. Optional Rules
U-139 and/or U-625 may enter the game as reinforcements (See 36.0). For each submarine that enters play deduct 18 victory points from the German player's total.

SCENARIO 3

DOENITZ'S GAMBIT

I. Introduction
In the Fall of 1942, Doenitz's "sixth sense" guessed that the British had shifted their convoy routes further north. Acting only on a lack of any sightings and his hunch, Doenitz directed his U-boats onto convoy SC104.

II. Order of Battle
1. German Player
U-221, Class VIIC
U-139, Class VIIC
U-403, Class VIIC
U-128, Class IXC
2. British Convoy:
5-C2 Merchantmen
5-C3 Merchantmen
5-T2 Tankers
Vesper, Class V TYPE 2
Ibis, Class Black Swan
Easton, Class Hunt
Harvester, Class Havant
Dahia, Class Flower

III. Starting Location
1. German player (See 20.4)
2. Convoy, Fast (See 20.28), Escorts (See 20.3)

IV. Victory Conditions
German player must gain at least 50 more victory points than British player to win. British player must sink at least two U-boats while denying German victory conditions to win. Any other outcome is a draw.

V. Game Length
20 turns, Night Scenario

VI. Special Rules
The weather for this scenario is storm. U-boats must use Dark Night visibility ranges (See 50.0).

SCENARIO 4

THE TANKER CONVOY

I. Introduction
On January 8, 1943, Doenitz, working again on another of his hunches, directed U-boats of the "Delphin Group" onto a convoy of tankers bound for North Africa. So successful was this attack that General von Arnim, commanding Axis forces in Tunisia, telegraphed his thanks to Doenitz.

II. Order of Battle
1. German Player
U-190, Class IXC
U-527, Class IXC
U-862, Class IXD
2. British Convoy:
6-T2 Tankers
3-T3 Tankers

III. Starting Location
1. German player (See 20.4)
2. Convoy, Fast (See 20.29), Escorts (See 20.3)

IV. Victory Conditions
German player must sink or disable (dead in water) at least two escort vessels plus sink 50 victory points worth of merchantmen to win. British player wins by denying German victory conditions.

V. Game Length
20 turns, Night Scenario

VI. Special Rules
German U-boats may carry a maximum of 4 acoustic torpedoes. This limit does not affect the allocation of other torpedo types (See 62.4).

PACIFIC SCENARIOS (1941-1945)

SCENARIO 1

LINGAYEN GULF

I. Introduction
In an effort to attack Japanese invasions forces landing on Luzon in December of 1941, six American submarines were directed into the Lingayen Gulf. None of the submarines succeeded in penetrating the Japanese destroyer screen. The experience of Gene McKinney in Salmon is representative of why they failed.

II. Order of Battle
1. American Player
Salmon, Class New S
2. Japanese Player
Asagiri, Class Kamikaze
Kamikaze, Class Kamikaze

III. Starting Location
1. Salmon enters anywhere along 1/2 edge of Board C on turn 1.
2. Asagiri—F54, Bd C, Dir. 6
Kamikaze—K5, Bd C, Dir. 3

IV. Victory Conditions
Salmon must exit 1/2 edge of Board A for American to win. Japanese player must sink Salmon or prevent it from reaching Board B to win. Any other outcome is a draw.

V. Game Length
28 turns, Night Scenario

VI. Special Rules
1. Asagiri and Kamikaze must patrol in opposite directions along Board C at a maximum speed of 3 until the Salmon is detected or a torpedo attack made.
2. The Japanese player has the Yugumo and the Hibiki available as reinforcements. The Yugumo is available beginning 10 turns after the Salmon is detected. The Hibiki is available beginning 20 turns after the Salmon is detected.
Both ships enter anywhere along edge 4/5 of Board A on their respective turns of entry. If the Salmon is never detected, the reinforcements are not available.
3. The Salmon is free to abort the mission and exit edge 1/3 of Board C at anytime; however, if she did not reach Board B, aborting would give the Japanese player an automatic victory.
4. If the Salmon is still on board at the end of the scenario, all Japanese ships on the board at that time may conduct a prolonged attack against her (See 34.0).
5. The Salmon must use MK 14 torpedoes.
6. This scenario occurs before the availability dates on the data cards; therefore treat this scenario as Winter of 1942 for availability purposes.

SCENARIO 2

"RAISING HELL"

I. Introduction
In the Spring of 1942, C.C. Kirkpatrick, the youngest sub skipper at Pearl Harbor, was given command of Triton with the order to "go out there and raise hell." He did just that.

II. Order of Battle
1. American Player
Triton, Class T
2. Japanese Convoy
3-C2 Merchantmen

III. Starting Location
1. German player (See 20.4)
2. Convoy, Fast (See 20.29), Escorts (See 20.3)

IV. Victory Conditions
German player must sink or disable (dead in water) at least two escort vessels plus sink 50 victory points worth of merchantmen to win. British player wins by denying German victory conditions.

V. Game Length
20 turns, Night Scenario

VI. Special Rules
German U-boats may carry a maximum of 4 acoustic torpedoes. This limit does not affect the allocation of other torpedo types (See 62.4).
SCENARIO 3
THE GREAT "WHAT IF"
I. Introduction

One of the most puzzling, and perhaps even fatal, decisions of the Japanese naval strategists was to stick to their pre-war doctrine of the submarine as an anti-capital ship weapon. Despite the huge successes of the German U-boats against merchant shipping, the Japanese virtually avoided U.S. shipping to concentrate on fast, hard to hit, and heavily escorted capital ships. Ultimately the Japanese submarine fleet was squandered hunting ships it couldn't catch and running supplies to isolated island garrisons. This is a hypothetical scenario set in the Fall of 1942, and assumes the Japanese adopted an anti-merchant shipping strategy and German tactics.

II. Order of Battle
1. Japanese Player
   1/9, Class II 15
   1/26, Class I 15
   2/0, Class II 16
   2. American Convoy:
      2-C2 Merchantmen
      3-EC2 Merchantmen
      5-C3 Merchantmen
      5-T2 Tankers
      Blue, Class Craven
      Fair, Class Evarts
      Wyffels, Class Evarts

III. Starting Location
1. Japanese player (See 20.4)
2. Convoy, Fast (See 20.2.8), Escort (See 20.3)

IV. Victory Conditions

The Japanese player must gain at least 60 victory points more than the American player to win. Any other outcome is an American victory.

V. Game Length
20 turns, Night Scenario

SCENARIO 4
JAVA SEA PATROL

I. Introduction

In the Winter of 1943, Bill Post, commanding Gudgeon, was patrolling the waters off Surabaya in the Java Sea. He was looking for targets—and he found plenty.

II. Order of Battle
1. American Player
   Gudgeon, Class T
   2. Japanese Convoy:
      10-C2 Merchantmen
      1-C3 Merchantman
      7-T2 Tankers
      Fukae, Class Etorofu
      Sado, Class Etorofu

III. Starting Location
1. Gudgeon (See 20.4)
2. Convoy, Fast (See 20.2.7), Escorts (See 20.3)

IV. Victory Conditions

American player must gain at least 40 more victory points than the Japanese player to win. Any other outcome is a Japanese victory.

V. Game Length
20 turns, Day Scenario

SCENARIO 5
"EXPENDED FOUR TORPEDOES AND ONE JAP DESTROYER"

I. Introduction

In the Spring of 1943, Sam Dealey, in Harter, was operating off of Wokea in support of carrier operations. Harter was spotted by a patrol plane, and shortly thereafter the destroyer Izakuchi was looking for Harter. The title of this scenario is from Dealey's report of the incident.

II. Order of Battle
1. American Player
   Harter, Class Gato
   2. Japanese Player
   Izakuchi, Class Akatsuki

III. Starting Location
1. Harter sets up secretly anywhere on the board.
2. Izakuchi enters on turn 1 anywhere along Board edge 6.

IV. Victory Conditions

The player to receive the most victory points wins (See 20.1).

V. Game Length
20 turns, Day Scenario

SCENARIO 6
HARPER'S LAST PATROL

I. Introduction

In the Fall of 1943, "Mush" Morton, in Wahoo, was patrolling the Sea of Japan off Honshu. Between October 5th and October 11th, Morton sank four Japanese ships, but on the 11th, the Wahoo was sunk by anti-submarine aircraft. The loss of "Mush the Magnificent" and the crew of the Wahoo was a bitter blow to the submarine service. This semi-historical scenario depicts one of the last actions of the Wahoo.

II. Order of Battle
1. American Player
   Wahoo, Class Gato
   2. Japanese Convoy:
      2-C2 Merchantmen
      1-T2 Tanker

No. 29, Class Sub Chaser No. 28

III. Starting Location
1. Wahoo (See 20.4)
2. No. 29—M25, Bd B, Dir. 6
   C2-1—J30, Bd B, Dir. 6
   C2-2—F30, Bd B, Dir. 6
   C2-1—M32, Bd B, Dir. 6

IV. Victory Conditions

The American player must gain at least 25 victory points without losing the Wahoo to win. Any other result is a Japanese victory.

V. Game Length
16 turns, Night Scenario

VI. Special Rules
1. Merchantmen move as a fast convoy and have surface gunnery values of WD-4, BDE-1, AFT-4.
2. (Optional) Wahoo may be considered automatically a professional quality crew.

SCENARIO 7
TANG'S BEST PATROL

I. Introduction

In the Spring of 1944, Dick O'Kane's Tang was operating as part of a wolfpack in the East China Sea. On the night of June 25, Tang came upon a heavily escorted convoy heading into Nagasaki. With the other boats of the pack out of range, Tang attacked alone. The result of this attack, combined with other sinkings during the remainder of the patrol, gave Tang the best patrol of any U.S. sub in World War II.

II. Order of Battle
1. American Player
   Tang, Class Gato
   2. Japanese Convoy:
      4-T2 Tankers
      2-T3 Tankers
      Oki, Class Etorofu
      Kume, Class Akatsuki

III. Starting Location
1. Gudgeon (See 20.4)
2. Convoy, Fast (See 20.2.10), Escorts (See 20.3)

IV. Victory Conditions

American player must gain at least 80 more victory points than Japanese player to win. Any other outcome is a Japanese victory.

V. Game Length
28 turns, Night Scenario

VI. Special Rules

All American subs may be considered professional quality crews.

SCENARIO 8
THE AMERICAN ACES

I. Introduction

During 1943 and 1944, a generation of American submarine aces grew up whose exploits were almost as daring as any of those by their German counterparts. This hypothetical wolfpack scenario brings together three of those aces, Sam Dealey in Harter, Dick O'Kane in Tang, and Reuben Whittaker in Flasher, in the Summer of 1944.

II. Order of Battle
1. American Player
   Harter, Class Gato
   Tang, Class Gato
   Flasher, Class Gato

2. Japanese Convoy:
   6-C2 Merchantmen
   3-T2 Tankers
   2-T3 Tankers
   Oki, Class Etorofu
   Kume, Class Akatsuki

No. 15, Class Kaikoden I
No. 36, Class Kaikoden II

III. Starting Location
1. American player (See 20.4)
2. Convoy, Fast (See 20.2.10), Escorts (See 20.3)

IV. Victory Conditions

American player must gain at least 80 more victory points than Japanese player to win. Any other outcome is a Japanese victory.

V. Game Length
28 turns, Night Scenario

VI. Special Rules

All American subs may be considered professional quality crews.

SCENARIO 9
TIRANTE VERSUS YAMATO

I. Introduction

In the Spring of 1945, as U.S. troops stormed ashore on Okinawa, Tirante was one of several subs operating in Japanese waters to intercept any capital ships that might try to interfere with the invasion. On reports that the Yamato had sorted from the Inland Sea, Tirante proceeded to search for her. This hypothetical scenario presumes that Tirante actually did find the pride of the Imperial Navy.

II. Order of Battle
1. American Player
   Tirante, Class Tench
   2. Japanese Player
   Yamato, Class Yamato
   3. Cruisers, Class Mogami

Shimikaze, Class Shimikaze

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Hibiki, Class Akiyoshi
Matsui, Class Matsu
Enoki, Class Matsu

III. Starting Location
1. The fleet sets up anywhere in board section I, III, or IV at least 12 hexes from the nearest Japanese ship.
2. Shimizai—M16, Bd B, Dir. 6
Matsui—E30, Bd B, Dir. 6
Enoki—U30, Bd B, Dir. 6
Cruiser No. 1—M23, Bd B, Dir. 6
Cruiser No. 2—M37, Bd B, Dir. 6
Yamato—M30, Bd B, Dir. 6

IV. Victory Conditions
The American player must make at least 25 victory points (see 20.1) without losing the Tirante, or 50 victory points regardless of the fate of the Tirante to win. Any other outcome is an American victory. For purposes of this scenario only, each damage point inflicted on the Yamato is worth 5 victory points.

V. Game Length
15 turns, Night Scenario

VI. Special Rules
1. Japanese ships move as a convoy with a speed of 5 until the submarine is detected or a torpedo attack made, at which time escorts only may move independently.
2. Although capital ships must remain in convoy formation, once the presence of the submarine is known, capital ships may increase their speed to 8. Capital ship moves are still plotted three turns in advance.
3. The Japanese player may not make a prolonged attack.

SCENARIO 10 THE DIVINE WIND

I. Introduction
This is a hypothetical scenario that assumes the United States did not use the atomic bomb, but instead opted for an amphibious invasion of Japan. In a desperate effort to destroy the invasion fleet, the last remnants of the Japanese submarine fleet would use a "Kamikaze" attack on American naval units steaming towards Kyushu in the Fall of 1945 to repel the convoy.

II. Order of Battle
1. Japanese Player
I-202, Class I 201
HA 201, Class HA 201
400, Class I 400
RO-41, Class RO 35
2. American Player
Forward Destroyer Screen: England, Class Buckly
Bates, Class Buckly
Tacona, Class Frigate
Pacifice, Class Frigate

Invasion Fleet:
1. Aircraft Carriers, Class Enterprise
BattleShip, Class Iowa
1. Battleship, Class North Carolina
1. Cruisers, Class Indianapolis
6-27 Merchants
4-EC2 Merchants
4-VC2 Merchantman
1-3 Crossroad
12-3 Tankers
2. Escorts:
Maddox, Class Summer
Putnam, Class Summer
Fletcher, Class Fletcher
Maddox, Class Benson
Fair, Class Everts
Alger, Class Canyon
Horizon, Class Canyon
Pilbury, Class Escalade

III. Starting Location
This scenario assumes the existence of "Two" sets of mapboards. The first set of mapboards represents the security zone of the forward destroyer screen, and is hereafter referred to as simply the "security zone." The second set of mapboards represents the area covered by the invasion fleet itself, and is hereafter referred to as simply the "fleet area."

On turn 1, the Japanese submarines enter anywhere along edge 6 of the security zone. Upon exiting edge 3 of the security zone, the submarines will enter edge 6 of the fleet area. While it takes no "time" to move from the security zone to the fleet area, game purposes, the two sets of mapboards are not considered directly connected (i.e. you cannot launch torpedoes from the security zone into the fleet area). Should by chance there still be submarines in the security zone when the first sub enters the fleet area, simply keep track of the locations of all ships and play the two mapboard sets sequentially.

2A. On turn 1, the escorts comprising the destroyer screen enter anywhere along edge 3 of the security zone. The escorts move at a maximum speed of 3 until a submarine is detected or a torpedo attack made. Until the presence of a submarine is known, the escort of the destroyer screen may only move in directions 5, 6, or 1 (i.e. they may not turn back towards the invasion fleet without reason). In the unlikely event that all four Japanese submarines evade the destroyer screen, the escorts may turn back when the presence of a submarine is detected in the fleet area.

2B. If all capital ships and merchantmen set up in the fleet area according to Formation I (20.2.7) but with 4 ships per column. Escorts set up according to 20.3, but with a maximum of two escorts on any side of the convoy box and at least 12 hexes between each escort. All ships in the fleet area are "furled" until a Japanese sub enters the area (NOTE: Japanese player must announce when the first sub enters the fleet area).

IV. Victory Conditions
Japanese player must gain at least 100 victory points to win. Any other outcome is an American victory.

V. Game Length
(See special rules), Night Scenario

VI. Special Rules
1. All ships which set up in the fleet area must remain in the fleet area for the entire game. For these ships the fleet area boards are considered continuous as in any normal scenario. Only Japanese submarines and the escorts of the destroyer screen may move from the security zone to the fleet area. Once in the fleet area, no ship or submarine may move back to the security zone (i.e. the security zone only exists to represent an outer defensive area around the invasion fleet).
2. The invasion fleet is considered a fast convoy with restricted turning ability of one directional turn every five game turns (see 58.0).
3. Merchantmen and tankers in the invasion fleet are considered to be carrying the following cargoes: All C2s are troop transports (7T) worth 20 victory points each; the C3 is carrying military stores; the C3 and VC2s are carrying either military stores or explosives—a die roll of 1-5 is military stores and a 6 is explosives; two T2 tankers are carrying naval fuel and one is carrying aviation fuel (see 60.2). There is no limit to this scenario. The scenario ends automatically whenever any of the following three events occur: 1) any Japanese sub has reached the fleet area by turn 60, 2) the Japanese victory conditions have been fulfilled, or 3) all Japanese subs have been sunk.
4. This scenario occurs after the availability dates on the data cards; therefore treat this scenario as Summer of 1945 for availability purposes.

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“X” is often used to indicate the unknown, and the unknown is very seldom an important factor in wargames.

In the 1974 redesign of *ANZIO*, and in the addenda to its rules which have been published privately several times since then as much uncertainty as possible has been incorporated. For example, one rule permits the Allies to secretly cancel certain withdrawals, at the cost of making their victory conditions more harsh. This matches between Tom Oleson, as Germans, and Don Burdick (a highly ranked AREA member) as Allies, the crafty Allied player used this rule to catch the Germans completely by surprise. It was Spring of 1944. Under certain that Don Burdick had not picked the option allowing him to secretly retain a number of strong units more harsh. In a match between Tom PANZERBLITZ player reinforcements used by the OOB, and cancelled the withdrawal of their panzer divisions. This meant that the game would end March 31, 1944. German losses had been heavy, but victory looked certain, as the Allied Second Invasion at Civitavecchia had nearly been repulsed, and the main front was still south of Cassino. All Allied paratroops and commandos had been destroyed in heavy fighting in southern Italy. No Allied units were deployed in an invasion posture, so the Germans sent to the front the units that had been guarding the seaward flanks, as reinforcements were desperately needed. It seemed certain that Don Burdick had not picked the option allowing him to secretly retain a number of strong units which historically had been withdrawn, over the objections of the commanders in Italy. The Allies had been through such desperate moments, where just one extra division might have swung the balance. That Don had exercised just such a superhuman restraint! At nearly the last moment, he invaded with those hidden reserves just behind the German front line, enabling him to break through. The Germans threw up a desperate defense, and the game went right down to the wire, but at last the Allies won.

This was a moment of genuine astonishment regrettable rare in wargaming. The Allied player used the rule just as had been envisioned, to achieve complete strategic and tactical surprise. There should be more such moments in wargaming, where both sides know too much about the enemy.

*SEA STRIKE*, a little-known British game which has a devoted band of enthusiasts in the U.S.A. and the U.K., concerns modern tactical naval warfare. In this game, your opponent's objective often remains hidden to you until the game ends, which is also possible in *ANZIO* 1974. In *SEA STRIKE*, parts of the enemy OOB, such as submarines and airplanes, will probably only gradually be revealed. Andrew Smith is one of the hobby's top authorities on naval wargames and warfare, as well as one of the sources of information for Avalon Hill's new game on Malta. In a game of *SEA STRIKE* between Andrew and Tom Oleson, the latter's meager forces were being thoroughly pulverized. Each turn Andrew would be patiently adding to his OOB in what seemed to be his certain victory (remember, the victory conditions may remain unknown until achieved). Indeed, he finally lost, to his opponent's great surprise. His objective was a very difficult one, which even a generous OOB was unable to achieve. He couldn't win just by countering the opponent (who was ignorant of that fact).

Some years ago *THE GENERAL* published an article entitled "Panzerblitz Situation 13", which tried to introduce elements of uncertainty into this great game. The point system for evaluating units and selecting an OOB, together with the random board selection, meant that no two games of Situation 13 need ever be the same. Nonetheless, even using this system, the opponents know each other's OOB once the game starts, and the victory conditions. Not only is this unrealistic, but it takes some fun out of the game, too.

The purpose of Situation "X" is to change that: to play PANZERBLITZ without knowing the enemy OOB (in some cases until the 9th turn), nor their objective. All the usual rules of play are used. The differences are explained below:

1. First, decide the board configuration. The 21 scenarios which go to make up Situation "X" are devised using the standard boards numbered 1, 2, and 3. Other scenarios could readily be devised to adapt this variant to less orthodox combinations of the PANZERBLITZ boards, as well as to any game in the PANZERBLITZ family, and even to SQUAD LEADER!

The boards should be arranged in their nearly-square configuration:

```
1 2 3 4 5
A B C D E
F G H I J
K L M N O
P Q R S T
```

The orientation and juxtaposition of the boards need not be that shown, but can suit the preference of the players. If the players do not use all 3 different boards, for example because they have selected boards at random, both players should not use the same half-board section as their home board. The function of the home board is explained later.

The players at this point have not chosen the side they will take, or the scenarios, so they have no way of knowing what board arrangement would favor either side.

2. Next the players should decide who plays which side.

3. By mutual agreement, or a die roll, the players should then decide where each side will initially set up. As indicated on the chart, there are six sections, each corresponding to half of a board, and lettered A-F. If using a process of random selection, consider die rolls 1-6 to correspond to A-F, respectively. Presume 5 is rolled for the Germans, indicating half-board E. Then the Russians should use the half-board at the opposite end (B). If the die rolled were 3 or 4 (C or D), then the two sides would use the abutting C and D half-boards. In this case, with the two half-board sections directly joining, neither side should set up on row Q. In any instances where the opposing home-boards do not abut, each could set up on its row Q.

4. Now comes the key step! Each player selects at random a scenario from the 21 possibilities. This selection advises you of your OOB, when it enters the game, and what you must do to win. Details of your scenario should be concealed from your opponent until the game ends. Note that unlike the standard game, there are two scenarios, one for each player, not just one for both players.

5. The 21 scenarios have OOB point values ranging from 200 to 1400 points. These are the same point values used in Situation 13. (Briefly point values were assigned by summing all four factors of a unit, attack, defense, range, movement. Example: a Panther tank unit would cost 50 points (16 + 12 + 12 + 10). Exceptions: cavalry movement factor is treated as 1; CP's = 5 points (not 1) if using optional indirect fire rules; attack factor point values of engines would be doubled.) At this point the players should advise their OOBs, deactivating whatever units they prefer, subject to certain restrictions in some of the scenarios. The total OOB must not exceed the point value given, although it can be less. The partial OOBs entering on each turn may vary no more than 100%, in order to facilitate choosing the units desired. It's not always easy to get it to come out right! For example, if you have drawn a scenario 2, you could vary the OOB in the range of 145-55, to 155-45 (10% +/-.)

The OOBs are constructed to prolong the player's suspense about the enemy's strength. OOB 19, with a total of 4000 points, is indistinguishable in point value from OOB 4, with only 400, until turn 5. This is just one example.

It's a good idea to keep a record of your unit point value OOB calculations, should your opponent wish to see it. Where did he get all those Tiger tanks? And of course, to preserve the suspense, don't spread your OOB right out in front of your opponent!

6. Next the initial set-up. All 21 OOBs start out on turn one with point values of 100, 150, or 200. These units may be set anywhere on your home half-board. Vehicles may be loaded or unloaded. Although the only advantage to be gained by delaying further the units available on turn one, would be a probably superfluous additional obfuscation of your opponent, it is permitted.

7. Reinforcements enter at the start of your half of the game-turn, one, later, in whole or part, as you prefer. They enter on any permissible exterior board edge hex (the other side is free) anywhere and anywhere on the home half-board. Not all units need enter either the same hex.

8. Units may not enter into hexes occupied by enemy units. Entering reinforcements may shift their entry point around the outside perimeter of the boards, at a cost of one-turn delay per section. This may be done whether forcibly, because all entry hexes onto the home half-board are blocked, or voluntarily.

For example, presume that your half-board is section A. Your reinforcements may enter without delay through sides 1 and 2 (see diagram). A turn later, a unit could enter at 3; two turns later, at 4; three turns later, at 5, and so forth. Written notes should be made and kept of reinforcements being shifted around the board.

Not only does this add a further element of interest and uncertainty, but of realism as well, since the vast distances of the Russian Front often made a ridgeline difficult to cross from impossible.

9. Turn-order. Before starting the game (turn one), each player should reveal only that part of his OOB which will enter that first turn. The player with the smaller number of units, regardless of point value, sets up first, and moves first; the other player sets up second, and moves second. If the players have equal OOB values, the players set up before either moves. In case of identical numbers, the Russian player is first.

10. Victory conditions. There are two ways to win a scenario of Situation "X".
THE GENERAL

a. If at any time during the game, after turn one, there are no enemy units physically present on the boards, you have won at that point.

b. If the enemy group at any game-turn (not player-turn, but both player's halves of turn), you have filled the task outlined in the scenario, you have won.

c. A draw is very improbable, but it can occur in three ways:

   1. After all possible reinforcements have entered, both players realize that they do not have the forces necessary to win.
   2. At the end of a game-turn, both sides have fulfilled their victory conditions.
   3. Note that there is no time limit in Situation "X": it continues until a decision is reached. Again it should be stressed that in all probability one side will be defeated in 10-11 enemy units. You must also wish to agree on a turn limit by mutual agreement.

   11. SEA STRIKE, in its first edition, had a novel rule governing espionage. Each player would place the card governing his OOB victory conditions face-down on a table, together with a number of blank cards. These blank cards represented "counter-espionage". A certain number was issued, and more could be "bought" at the cost of a small number of OOB points. The opponent could turn over one or more cards ("espionage"), again at the cost of a small number of OOB points. Your opponent would receive knowledge if you had the "espionage" cards, and could have succeeded in discovering his OOB and intentions. It would easily be possible to devise a similar system for Situation "X", but we have not done so. Experience with Sea Strike shows it to introduce too high an element of chance. Perhaps that's the reason why it was deleted from the second edition of that game.

Another option players may wish to introduce is to draw not one scenario, but several. Either player could then choose his preference. This alleviates the "who dealt this mess?" recommendation, well-known to card-players.

THE SCENARIOS

1. 200 (This is the number of points from which the OOB may be chosen, per the Situation 13 values. See also the OOB chart.)

   You command a small rear guard force, which has been given the mission of delaying any enemy advance into your section, at all costs. You must occupy a minimum of any two adjacent town hexes on your home half-board, for any two consecutive enemy player-turns, after turn 6.

   2. 200 Your small delaying force must harass the enemy, with a minimum of friendly losses. You must destroy at least one enemy unit. You must exit off the map edge with at least 150 points of friendly units. However, your orders are to keep contact with the enemy for as long as possible, so you can only exit off the half-board containing the largest number of enemy units, earlier than turn 8. The largest number of enemy units refers to number, not point value. The moment of determination is at the end of your exit turn. If two half-boards have the same number, you may choose either. Units on inter-board hexes may be counted on either board, as you choose.

   3. 200 A massive enemy breakthrough has occurred, leaving your force cut off behind enemy lines. Your primary duty is to escort your supply trucks to safety. Your trucks can only enter through your home half-board, after turn 2. You must have at least 5 trucks. A majority of these must cross all 3 boards, and exit off the (least) board edge of the half-board farthest from your own home half-board. In addition, at least 75 points of non-truck units must also exit off that same board edge. This scenario is applicable only if your home half-board is not in the "middle" board. If it is, discard it and draw another scenario.

4. 400 The enemy desperately needs to be able to use the roads leading from his home half-board, if he is to continue his advance. You must occupy any road junction in any half-board adjacent to the enemy home half-board for any two consecutive enemy player-turns, starting after turn 6. If the road junctions are not in clear of enemy units, starting after turn 6. Each hex must be adjacent to a slope hex.

   5. Your orders are to seize a hilltop for emplacement of towed artillery. You must occupy any two adjacent forest road hexes, not on your home half-board, with unloaded towed artillery, for any two consecutive friendly turns, starting after turn 6. Each hex must be adjacent to a slope hex.

   6. Intelligence suspects that the enemy is planning a new move in your sector. You must harass the enemy build-up, using your mobile "A" class AFVs. These AFVs must each have a minimum range of 8, and have a LOS of at most 8 hexes for each of 5 adjacent open terrain road hexes. You must fulfill the victory conditions using at least 3 AFVs, for any two consecutive enemy turns, starting with turn 7.

   7. You are ordered to secure a road through which enemy units must also exit off that same board edge. These forces necessary to win. Your primary duty is to escort supply trucks to safety. Your trucks can only enter through your home half-board, after turn 2. You must have at least 5 trucks. A majority of these must cross all 3 boards, and exit off the (least) board edge of the half-board farthest from your own home half-board. In addition, at least 75 points of non-truck units must also exit off that same board edge. This scenario is applicable only if your home half-board is not in the "middle" board. If it is, discard it and draw another scenario.

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   7. You are ordered to secure a road through which enemy units must also exit off that same board edge. These forces necessary to win. Your primary duty is to escort supply trucks to safety. Your trucks can only enter through your home half-board, after turn 2. You must have at least 5 trucks. A majority of these must cross all 3 boards, and exit off the (least) board edge of the half-board farthest from your own home half-board. In addition, at least 75 points of non-truck units must also exit off that same board edge. This scenario is applicable only if your home half-board is not in the "middle" board. If it is, discard it and draw another scenario.
20. **1400** You have been ordered to launch an all-out attack against the convoy, but without the benefit of any intelligence. You must destroy at least 200 points of enemy units, or at least half of the number (not points) of enemy units on the board. Your own losses must not exceed 12% of enemy losses, in which case the victory conditions may be met at any time after turn 7.

21. **1400** Divisional headquarters has told you to prepare for an attack within 10 turns. You must secure the town on the enemy home half-board for any two consecutive enemy turns, at the end of which time all your units will be committed to the attack. To secure the town, you must only have to occupy it, but spot all forest hexes within two hexes of the town, and all forest hexes within a Little Forest. Both the two consecutive turns may not be earlier than turn 7.

### SCENARIO ORDERS OF BATTLE

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*These numbers are point values corresponding to the reinforcements arriving that turn.

### STRATEGIC SUBMARINE...

Continued from Pg. 8, Col. 3

2. If two different occurrences (attack or intersections) occur in the same turn, the German player may order more than one attack hex against the same convoy. This is to allow submarines to be assigned to reach the convoy when the attacks began to participate at a later date. He may commit more submarines to the attack at a later time of his choice. The German player should note by the submarine in the Time Chart, the number of hexes the convoy occupies at the time the submarine is ordered to attack, and the number of hexes the convoy occupies in the convoy currently occupied and the number of the hex the convoy occupied at the time the submarine was committed to the convoy.

For example, a submarine was named to attack a convoy when it was in the hex numbered 4 of its route. At hex 10 of its route, the German player called off the attack. The submarine must be placed in a hex 6 hexes closer to the convoy's current location.

8. Reinforcing escorts or stragglers left behind with a sinking merchant or making a prolonged attack can move one hex every two hours or 12 hexes per 24 hour period. A reinforcing escort must join the convoy it was committed to join. The Admiral can either plot the routes of these escorts to intercept the convoy on the Allied plot map or chart mentally at the next hex where they will join the convoy. There is a probability that a reinforcing escort will never reach the convoy. The British player must use the Allied Reinforcement Table (Table 18) to determine whether each reinforcing escort will reach its convoy.

9. Any time that a merchant ship becomes dead in water or is sunk, either the Zamen or any one escort with the convoy must remain within three hexes of the merchant ship for thirty minutes. It can move each turn, but its bow can never be more than three hexes from a hex occupied by the stricken merchant ship.

### IV. END OF GAME

A. Once all possible intersections and attacks have been resolved, the game is over.

B. Each player totals the victory points gained for all actions being fought as explained in the Campaign Game (p. 14 of Battle Manual). Each player also gains 1 victory point for each damage point inflicted on an enemy ship which is not sunk or dead in water.

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Contrary to his expectations, I was pleased to see Richard Shagrin's article "The Early Years Reexamined" (GENERAL, Vol. 14, No. 5) criticizing my original "The Early Years" (Vol. 14, No. 3). It indicated at least that someone had read my effort and had been sufficiently moved to apply pen to paper. I would be less than candid, however, if I did not admit that it is somewhat difficult to respond objectively to Mr. Shagrin's comments, given their superior and often snide tone. But many of his observations demand response, and for that purpose I will proceed.

Axis Options

Mr. Shagrin first takes issue with my assertion that Germany must act quickly, preferably in Fall 1939, by noting that the rules and victory conditions do not require Poland's conquest at all. True, but not very enlightening. THIRD REICH'S main attribute is the freedom it allows its participants to determine historical or even logical courses of action. But freedom carries a price. To evaluate delaying the fall of Poland requires a weighing of this price with its potential benefits.

As an alternative to first-turn attack on Poland, Mr. Shagrin suggests an all-out effort in the West with the resource of France as the goal. Given optimum die rolls, the move would leave one or two German armored units adjacent to Paris at the end of the Axis first turn. It also requires the use of 10 German air factors against the French air force, 5 in counterair and 5 in interception, resulting in equal losses. French air factors must support the attacks on Brussels (to avoid loss of armor by EX result) and Sedan and to suppress the Belgian and Dutch air units. That leaves only 5 air factors for defensive air support during the Allied turn, although admittedly an Allied offensive option.

You may notice I have omitted the attack on Denmark which Mr. Shagrin included in his proposal. The two infantry units assigned to that task are needed elsewhere, according to the rules with which Mr. Shagrin claims such intimate familiarity. At least one infantry unit must be deployed against Poland, since "combat of some type is mandatory" there in Fall 1939 (Second Edition Rules, p. 30, section 6.2). Another infantry unit should be placed in Finland. All has ruled in response to Mr. Shagrin's proposals.

As a result, German units lie at least one, and possibly two or three hexes from Paris, facing equal or greater air power and a formidable ground force. The shortest route to Paris lies the 12-14 British defense factors, then 15 or 18 French defense factors in the capital. This assumes no German casualties from her own attacks. An EX result in the attack from Sedan, for example, costs a precious armored piece, weakening the thrust and limiting attack options in Winter 1939/40.

And it could be worse. Note that Mr. Shagrin's plan makes no provision for defense of the Reich. I wonder how he would respond to the sight of British units in Berlin. If Britain deployed at least one unit on a port, an amphibious assault on the beach east of Dunkirk could be made, much as German fleets are on garrison in the East. One fleet can carry the invading infantry while the others based in England provide sea escort for extra forces SR'd to the bridgehead/port.

Since Germany spent at least 45 BRP's the Allies can, by judicious SR'ing, gain the initiative in Winter 1939. That means British units can walk into Berlin without firing a shot, while the French eliminate or cut off as many Germans as possible. Reinforcements SR'ed to Germany may even screen Berlin completely from German counterattack.

Enough horror stories. The simple fact is that the gamble is not worth the risk. At best, Germany would start 1940 with 40 BRP's conquered (assuming Denmark falls in the winter), as compared to 60 (70 if joint conquest of Yugoslavia) by the Allies. If Paris is lost, the French can still carry an extra offensive option in the West while wasting a free one in the East, resulting in a further underdeveloped force pool. In BRP terms it does not matter if France falls in Spring or Winter 1940—either way, Germany gets the BRP's in Spring 1941. If France falls as early as Summer 1940, it will still take a turn to conquer Poland plus probably another turn to redeploy east and rebuild the force pool. So now it is Spring 1941, and what time has been gained in this gamble?

The same general comments apply to a first-turn attack on Russia. Mr. Shagrin questions my analysis on this point, rejecting my statement that a Fall 1939 attack on Russia is not feasible because most of Germany's forces will be attacking Poland in the first turn. The point is, if Poland is not vanquished, German deployment against Russia is restricted to 26-30 maximum in minor allies at any one time, plus whatever can get into battle from East Prussia. This makes it less likely, not more likely, that enough Russian casualties can be inflicted to force surrender before France and Britain are able to apply intolerable pressure.

Further, I tend to question Mr. Shagrin's proposed attack from Finland. It presupposes an incompetent Russian deployment (e.g., no Russians on Finnish border). One may certainly aspire higher than to advise how to defeat such poor play.

Next Mr. Shagrin rejects my suggestion that Italy declare war on France and Germany on Yugoslavia, causing a state of war between Italy and Yugoslavia. Then the Axis sends 21 combat factors in an attrition option against Yugoslavia, guaranteeing the elimination of one Yugoslav unit and permitting an Italian 2:1 on Belgrade in the winter. I am somewhat puzzled by Mr. Shagrin's statement that France, for example, could volunteer one of its units for attrition loss, thus preserving the Russian army, gaining her 20 BRP's and thwarting the planned Italian attack. The flaw in his analysis has already been pointed out by the Question Box in Vol. 14 No. 2 of the GENERAL. There it was ruled that a major power could absorb the minor's attrition losses only if they were joint targets of the same attrition option, i.e., intervening major power already at war with and possessing units adjacent to the attacker on the same front. In all other cases, this ruling and rule 3.71 itself make clear, intervention, the prerequisite to the major power taking the minor's losses, may not occur until the intervening power's turn. It is Mr. Shagrin's analysis, rather than my approach, which therefore must be judged a failure.

Finally, Mr. Shagrin takes issue with my rejection of "doing nothing" as a reasonable German option in 1939 on the Western Front. He does this by reference to the "fleet in being" concept. "Fleet in being," as a defensive concept, is hardly suited to the German strategic situation in 1939. In addition, I am somewhat troubled by Mr. Shagrin's advocacy of the "do nothing" course in the same article in which he discusses all-out attacks both east and west. Frankly, I am no longer sure what, if anything, he really is proposing.

British Options

From my statement that an amphibious assault on Britain is unlikely, Mr. Shagrin concludes that a simultaneous leaving only 7 ground factors in Britain to defend against an air assault on London. Having leaped to this assumption on my behalf, he proceeds to refute it, showing his prowess against straw men.

In fact, I prefer to keep at least one 54 air unit in Britain. I also suggest garrisoning all British ports within German air range with a replacement unit, to prevent the capture of a British port by German SR or transport, the danger cited by Mr. Shagrin. Other units should be placed adjacent to ports, preventing SR into them even if seized by Axis paratroopers.

Russian Options

Mr. Shagrin next expends considerable energy attacking my views on a Russian invasion of Turkey. It is a pity he does not know where they are.

In my article, I attempted to show that from a short-term BRP viewpoint, the BRP's gained conquering Turkey outweigh potential losses there. Mr. Shagrin responds that the probable German reconquest of
Turkey makes this a losing proposition for Russia. Had he put down his copy of Bartlett’s Familiar Quotations for a few minutes, he might have read this caveat following my BRP calculations: “German conquest of Turkey as a preliminary to invading Russia both costs Russia an immediate 30 BP’s and opens up a new line of attack.” In short, I tend to accept Greenwood’s advice against attacking Turkey . . .

Norway

Fresh from his victory and yet another straw man, Mr. Shagrin attacks my observation that Germany must conquer Norway in one turn, using paratroops, by noting that a German 4-6 armor, a borrowed Italian 2-5 armor and air support can turn the trick. What I actually said was “For Germany, Norway must be conquered in the first turn or not at all; and “Germany can effect a one-turn conquest of Norway only through the air.”

If I chose to be technical, I could argue that “through the air” includes air support, which Mr. Shagrin also uses. Actually, I intentionally declined to assume that Italian armor would be available. But this does not detract from the general validity of Mr. Shagrin’s plan. What does detract from it is his assumption that any Norwegian beach is vulnerable, so that Norway cannot guard both. An ambiguous Italian beach for the western beach may well stir up the British navy, which can intercept under rule 4.916 even though Britain cannot formally intervene on behalf of Norway until its own turn. Once Russia is at war with Germany, the same applies to the beach hex southeast of Oslo. The loss of just one German naval unit to an intercepting navy will also eliminate the Italian armor and spare Oslo long enough for British intervention in force.

I will stand on the statement that a one-turn conquest of Norway is imperative. It is simply too easy for either side to reinforce itself, turning a slow build into a potentially major threat in the rear. Mr. Shagrin suggests that there are three situations in which an Axis one-turn conquest is unnecessary: (1) Allied ground forces unavailable for intervention; (2) Allied naval forces already used; and (3) Axis has too many consecutive turns due to BRP manipulation. As for (1), it presupposes less than quality Allied play, against which little advice is needed. Situation (2) cannot occur unless the Allies gain the initiative, as is true of (3). Against competent Allied play, this will not happen unless the Allies have bigger fish to fry, e.g., direct attack on Rome or Berlin. In that situation, Germany will have better things to worry about than Norway. Finally, the statement that Germany should be content to “counterpunch” a British invasion of Norway assumes that Norway does not fall in one turn. Any Allied player who allows this to occur deserves to be counterpunched.

Polish Defense

Mr. Shagrin criticizes my “expected BRP loss” calculations for various Polish defenses by noting that no German infantry unit can reach Brést-Litovsk, as I stated. That’s one for you, Mr. Shagrin. This correction changes the order of average BRP losses thus:

Dowhill 7.59
Comparison Defense 7.54
Standard Defense 7.17

It also changes the German force commitment against the comparison defense to no infantry, 16 armor and 18 air factors, for a total of 34 factors. Despite these changes, staying true to the BRP still comes out best in diverting German forces, for an insignificant (.37) reduction in average BRP loss.

Naval engagements are more difficult than land battles, because in a land battle you can always count on the opponent’s grabbing the best available terrain. Since there is no terrain on the sea, the best strategy available to a naval commander often depends mostly on the strategy to which his opponent commits himself. The best “plan” to follow at the battle’s outset, then, is that path of action that leaves the most options open. In most fleet actions of WOODEN SHIPS & IRON MEN, that path lies in the direction of linear tactics.

Avalon Hill’s rule book to WS & IM maligned the linear tactics of the sailing ship era unnecessarily. The battle line has many advantages over “loose” formations. The battle line opens clear fields of fire for the greatest number of ships in a fleet; it gives the maximum number of ships protection at the bow and stern, and weak points of any sailing ship; it leads to more orderly maneuver and less fouling of one’s own ships; it provides the best formation for cooperation between ships of a fleet.

Ships should not break line early in a naval battle, for the same reason that queens should not be moved too early in a game of chess; there are too many places for either to go to be able to decide which is right. A wrong decision means the loss of valuable time. Better to maintain the line until the advantage of breaking it becomes clear, and until one knows exactly which way to start moving ships.

Wargamers who find the “fighting rules” obnoxious or stifling themselves if they think that sea battles were won by dashing into the face of enemy fire and having it out broadside to broadside, preferably with a melee or two. With rare exceptions, this was not the case. Melvick were used to capture a ship as a prize, after advantage had been secured another way. Meleeing without first obtaining a decisive advantage turns WS & IM into a die-rolling contest.

This, however, begs another question: what constitutes an advantage, and how do you obtain it?

In the sailing ship era, a fleet was said to have a line, for the same reason that queens should not be moved. This means that enemy fire even alongside another ship at close range; they were thus heavy, relatively immovable, and had hulls all but impervious to punishment. You cannot depend on the headlong rushes to defeating them. Don’t try.

Patience and orderly tactics give you better coordination between your ships, and allow you to take advantage of opportunities. Never let an opponent (or an article you read) caution you into breaking your line unnecessarily. There’s nothing wrong with maintaining it.

MAGNETIC GAMES

Now you can convert your favorite game for vertical display or secure in-play storage with 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 ¾ x 1 strips into half-inch squares and apply them to the unit counters which came with your game. The result is a ¾ thick counter which will stack six high even when the mapboard is mounted in a vertical position for display purposes. Never worry about that pbm move being jostled again between turns.

Naturally this magnetic treatment will be less valuable for counters with two-sided printing, but that still leaves them 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 99¢ 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.
As a long time play-by-mail (PBM) enthusiast I found it strange that I should be attracted to a game like SQUAD LEADER. The relative simplicity of the rules and the required precision in play have made games like BULGE, D-DAY, AK, and PANZER LEADER the mainstays of my gaming time which is virtually all PBM. At first glance it would seem that SQUAD LEADER is an extremely complex game with too many rules and phases to make it enjoyable or even playable in the PBM format.

My main interest in SQUAD LEADER began when I realized that it provided an encounter with military history in a relatively detailed manner yet still large enough to allow me to be able to relate it to the larger scale of grand tactics or strategy. Furthermore, under the philosophy that a game simulates a command situation, SL provides a reasonable feel for the role of the unexpected event in a battlefield situation. In most of the classics the unexpected situations deal with items like weather and supply rolls. Although it is great to have clear weather in December as you roll toward Moscow as the Germans in Stalingrad, it usually leads me to have nagging doubts about whether I could have won without this rather significant change of history. On the scale of SQUAD LEADER, the chance breaking of a machine gun or radio does not pose similar psychological problems for me since I can better accept them as standard elements of warfare on that scale, not so significant in the overall historical sense.

Irregardless of your reasons, if you want an exciting game, PBM SQUAD LEADER may be just the thing to brighten up your mailbox. It might even make the bills less noticeable. If you wish to speed up the tempo try it with friends locally where the moves can be passed back and forth conveniently—such as in a bar, for example. As a caution in this latter case may be helpful—watch your discussions at coffee lest you upset the casual listener!

After trying a series of PBM sheets I find the best sheet for SQUAD LEADER is simply lined but otherwise blank paper. A typical listing is given below for the entire German opening movement phase in Scenario 7:

<table>
<thead>
<tr>
<th>2-2</th>
<th>7</th>
<th>HMG</th>
<th>4C7</th>
<th>4E5</th>
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<tr>
<td>4F4</td>
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<td>4D6</td>
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This notation is quite easily translatable. For example, the second line indicates that a 4-4-7 squad was given a light machine gun and Panzerfaust started on hex 4A.A8 and moved through the noted hexes to reach hex 4CC2. This particular attack was not successful in any event. The final movement was 4D6, 4F5, and 4D4 to reach hex 4B3.

The next problem to reckon with is how to handle those items which are supposed to be kept secret such as the number of FFE's in an artillery mission, hidden initial placement and true location of concealed units. Once you have recorded the secret information on them in a piece of paper which is placed in a sealed envelope. Small envelopes work well. You sign the envelope across the flap and mail it with the rest of your move. Your opponent signs it when received and it is either sent back and forth or kept by the originator until it is no longer contains secret information at which point it is returned for the other player to confirm the contents. Where there is a good level of trust between the players the mechanics described here may not be needed. This leads to a point that isn't brought up much but is critical to enjoying PBM play in a game as complicated as this. It is a known fact that we all like to win or we probably would not be playing. The problem is in how badly some of us desire to win. If you are a rules "lawyer" I suggest another pastime since so much in SQUAD LEADER is left open ended. You cannot enjoy the game if your opponent the benefit of the doubt and return moves where you suspect an obvious error. In this game even the way the die cuts the counter can make the difference between seeing or not seeing a unit which will not be the same from copy to copy. I find it helps to include notes on the back of your PBM sheet as to which units and squares have clear LOS to each other and which are blocked where such conclusions were critical in my move and where I can see a possible difference of opinion. These problems should be resolved before they affect play and it may be necessary to redo moves in critical situations.

At first glance you might suspect that a PBM game of SQUAD LEADER would last forever due to the many phases that comprise a turn. Since most of the games are 10 or less turns this is simply not the case even assuming 6 mailings per turn. This compares favorably with most of the games which are routinely played PBM with 2 mailings per turn for some 25 to 30 turns. The excitement factor in SQUAD LEADER tends to keep the game interesting despite the number of mailings.

Having mentioned notation earlier I might add that after playing awhile there is a tendency to take some of the things for granted concerning position. I suggest as much detail as is reasonable to allow you to go back and reconstruct the positions of the previous moves. This will be necessary when the inevitable problem of the misplaced unit arises. For example, all AFV placement should include facing. This can be indicated as follows:

Truck: 3P7(3P73Q8) Jeep: 3S6(3S63T6)

These were drawn from initial positions in a Scenario 7 game. The first line indicates that the M-3 on hex 3R7 is facing the hex spine between 3R8 and 3Q8. The jeep on 3S7 is facing the spine between 3S6 and 3T6 and so on.

So far I haven't come across a problem that can't be handled although I have not worked my way through the CROSS OF IRON scenarios yet. The optional sequential movement rule on page 22 should, obviously, be ignored for PBM play and my preference is to ignore it anyway since the time frame of the game makes such movement quite impossible in any event. The feel for sequential deployment is already taken care of in the movement phases without this extra detail.

I think you will find PBM play a much more critical area for judging strategy and tactics. Things you are likely to get away with in FITF play are sure to come back to haunt you in a PBM game. It is this very point that makes some of the classics dull in PBM play between unequal opponents. There comes a time in some of the "endgame" play when even perfect die rolls cannot salvage a victory in AK, BULGE, D-DAY, etc. Many players continue to play out the inevitable making it quite boring other than for the probability of a dramatic blunder. SQUAD LEADER has a much lower probability of resulting in this kind of dullness.
SOME OF OUR GENERALS ARE MISSING

ONE thing about WATERLOO is incurably different from historical events of June, 1815—the personalities of Napoleon, Wellington, Blucher and others are gone without a trace. This absence of the original commanders produces many divergences from the actual course of events during a game.

For example, the Prussian Army usually does not form up on June 16th for a pitched battle against a superior French host, on the field of the actual battle of Ligny. Instead, the Prussians typically follow the excellent advice in the game manual, and fall back gradually on the natural "Maginot Line" of terrain advantages (forest "pasacs," strategic hills, rivers and interior lines of communication) formed by the Nivelle-Quatre Bras-Wavre salient.

This means that the area must open to allow an opening through this line at some point, even as the Anglo-Allied army continually filters into the defense. If he gets through this terrible mid-board passage, there is usually a mini-battle somewhere near Wavre to decide the game (most of the actual participants having been slaughtered en route).

Now, the game mechanics of WATERLOO still provide exciting, well-balanced battles. The absence of the actual generals does mean, however, that some things just will not occur. The battle of Ligny is a common example; the battle of Waterloo as actually fought is almost always another. Still another thing which almost never can be experienced in the game concerns the actual aftermath of the Battle of Ligny.

THE PECULIAR WAVER CAMPAIGN

All afternoon on June 16th, the main bodies of the French and Prussian armies crashed together on the plain near Ligny. First, late in the day, the Imperial Guard harried through the town and forced the Prussians grudgingly from the field of battle with the last light. It was a French victory, but only of sorts.

There then followed a whole series of unusual command decisions, which players sitting at a game board will never make.

First, during the night of the 16th-17th, Blucher's aide Gnesenau (acting for his commander, who had been shaken by a fall from his horse and a narrow escape from French cavalry) ordered a general withdrawal.

The Prussian I and II Corps were to fall back to the north under cover of darkness. Jagow and some cavalry maintained a covering presence south of Tilly until dawn, and then also withdrew. More units were deployed as a rearguard at the river line halfway from Tilly to Wavre.

The III Corps was instructed to concentrate in Gemblous (off-board to the east) and together with the IV Corps, already there, march around and come to Wavre from the east. This movement was somewhat tardy, and did not get completely clear of the area shown on the mapboard until well after daylight.

By dusk on June 17th, then, the Prussian army was whole and hearty once again, regrouping at Wavre and in good position to combine with Wellington on the 18th. The only trouble with this (no doubt glaringly apparent to the veteran WATERLOO player) was that it left the left flank of the Anglo-Allied position at Quatre Bras completely undefended; this would never happen in a game, as it gives away the mid-board salient with only minimal French losses.

To compound this, more peculiar decisions followed. For a startling beginning, the victorious French army slept-in! By the time French patrols were sent out, the two Prussian corps trailing north were completely away. All these patrols discovered were stragglers from Thielmann's III Corps, retreating east. These prisoners were forwarded to headquarters, where they strengthened a disastrous impression that the whole Prussian army was falling back on Namur to the east.

The reason for this delay was Napoleon himself. Instead of pursuing the slim victory of the preceding day, the Emperor decided to review his army!

...he did not start from Fleurus until between eight and nine o'clock, and as reaching St. Amand he examined the approaches by which this village had been attacked the day before; then he rode over the field, gave directions for the care of the wounded... He addressed himself to nearly all the corps, and assured them of the lively satisfaction he felt on witnessing their conduct in battle. Having dismissed, he conversed freely, and at great length, with Grouchy and Gourry on the state of public opinion in Paris, the different political parties, and on various other subjects... Not until noon, then, did Napoleon turn his attention at last upon Quatre Bras. Still he would not hear his Marshal's advice and fall on Wellington with all the forces at his disposal.

Marshall Grouchy was given command of over 30,000 men, about one-third of the entire Grande Armee. "Pursue the Prussians," Napoleon ordered, "complete their defeat by attacking them as soon as you come up with them, and never let them out of your sight." (By that time, they were already out of sight.) "I am going to unite the remainder of this portion of the army with Marshal Ney's corps, to march against the English and fight them if they should hold their ground between this and the forest of Soignes."

So it was that the morning of June 17th revealed a situation which is virtually impossible to obtain in play. The Prussian army was fleeing north to Wavre with the French undetected. The French were sleeping in. The course of the day added more unusual events.

First, the Prussian prisoners did their work. Convincing the Prussians were retreating east instead of north, Grouchy dispersed his cavalry in a great far-ranging dragnet to the east, and followed with the main body of his command. He thus took a third of the French army and marched off the board to the east! As the sun set on the 17th and a downpour of rain began, the entire Prussian army had regrouped, un molested, at Wavre, and Grouchy was nowhere in sight.

At last, the following morning (the 18th) Prussian units were discovered north of Tilly. A rapid march brought Grouchy's force up to the rearguard river position by about eleven in the morning, despite horrible road conditions. Even as he rode in, a storm forced them onto the riverbank. The sound of a tremendous cannonade came rolling over the hills from the northwest—the battle of Waterloo was in progress!

By this point, the French were doomed. Grouchy was too far out of position. Virtually the entire Prussian army was already on the march, snaking along the roads leading west from Wavre. Grouchy never even got across the Dyle in significant numbers that day; he could not prevent the appearance of almost the whole mass of the Prussian army on Napoleon's right flank in the afternoon, an appearance which sealed the fate of the little corporal.

MECHANICS OF A WAVER SCENARIO

This scenario gives wargamers a chance to discover just how the Wavre episode might have developed if the French under Grouchy had pursued the Prussian retreat closely. It is confined to the northeast quarter-section of the Waterloo board, further excluding all squares west of or including the diagonal row Y-21 to H-21. The screen of dawn creep into the sky, heralding the beginning of the 17th of June, 1815, Zeiten's Prussian I Corps is on the march north from Tilly. Steinmetz and the horse artillery are gone, representing casualties at Ligny, as are other units in other Corps. Pirch's II Corps is withdrawn as far as St. Gery, regrouped, and is about to join the march north. Covering units hold Tilly. (See order of appearance.)

The actual condition of riverbanks that June in the Belgian lowlands was not good at all; the "new" Waterloo rules concerning river movement should be ignored, since they were added to improve play balance in the game overall. Instead, use original rules which treat movement in river squares the same as for forest squares (stop on entering; proceed one square per turn.) Artillery, including horse artillery, is further restricted; these units may only cross rivers at bridges, and can enter other river squares only on roads. Heavy rain on the night of June 17th-18th made all river fording problematic. On June 18th only, roll a die for each non-artillery unit attempting to ford a river. A roll of five or higher means the attempt failed—the unit may not enter the river square at all. All fording rolls occur after all other movement and before all combat. Die rolls cannot be "taken back." Successful units must ford rivers, and are counted as being on the opposite shore at the end of the turn. If the river square is in enemy zone of control, add one to each die roll. These restrictions apply to both armies, and do not affect movement in river squares containing roads at all.

THE GENERAL

EAST OF WATERLOO: A WAVER SCENARIO

by Elwood Carlson
THE GENERAL

The second rule revision involves movement in connection with combat. Whenever a defeated unit or units vacate a clear terrain square, any cavalry (not horse artillery) in the attacking force may occupy the vacated square as a "charge bonus," this is part of combat and costs no movement points. Also, whenever a defending unit is automatically eliminated, if any attacking units have movement remaining they may move. Also, units attacking across rivers or up slopes, since such "free moves" are actually part of the combat portion of turns. No movement after combat may ever enter any enemy zones of control. (See Figure 1.)

To prepare Prussian forces for their attack on Napoleon on the afternoon of the 18th, units rest and regroup at Wavre. Any Prussian unit within a two-square radius of Wavre at the start of a turn (before movement) may be inverted in lieu of movement, if no French zones of control reach into that two-square radius. A unit so inverted is "at rest," it may not move or attack, and defends at half-strength. The following turn it may be re-inverted after all movement and combat by the Prussian player, again only if no French zones of control reach into the two-square radius. A "rested" unit remains rested only if it does not subsequently come into contact with any French forces. Any combat at all cancels out the "rested" status, which may then be restored by the same procedure. Only such rested units count for Prussian victory points by crossing the LaLasne at H-34. (See Victory Conditions.)

Victory Conditions

Calculation of points:
1 point for each rested Prussian combat factor crossing the LaLasne through H-34 by the end of 3 PM 18th turn.
5 points if Prussians occupy Wavre at end of 5 PM 18th turn.
(-5) points if no Prussians occupy Wavre at end of 5 PM 18th turn.
(-15) points if Wavre occupied by French at end of 5 PM 18th turn.

Supplies and reserves located further to the east.) The victory conditions provided here are tentative; players are encouraged to adjust the point value of Wavre and/or the points cutoffs themselves to achieve balanced play in each individual case.

STRATEGY IN EAST OF WATERLOO

The key to victory for both players is the Dyle River, which bisects the playing area. In the actual campaign, Prussian cavalry patrols controlled the entire west bank, penetrating far enough southwest, in fact, to observe the main body of Napoleon's army marching north through Genappe on the 17th.

ORDER OF APPEARANCE

AT START

<table>
<thead>
<tr>
<th>Points</th>
<th>Victory</th>
<th>Degree</th>
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<tr>
<td>65+</td>
<td>Prussian</td>
<td>decisive</td>
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<td>31-64</td>
<td>Prussian</td>
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<tr>
<td>50</td>
<td>DRAW</td>
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<tr>
<td>36-49</td>
<td>French</td>
<td>marginal</td>
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<tr>
<td>-25</td>
<td>French</td>
<td>decisive</td>
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Victory in the scenario is determined by the number of rested Prussian combat factors which have crossed over the LaLasne on the H-34 bridge after the 3PM June 18th turn, and by control of Wavre after the 5PM turn. (Wavre was the only road link between the Prussian army and all of their supplies and reserves located further to the east.) The victory conditions provided here are tentative; players are encouraged to adjust the point value of Wavre and/or the points cutoffs themselves to achieve balanced play in each individual case.

7 AM

(see text for placement)

III Corps

IV Corps

V Corps (detached)

Cav Reserve

11 AM

1 PM

3 PM

5 PM

... all in B-26

... in B-26

... in B-26

... in B-26

... on road between rows T and O inclusive

... within 1 square of St. Gery

... within 1 square of Tilly

... all in 3-26

... all in 5-4
In the scenario as well, this is the most promising line of defense. If Grouchy's command can be kept from crossing anywhere in significant numbers, the trip to Waterloo will be a lark for the Prussians. This leads to two possible Prussian strategies. The first is a major stand-up battle just north of Wavre; on the 17th, to exact heavy losses from the French player and delay crossing attempts until the 18th, when the night of rain becomes a powerful Prussian ally. The remaining half of the Prussian army (assuming the battle decimates both sides) should be able to march west from Wavre with only a light cavalry screen along the Dyle to prevent interference. There are two problems; such a battle is risky, since peculiar die rolls can decide the game by noon on the 17th in rare cases, and the III and IV corps may be spread a bit thin by holding along the river to hold the unbloodied French, but the French player and delay crossing attempts until army numbers, the trip to Waterloo will be a lark for the Prussian defensive positions, before the rains come in the night to bog them down.

In the camp of Marshal Grouchy, we face the scenario from another angle. There are two major goals. First, the French troops must cross the Dyle somewhere, sometime, and severely interrupt the Prussian march on Napoleon's right flank. Units must seize every possible opportunity in this direction as their first priority. It is well to remember, though, that initially the Prussians are outnumbered slightly on the board, and that dead units will never cross that bridge at H-34. Don't be shy about attacking in reasonable circumstances! The second objective is to cut off the Prussian host from its resources and supply trains, so that any impact they have at Waterloo will not be expanded upon. This means closing on Waterloo as soon as possible, assaulting and taking the town. Artillery, which cannot cross the Dyle except at Wavre itself, will be useful in this connection. Rapid closing on Wavre has the added advantage of possibly fouling up the rest and regrouping of Blücher's army, indirectly furthering the first goal. Of course, the Prussian player will try to block all these moves, but if he tries to cover everything at once, he will be spread so thinly that you can pick your targets and strike for one of these goals or the other.

This is a short scenario (12 turns total) and involves less than half of the WATERLOO counters (Prussians = 29 counters and 106 combat factors; French = 17 counters and 52 combat factors.) Over half the Prussian army is effectively out of the picture for the first day, so that the scenario is not as unbalanced as totals suggest; victory in this setting is a matter of good strategic planning and movement, and effective use of units in combat and other tactical situations. The game offers a unique understanding of a little-known but crucial feature of Napoleon's final campaign, and an opportunity for you to recast for yourself the maneuvers and battles which might have been. What really could have happened, east of Waterloo?

Fig. 3-- On the 18th, the Prussian march on Waterloo dominates play. French forces west of the Dyle try to stall the column, while remaining units (especially artillery) assault Wavre. Prussian defense of the Dyle is aided by flooding, which makes fording difficult.

New Squad Leader boards
Although production of the SQUAD LEADER gamettes has lagged behind schedule we do have three additional boards completed which will be used in future gamettes. Those SL/COI enthusiasts who can't wait for additional terrain can purchase these boards separately from our Mail Order Dept. for $2.00 each plus the usual postage charges for parts orders (10% of the dollar amount for American, 20% for Canadian, and 30% for overseas customers). The boards can be ordered under the title SQUAD LEADER boards 6, 7 or 8. Board 6 is scheduled for use in the next gamette in the series, CRESCENDO OF DOOM, and features a large French chateau surrounded by broad expanses of orchard—a new terrain feature. Boards 7 and 8 feature wide rivers (an average of five hexes across) with accompanying marshland and urban settings.

The boards will not come with any directions pertaining to the new terrain types nor will any questions pertaining to them be answered. The boards are being offered strictly on a "as they are" basis for those individuals who can't wait to add new terrain to their SL gaming and don't mind making up their own rules as they go along.
CAESAR'S LEGIONS

German: Keith Poulter
Roman: Jim Hind
Commentary: Don Greenwood

Caesar's Legions is AH's strategic game of campaigns on the German frontier of the Roman Empire between 60 B.C. and 70 A.D. The first two scenarios, covering Julius Caesar's conquest of Gaul, are very small and one-sided, being intended only as learning devices/solitaire egg trips. But the game really comes into its own with scenario 3. This recreates the disastrous attempt, in A.D. 9, by Publius Quintilius Varus, to suppress a revolt of the German tribes against Roman taxation. Varus' chief mistake was a scornful underestimation of what he was up against. With the 17th, 18th and 19th Legions he was ambushed in the Teutoberger Forest (near present-day Minden) and the entire force wiped out, with its three sacred Eagles becoming the property of the Germans until their recapture 7 years later by the considerably more competent Drusus Germanicus (scenario 4).

In scenario 3 the Roman player is required to enter Germany with five legions and pacify (occupy) a number of villages. This is where it starts getting devilish. There are 20 villages on the board (not counting hex 122 which belongs to the Batavii, who in A.D. 9 were allied to Rome, and stayed neutral). At the start the German draws a numbered chip and consults the Rebellion Climate Table. This gives him anything from one to twelve tribes actually in revolt, and also defines the number of villages that the Roman needs in order to win. Poor old Varus is required to deduce this information as the game proceeds. To make things even worse for him, the German can set up his entire force using ambushes (held off the board until the unavary Varus comes near them) and Concealed Movement counters (CMC's). Initially Varus is faced with an insurmountable row of twelve CM's and 20 face-down counters covering the 20 villages. These last are either dummies, or else the chiefs of neutral tribes sitting peacefully in their huts. To find out which you have to enter the village.

A classic punitive expedition against guerrillas, then. The Roman has 15 turns in which to find out just what he's supposed to do, and then do it. The German has the same length of time in which to delay, confuse, and generally paralyse his opponent, notably by infiltrating fast-moving cavalry into his rear areas and reavowing the villages after the legions have passed by.

Tactically, the game features no ZOC, and same-hex combat utilizing the same Tac Card system as 1776. Each player chooses a card (anything from Frontal Assault to Enfilade Right to Withdraw). The two cards chosen combine to give a die roll modifier. Losses are extracted, and either side has the option to enforce another round of combat, which proceeds until either one force is wiped out, or the CRT comes up with 'No Effect', or one guy pulls a 'withdraw' card which his opponent hadn't predicted. Legions in the open have a big advantage (+1 on the die), but this is lost in forests, and forests abound!

Scenario 3 is here played by two prominent British gamers. Keith Poulter is the founder and secretary of World Wide Wargamers, while Jim Hind has published both games and articles aplenty in the British hobby press.

This is something of a needle match. Six months previously the two had played this scenario for a replay article in the WARGAMER (a quarterly publication of WWW), with Keith as Varus. Everything was going swimmingly until turn 6, when the 14th Legion (eight cohorts, combat strength 45) attacked a large German stack (eight warbands plus chief, total 41) in, would you believe, the Teutoberger Forest. On the Tac cards, Keith chose 'Enfilade Left'; Jim correctly countered this with 'Refuse Right', giving a die roll modification of -3. Predictably, the die roll was a 14, and the 14th ceased to exist. Keith never quite recovered from the shock, and ran out loser, with large numbers of WAR points (the UK equivalent of the AREA rating) changing hands. On this occasion, Jim has been given the Romans to see if he can do any better; Keith impatiently plans revenge.

INITIAL PLANS AND SETUP

ROMAN—Last time, Keith tried advancing on a broad front, pushing my tribesmen before him and creating a pacified area in his rear. In a game with zones of control, this might have worked. As things were, it was too easy for me to infiltrate his line and play havoc in the rear areas with fast-moving units. These kept him chasing around in circles instead of pressing on after the villages. He also lost a great many auxiliaries early on investigating my CM counters to find out what he was up against. Having seen this plan, and what goes wrong with it, I must find another which is, as far as possible, its antithesis. Three legions will drive in a wedge from the North German plain, keeping within supporting distance of each other, with a screen of auxiliaries out front. The other two legions will start in the centre, and then follow as reserve. Sooner or later he will penetrate into my rear, and the reserves can then be used for mopping up. Having cleared the coastal plain (hopefully), I can then turn and drive South. The fleets can take the two villages in the far Northeast, while some cavalry run wild down South, aiming at the Southeast corner. They probably won't get that far, but with any luck they'll tie down large German forces trying to mop them up.

Maintenance of objective plus flexibility... the objective is an unknown number of villages; I keep it flexible by not having preconceived ideas about which ones.

An important tactical point is that he moves last. Thus, he can keep an ambush or two secret until turn 15, and then leap out and reclaim just enough to tip the game his way. I shall have to try for as much as possible in order to deny him this play; it's probably better to underemphasise his strength and play boldly, rather than overestimate and be too cautious and plodding. Some forests, notably the ones centered on L13 (the Teutobergerwald!) and P16, will need to be cleared, since ambushes jumping out from those places above all, could do a lot of damage late in the game. Otherwise, a compact, powerful force, stacking heavy, which keeps going.

Grand prize: Arminius, leader of the revolt. As soon as his whereabouts are revealed, I jump on him from a height, causing the revolt to melt away (German Desertion rule).

The obvious risk with this plan is that a large force of hairyies might get into my rear, and march round Germany rolling the carpet up again after the legions have gone by. If and when that happens, I'll have to cobble up a solution on the spot.

There's a lot of psychology in this scenario. If the German gets dominance, he can have his opponent chasing about like a wet hen. This must not be allowed to happen. The mobile cavalry raid down South is one attempt to keep the initiative; I also have a nice ace up my sleeve in the use of the Tac cards. That Tac matrix, and others like it, are studied in a branch of math called the theory of games, which I have studied in the past. The similar, but smaller, Tac matrix in GETTYSBURG 77, is very easy to solve, giving a solution for optimum play. I know this, and he knows I know it.

The Tac matrix in this game is a lot larger (8 by 8), and I don't have the solution to it. In any case, some of the 'no combat' results in the matrix serve to tie the Tac matrix into the tactical picture in the larger game, making the maths somewhat inapplicable. I know this, and he doesn't. Therefore, a little light gamesmanship leading him to believe that I have a tactical master plan. I shall ostentatiously pull a couple of decimal dice from my pocket and make it seem as though I'm using them, plus some abstruse calculations, to choose my Tac card for me. This will be pure bluff, but with any luck it'll prey on his mind.

GERMAN—Last time we met, I attempted to push my five legions forward in a line, moving Eastwards from the Rhine. This involved advancing on a front of about 37 hexes in length, North to South. He was able to push cavalry probes through the gaps between my legions and thus cause delay and confusion as he operated in the rear of my line, retaking villages which had earlier fallen.

He appears to be seeking to avoid this by concentrating his strength—all five legions—on his Northern (left) flank with a view to swiftly establishing a line East-West around hex-row 1, then moving all five legions Southward in a line. He will thus be repeating my attempt to sweep Germania steadily clear of hostile tribesmen, while creating in his rear a pacified area. The difference being that his legions will be advancing on a front of only 21 hexes, instead of my 37. It will take him 5 or 6 turns to establish this line, leaving 9 or 10 in which to sweep South. A possible strategy, but—as ever in this scenario—none will be short for the Roman.

On the Rebellion Climate Table, I've drawn a 4. So seven tribes in revolt, five ambushed, and he needs 14 villages. Oddly, this is a repeat of our last game. It'll make it a fair series if nothing else. Tribes not in revolt are the Frisii, Marsii, Tencteri,
**INITIAL DEPLOYMENT:**

- Ambush 1: 1-8 — four 12-3, Lesser Chauci chief
- Ambush 2: 2-5 — four 10-4, Greater Chauci chief
- Ambush 3: 4-8 — three 9-5, Ambush 6: 4-4 — four 10-5, Chauci chief
- Sugambari, and Lugui. He'll find out that the first that are not in revolts pretty quickly, and will deduce that he faces 7 tribes or fewer, and needs 14 villages or more. But it'll be a long time before he finds out any more than that.

- How can I combat his cunning plan (if it is his plan)? First, by hitting him from ambushes on 04 and 05 as he goes by, or later. These can also be used to recapture villages on F5, H2, and Q9. Second, infiltrate his rear with cavalry if possible, along the Northern coast and down the East bank of the River. Third, ambush in the center.

**INITIAL COMMENTARY—**

The Roman player, at this early point, is beyond reproach. His general plan of attack can only be tested by implementation. The Germans, on the other hand, has earned a few demerits. The ambush is the strongest weapon in the German arsenal and is the only way the Germans can face a Roman legion with any degree of confidence. The ambush DRM is the equivalent of increasing any German attack defense by an odd column. Why then, has the German missed this tactic so badly? Two of the five ambushes are undermanned and none contains light infantry. Why? Certainly adequate forces exist. The German tribal OB and Victory Conditions are the most favorable he could have drawn. All three of the CM counters contain full stacks—a weakness in itself. Surely, some of these CM counters could be used as feints—containing a single slow moving cavalry unit so as to enable the ambushes to be brought to full strength. Instead, each CM counter brought to earth by the bounding Romans yield a monotonous piecemeal assemblage of German forces. The failure to include light infantry with each ambush force is simply unforgivable—the equivalent of an additional odds column has been dismissed in each instance. The lack of a leader with the major force concentrations in ambush K3 and CM4 is almost equally heinous—considering the comparative warfare of the Sutri chief with Arminius in CM12 and the Langobardish with a mere 15 factors in CM8. The German initial disposition is far from optimum.

**ROMAN TURN 1**

Usual informative German setup, I don't think. All lurking at least one movement point out of reach of any possible reconnaissance probes. I'm pleased to note three CM's in the far North; those cavalry of mine are having precisely the desired effect, forcing him to deploy away from the decisive areas in the

**THE GENERAL**

North. And all without moving a single hex! So they can sit where they are, for a while until the situation up North clarifies itself. If he gets tempted to pull out either CM1 or CM8, then they can start moving. Apart from that, proceeding as planned, I think.

By the end of my move, I have visited 7 villages, learning that the Tentenrii, Massii, Frissii, and Sugambari are all peaceful, while the Uspatii are in revolt. These are all small tribes; no news on the heaves yet, apart from the Greater Chauci. The mechanics of the Rebellion table guarantee that this, the largest of the tribes, will be in revolt every time. So the intelligence problem narrows to 3-7 tribes, 14-18 villages.

**GERMAN TURN 1**

He hasn't left the castilla on QQ27, he's just going to sit there and tie my forces up. Now: Roman combat factors total some 330-odd, while mine are around 450. So I can well trade a few to blind him by eliminating some of his cavalry. A 10-4 jumps onto the cavalry at Y17 and attacks at 5-1, and dies! Blast. He can now reveal either CM4 or CM7. A nasty blow, but c'est la guerre; luck will even out eventually. On J17, a light infantry mob wipes out the cavalry, though no doubt it will get hit next turn. Wonder if he'll trigger
The General

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TURN 1: The Roman cavalry in the Segambri village miraculously eliminates an attacking 10-4 at 5-1 and holds its ground. The 2-4 on my ambush on L18? He has plenty of units in the area.

TURN 1 COMMENTARY—  The correct use of the Roman cavalry is indeed recon, but the Roman is overdoing it. The auxiliaries should stay within the protective hex of the legion until their sacrifice can yield vital information—such as the disclosure of an ambush or revealing a CM for what it really is. To leave them in the open where they have no hope of accomplishing either is an open invitation to the German to cut out the eyes of the Legion early at relatively little loss. Surely they shouldn’t be left stacked two high (221) to double the prize or cut out retaliatory range of a legion if they are struck (Y17). Sending the cavalry so far ahead to the Segambri village was a bigger risk than the information gained warranted. The fortuitous result of the attacking German 10-4 being eliminated in a 5-1 assault was far better than the Roman deserved.

The German reaction to the initial Roman incursion is quite correct; withdrawing his CM’s out of easy recon range while splitting off small forces to eliminate the exposed cavalry recon.

ROMAN TURN 2

He’s looking a trifle green—could the revolt be a small one? Y17 gave a good sendoff to the games theory bluff! ‘Ah, you’ve got a system’, he said, then walked straight into a tac matrix element of -3, capping it by throwing a 1. Onward and upward! Now, we want to clear this forest up ahead, so we’ll plough through it with the legions. Even if it does step on an ambush, an intact legion is better able to take care of itself than the divided forces which I will no doubt be commanding later on.

(Five seconds later) Just as well I said that: Varus and the 18th immediately step in something nasty on L18! To wit, 48 CF’s and the L. Chauci chief. The game theory bluff continues to work well; knowing his fondness for enfilades and other sneaky things, I elect to refuse right, and he walks right into it. Half his tribesmen die, then, unwilling to push my luck further, I break off combat. The remaining 12-3’s will die next move no matter where they try to run, and there won’t be an ambush die roll modification working against me.

On J17, less good fortune. In mapping up his 5-5 light infantry, I lose 12 CF’s. Can’t win ‘em all.

GERMAN TURN 2

Is he always going to use those dice to determine his tac choice? The bluffling devil! I think he should have pressed on with combat against the ambush and finished it off, but perhaps he reckons he can get better odds next turn. The 5-5 of mine managed to take 14 CF’s with it, all told. This may make him even more cautious. At this point he has 9 villages—the easy ones!

I would like to take on the 17th legion while it’s a long way from its fellows, but I must wait until it subdivides. It will only do this if I knock out his auxiliaries in the area. I’ll try to do this, and then move forward CM12: 45 CF’s plus Arminius.

By the end of my turn, half his auxiliaries are eliminated; 25 Roman CF’s down for the loss of 44 German, over half of those in an ambush which didn’t work. I must next knock out the remaining 28’s in play (not counting the three still at QQ27), this will inhibit his reconnaissance, and hopefully his whole strategy.

I’ve moved several CM’s forward in an ominous manner in order to reinforce his present caution; but 64 factors of mine are ripe for slaughter. He has 7 villages.

TURN 2 COMMENTARY—  Flushing the Lesser Chauci woods is indeed a must, but the Roman is going about it all wrong. His power is concentrated too far north. Should the 3-4 in O18 run into an ambush, no legion is close enough to punish the revealed Germans. All four legions should be beating the bush with auxiliaries between them to completely seal the holes. The waste of 12 auxiliary factors at J17 in a 2-1 against the exposed 5-5 is inexcusable. At the very least, two cohorts from the XVI should have joined in the battle to make it a 4-1. ‘Can’t win ‘em all’, indeed! With this kind of play you won’t win any. The Roman cannot afford to lose his auxiliaries this early or this cheaply. The Roman does get a tremendous break in uncovering the German’s strongest ambush with Varus present to negate the ambush DRM. Thanks to the absence of light infantry among the ambushers, the Romans enjoy a 55-49 advantage in a straight 1-1, allowing them to play fast and loose in at least the initial round of combat without much fear of a major defeat. Again, the Romans outwit their adversary on the Tactical cards, gain a +3 DRM and eliminate half the German force! Now the Roman can really smile! He has a 55-24 advantage and the German, having lost his chief, can no longer break down his mobs to accommodate partial losses. And these are the cream of the German forces about to be eliminated, perhaps without loss—on turn 2! Inexplicably, the Roman ends the battle. Now is not the time to fear the ambush DRM! Time is of the essence... at the very
decisive series of battles; have I succeeded in making two, and not found anything. Now he moves CM12 not in the something.

onto the remaining village; clearly he's hiding with little M18. mawcrea received a tremendous break and failed likewise Elimination of the Roman auxiliary in M18 is likewise a nasty consequence. The Roman just received a tremendous break and failed to maximize it. Against this tribal OB, the Romans cannot win with that kind of play.

The Germans, for their part, wisely take advantage of the widely spread Roman cavalry—splitting off forces from CM4, CM5, & CM6 to massacre the Roman cavalry at 4-1 or better in G15, M18, L15, and V15. Only the 2-8 in Z17 successfully defends itself by eliminating an attacking 3-5 from CM7 at 2-1. This carnage was totally unnecessary—the Roman auxiliaries are disappearing for very little return. If the Roman insists on exposing single units in the open, he should at least use cohorts which have a +1 DRM and can sell themselves more dearly.

ROMAN TURN 3

His CM's seem to be moving forward for a decisive series of battles, have I succeeded in making him come to me? He's certainly abandoned the NE corner, and my fleet can move in. Intelligence wise, not much news, but a possible deduction. The Chatii in the centre have three villages: I've looked into two, and not found anything. Now he moves CM12 onto the remaining village, clearly he's hiding something. In all probability the Chatii are in revolt, then. Unless he's covering up for weakness.

Intelligence gathering is about on schedule, though, without pondering paradoxes of my own invention. Now I can get my revenge for those auxiliaries; my four legions up North will split up to devour the tasty morsels spread before them. With luck he'll then come at me again next turn. Dilly, dilly, come and be killed . . .

Some satisfactory German blood flows during the combat; though one 5-5 light infantry escapes the vengeance of Rome in the far North, and one cohort of XIX is destroyed mopping up the last of his ambush. First Roman blood proper (don't suppose it'll be the last!).

About time those cavalry down South started annoying him a bit. If they move round to row 11, the fleet can ferry them over the Rhine, and they can try infiltrating Germany that way. The other two remaining 2-8's have just joined the 17th legion, which will escort them through that line of Germans, and then despatch them on a Southward sweep through the Langobardi, Suebi, and all points South—that'll make him run about a bit!

GERMAN TURN 3

So, the 17th refuses to split up, and the cavalry have joined it for protection—caution!!

A nice gap has opened on his right flank, with my strong cavalry force (CM3) excellently poised to exploit it. But I really need a chief with them, to enable them to absorb combat losses better. The Langobardii chief at present with CM8 comes to mind, but he's a long way off.

TURN 3 COMMENTARY—

At last the Roman makes an attempt to protect the remnants of his cavalry! It may already be too late. I wonder if the reprisals against the Germans who disparaged his cavalry have distracted the Roman from the fact that he still hasn't cleared the lesser Chaucii woods.

The German wisely stays out of harm's way for the most part, sucking the Legions further apart. The rapid movement of CM3 gives it away and is totally unnecessary. There is no need to retreat villages at this early juncture.

ROMAN TURN 4

Very impressive, the sight of CM3 whizzing up the autobahn to V21. Being cavalry, it contains at most 20 combat factors, albeit highly mobile ones. I must now make a critical decision; how many of my units constitute a sufficient force to deal with this incursion, without fatally weakening the main thrust? I must not start dithering, but decide on something and stick to it. Let it be the 19th legion plus the auxiliary forces already in the area, and hope that will suffice. The four cohorts mopping up in the far North will also stay in reserve, while everyone else pushes on looking for the decisive battle. That way, I keep forcing him to come to me (I tell myself).

In the Northern plain, Varus and the 18th have just reached the Teutoburger Forest, no less. Some strange unaccountable instinct warns me to beware of the place. Probably Hindsight.

GERMAN TURN 4

Yes, the 19th have fallen back to deal with CM3 and friends, while his cavalry have come up North and are about to cross the Rhine for the same purpose. We can hit those cavalry who have just entered Langobardi country, and give him a few other things to think about as well. Why on earth have the 17th Legion marched off up North, away from the decisive scenes in the center?

'Ah', he said as I revealed the ambush, 'Langobardii in revolt! This because ambushes can set up the tenors of peaceful tribes. I've given him a valuable piece of intelligence; damn. And then one of the stupid units goes and gets itself killed, leaving a highly mobile auxiliary unit loose! A second not-very-successful ambush!

Apart from that, it's looking very good in the center now; quite a few mobile units have penetrated his position. On the debit side, my losses so far are past the hundred mark, with more to come next time, while his are only 44. He has five auxiliaries left, and holds 7 villages—but he's soon gonna lose some!

TURN 4 COMMENTARY—

Why has the XVII Legion marched off and left his 9-4 auxiliary to its fate between CM3 and 4? It will never get a chance to fortify if the German is smart. Worse yet, what he hopes to gain by sending his remaining cavalry to the north by itself is completely beyond me. Furthermore, the preoccupation with forces to his rear is unwise. The Roman will have to turn back to fortify villages in the end game anyway. His goal now should be to flush the woods for ambush and eliminate as many CM's in his front line as he can.

The German move is quite proper—drawing CM's out of harm's way while taking all the freebies the Roman offers. The only possible criticism might be the seeming preoccupation with infiltration and retaking of villages. There will be plenty of time for later & meantime he is revealing which CM's are not to be feared.

ROMAN TURN 5

My rear has been penetrated, as the actress said to the bishop. Four CM's and a 2-9 cavalry warband. Clearly I must pull some forces back; with any luck I might cordon the whole lot off and have a bloodbath. Meanwhile at least one of my cavalry will be able to give him some running about to do—we'll see how he likes it!

He's using his CM's very effectively. In the matter of intelligence, I now know as much as he did after only two turns of the last game.

GERMAN TURN 5

"Defending the village", he remarked as the 17th legion fell back. Can he really be in that cautious a frame of mind? I must remember, the Roman player is scared of every wood hex as a potential source of ambush.

He's also putting cohorts into villages in order, I presume, to fortify them. Ha! He's terrified of his own shadow! The 2-8 at Y6 is a nuisance. I'll have to send something after it, or it'll pick up several villages for nothing.

The end of this turn, he holds six villages, and has only three auxiliaries left: There's a half-
German turn 6

I've got to inflict some major losses on him soon. Two of his legions are tied up dealing with my marauding cavalry, but will be able to turn South quite soon. He will be able in, say, two turns to begin the Southern march I anticipated at the start; which will still give him time. I must do something to slow him down...

German turn 7

Having mopped up his cavalry, the Northwest corner will be fairly secure and without further surprises (I hope). The individual cohorts can march South, following the original intention to clear the forests in these parts by hex by hex, checking them for ambushes. The 16th is obviously going to have to go and help the marines out in the NE corner; should be fairly straightforward to dispose of CM11 over the next few turns, and secure this sector. As for that forest in front of Varus and the 18th, he should march round there for the rest of the game chasing shadows. Therefore he won't: he'll press on into the

TURN 4: The elusive 5-5 at F18 is eliminated by four cohorts at 4-1, but Roman auxiliaries once again prove to be easy targets for the German. CM6 is revealed at Y17 and aided by additional forces from CM3 & CM7 in gaining a 3-1 which eliminates the last Roman 9-4. The 5th ambush is revealed so that the two 9-5s may pounce on the

up North that I'll jump if I get half a chance. And I need to make a powerful demonstration in the center to keep up the psychological pressure. CM's 7, 10, 12 to advance?

TURN 5 COMMENTARY—
Aside from the breakdown of the XVI Legion for faster cohorts to eliminate the 5-4 at M10, the Roman move is hardly inspired. The cavalry ferry

cavalry at U11 and V11 at 4-1. The latter is eliminated, but the former proves to be made of sterner stuff and turns the tables on its 9-5 attacker. Elsewhere a 2-9 parts company with CM8 to reoccupy the village at K17 while a 3-4 splits from CM9 to allow the latter to make its way west behind the advancing legions.

The operation at DD21 literally throws pieces away. The landing is in obvious range of the already revealed cavalry in CM3 and the Suanbriti village. Two 2-8's are consequently lost in 5-1's. Worse still is the fact that their demise served no purpose—taking place as it does a full three turns march from the nearest Legion. The German move is quite capable, taking care to stay out of harm's way. My only criticism lies in the German's splitting of CM10—presumably to...

German turn 7

Having mopped up his cavalry, the Northwest corner will be fairly secure and without further surprises (I hope). The individual cohorts can march South, following the original intention to clear the forests in these parts by hex by hex, checking them for ambushes. The 16th is obviously going to have to go and help the marines out in the NE corner; should be fairly straightforward to dispose of CM11 over the next few turns, and secure this sector. As for that forest in front of Varus and the 18th, he should march round there for the rest of the game chasing shadows. Therefore he won't: he'll press on into the

hunts down the eastern foraging Roman cavalry.
This is quite unnecessary as the 9-5 already in hot pursuit of that unit can easily re-render any village visited by the Roman friendly again to the German cause. The two 10-4's revealed would have been much more useful as part of a still unrevealed "kill" stack in CM10.

Roman turn 6

Rumors that Arminius has been sighted somewhere down South. If they're correct, I'm not likely to get the chance to kill him.

Satisfactory to see lots of Germans pulling back after that solitary 2-8 in mine. Obviously means he hasn't got much else in these parts in the way of ambushes. The other 2-8 on EE21 is going to get his next turn no matter what it does, so I might as well use it to recce (and remove from the game) one of his maddeningly inscrutable CM counters. Meanwhile, in the North, a widely spread cordon of cohorts engaged in mopping up those cavalry—plus, no doubt, other infiltrating units yet to come.

By the end of this turn I have conclusive proof that the Suebii and Greater Chauci are in revolt. Thus, my objectives narrow down to either 14 or 16 villages, with either 5 or 7 tribes in revolt. At the precise moment, I have ten villages, which doesn't mean quite as much as you might think. For a start, he can move into several of them at once. Secondly, my strategy is not one of systematic linear advance but a Russian Campaign, since the game system does not permit it; instead, I have been assessing the size of the problem. Second phase is to persuade him to come to me (since he does think in terms of systematic clearances) and shatter his forces. The actual permanent occupation can come last.

From stray remarks by Keith, I am inclined to deduce that I face 7 tribes; at any rate, the revolt is not a small one. If I'm right, then there are still three ambushes lurking somewhere. In the center around the villages of the Chati, I expect. It would serve him right if I never went near the place.

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The decisive confrontation is shaping up on the middle Rhine, where the 17th and 19th legions are heading for a big scrap with large forces of Germans all heading North. May the Gods protect them!

GERMAN TURN 7
He holds 13 villages, and it's not quite halfway through the game. He has only two auxiliaries left, but has as yet lost only one Roman cohort proper. I still have quite a lot of strength concealed, but I have yet to strike a real blow. His 18th under Varus is a real threat, as I have nothing to stop it. Sooner or later I must attack him. If I can't get round behind him again, I've got real trouble.

ROMAN TURN 8
His language when the 2-9 survived behind his lines was definitely not Latin! At the exact halfway point in the game, he holds his 14 villages. What can I do about it?
Well, I still hope to knock the 16th about a bit. I must jump on him. He actually used. The 16th should fear an ambush is close enough to reveal itself and jump on the half legion in the German turn—a consequence of not having completely screened the woods earlier. The Roman is being cautious in all the wrong places.

TURN 8 COMMENTARY—
The Roman has passed up a marvelous opportunity to end the German cavalry threat. By sending four cohorts of the XVII Legion on ahead to V21 he could have massed a 3-1, instead of the ineffective 1-1 he actually used. The only possible explanation for this failure is that he may fear an ambush is close enough to reveal itself and jump on the half legion in the German turn—a consequence of not having completely screened the woods earlier. The Roman is being cautious in all the wrong places.

TURN 7 COMMENTARY—
Why didn't the Marines fortify the H2 village? The German is much too pessimistic. The burden of attack belongs to the Roman—not him! But now it is he who is committing forces piecemeal within range of Roman strength. The heavy cavalry in the Usipaii & Tencterii villages can both be attacked at 3-2 or better without fear of reprisal. The 7-9's are too valuable in the end game to be frittered away like this—occupation of the villages means nothing at this point.

ROMAN TURN 9
A large mob of Germans is closing in on my 2-8 in the Lugii village, but my cavalry can run past them and keep going for a long time yet. We'll see how he likes it. In the centre I have a chance for a minor counterattack before his forces get too well organized. One of the 5-5's can jump on CM10 and find out what it contains; then, if it's reasonably weak, further reinforcements can be sent from the 17th on V20. The solitary 3-4 auxiliary on T17 has problems, with lots of hairies lurking in the woods on W15. I may as well use that auxiliary to jump on CM7: the removal of that CM from the game will begin to clarify just what I'm up against in the final run-in, and will compensate for the loss of my unit, particularly as it's on its way out anyway!
We still have three ambushes to find. With the revealing of the Hermandurii chief under CM10, I now have conclusive proof that I face 7 tribes. Therefore the Chatii are also in revolt; and my guess is that the remaining ambushes are to be found near the two Chatii villages on AA14 and DD15. I can outflank him, perhaps, by not attempting to go near the place, but claiming my 14 villages elsewhere. If the Northeast is now secure, the 16th legion can hold the territory of the Greater Chaucii and Langobardii, leaving Varus and the 18th to press on to the villages of the Suebii, Lugii and Hermandurii. It would help a lot, and give me a few options, if I could push him back from the Sugambrii village at Y17. Certainly I need to hold no further back than my present line.

GERMAN TURN 9

I should have swapped the Hermandurii chief for the Langobardii; as it is, he now knows his objectives. About time he started fortifying! I am attempting a number of things. If I can get the 16th to split, then I can jump it and make the Northeast mine. The danger from Varus and the 18th can be reduced by mopping up villages after his forces have passed on. I shall try to retake the village on V11, and tempt the 17th into battle with CM12, commanded by Arminius himself. And I must keep two of his legions running around in the Northwest. He has six turns left to get these across to the center—where I have a powerful ambush waiting.

TURN 9 COMMENTARY

The German is losing patience and thirsting for a Roman Eagle. Using CM3 as a diversion to split the XVII is not likely to work due to the presence of CM5, which will make the half legion too wary to wander off in range of the ambush at 09. A chief is too valuable a piece to give up in this regard anyway. The move against the XVII Legion is much more likely to bear fruit, but the trap has not been well laid. The real killing force, CM12 with Arminius and 5 cohorts, should remain out of range in the woods at AA17. The Hermandurii chief with 28 cohorts should act as the bait in the Sugambrii village where the legions +1 DRM is not effective. Then, if the XVII jumps on the 3-2 opportunity, and the Hermandurii can sell his force dearly—to the tune of at least two cohorts, Arminius in his turn can jump on the blooded XVII with at least a 3-2 advantage and a +1 DRM. Legions have met their demise at the hands of far lesser attacks.

With the game now 60% completed, neither side has a lock on victory. Due to the burden of the victory points, legions being placed on the Roman, and his failure to lay any decisive groundwork thus far, the advantage lies with the German—but both sides need to win a major battle if they are to become a clear cut leader.

ROMAN TURN 10

Predictably, his S-9 cavalry has gone to earth among the Batavii. And all the heavies are moving North against the 17th and 19th. He's coming to me at last; the question is whether I like it or not.

For CM3 to attempt to dispute the Northeast corner is an outrageous piece of cheek; we can soon settle his hash and still leave plenty of time for the 16th to claim and hold the Chaucii village on Q9. The 18th will hold the lands of the Langobardii and Suebii. But all will be decided along the Rhine.

Where is Arminius? To kill him at this point would very be useful. Mark my words, he's with a vast mob under CM12, which he has left temptingly within reach of the 17th Legion. On the other hand, his losses have been fairly high; not all these CM's and lurking ambushes can possibly be strong, that CM could be a bluff/sacrifice to protect the Hermandurii.

No: CM12 is Arminius with a prime band of the best warriors in all Germany...I'm not tempted...Much...What the hell, we'll do it anyway.

Ah, well, yes. I knew I shouldn't have done that. When Keith lost a legion that way, he had nine moves in which to recover; I have only five. I hold thirteen villages, with the 19th alone holding the gap through which Arminius will now pour!

GERMAN TURN 10

Revenge! On to Rome! The Roman octopus has sung its swan song, the worm has turned and has its boot on the other foot. RevVENNNNGE!!!!!
Ahem. More rationally, his loss of an entire legion has thrown the whole game open. Arminius and his forces can now afford openly to challenge the Roman legions; while the 19th legion to battle, while the menace posed by the Germanic tribes, the Roman loss can be more than offset by the lack of the Germanic advantage.

TURN 10 COMMENTARY—

Having walked into the den of the lion, the Roman player should not be surprised at the outcome. Acceptance of a 1-2 attack with a -1 DRM was sheer folly. Barring a favorable outcome of at least +2 on the Tactical matrix, the Roman had to roll a 6 to keep from worsening his position. Even with a 6 die roll and a +1 outcome on the Tactical Matrix, the best the Roman could do in one round is elimination of the extra Suebii chief. which would not be the odds a bit. The Roman had to roll a 6 to get a 1-1 in the third round with a -1 DRM disadvantage. In short, by not awaiting the arrival of the XIX legion, the Roman has given up its advantage. The trap was clumsily set, but the prey was too foolish to notice.

AFTERMATH—

Shocked by the loss of the XVII Legion, the Roman player goes over to the defensive and fortifies what he already has. The German is smart enough to avoid even or disadvantageous battles and consequently little action of importance takes place over the next few turns. The Roman has been unable to disband the large Germanic band, and now faces the need to fortify villages, finds himself with too little force to hold adequately what he already had—let alone try to advance into the remaining villages he needs for victory. The Roman's only hope is to lure Arminius into a near even battle and win a major victory. The German wiseley refuses battle except on his terms, however, and the game draws to its inevitable end. Incredibly the Roman does gain control of 15 villages midway through DRM and a die roll of 2 resulted in AIE. The Germans celebrate their victory by advancing fearlessly into the open towards the XIX legion and reducing the forces of 5-1 and 7-1 in single round combat at 3-2 and 2-1 respectively—losing only a 3-4 in the process. turn 15, but the German has no troubleretaking 5 of them with his last movement advantage. The Roman loss can be neatly attributed to a combination of factors. 1. Incorrect use of auxiliaries; 2. Failure to come to grips with the main German warbands under favorable conditions; 3. An extremely strong German OOB and accompanying victory conditions. The relatively inefficient use of the German resources was more than offset by the inexperience of the Roman player with this particular game system.

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 $5.00 lifetime service fee for complete details on the Avalon Hill Reliability Experience & Ability Rating.

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- E—a beginner

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THE GENERAL

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

possesses the potential to unravel the enemy naval code and thus become forewarned of the objectives those forces are planning. Obviously, it is impossible to explain these concepts in this column, but I felt mentioning some of the tough problems we’ve had to resolve would help explain why THE RISING SUN is taking such a long time to develop. Basically, it comes down to the fact that we’re working as hard as possible to ensure ourselves that THE RISING SUN will be the most accurate, most playable, and the most enjoyable game available on the Pacific War. Of course, it’s hard to say exactly when it will become available but hopefully, if I manage to resist my suicidal impulse, you’ll see it on the shelves sometime this summer.

. . . Frank Davis

BATTLE OF THE BULGE

In the last five years, rather than dropping many of the old classics from its first string, Avalon Hill has been improving the same game that set the wargaming league on its ears thirteen years before, but it is now ready to create a new legend for itself.

The combat and movement system is relatively unchanged. The major innovations deal with the mapboard and the order of battle. The mapboard has been revamped to accurately reflect the terrain and road net of the Ardennes. It has been slightly expanded to include the primary German objective of Liege. The real improvement has occurred in the order of battle. It is without doubt the most accurate ever researched and varies considerably from that of all existing games on the subject. It is a product of four years of access to privileged records and will end once and for all the controversy over which units participated in the Battle of the Bulge. New rules incorporated include Allied corps artillery, fortified towns, Operation Stoss, Ossuer Greg, the Fifteenth Army Offensive, ground conditions, tactical air power, Allied strategic bombing of German rear areas, Allied fuel dumps, bridge demolition and construction, Liege, and German Nebelwerfer.

BATTLE OF THE BULGE ’79 should be ready by next Origins.

DUNE

Probably the most pleasant experiences I’ve had while working for Avalon Hill have occurred on those rare occasions when I’ve tested an outside game submission and been unexpectedly rewarded with an exhilarating afternoon of gaming. Prototypes which are both innovative and interesting, and relatively free of problems are an exceedingly rare treat. DUNE is just such a game.

On the surface it appears to be a simple and colorful sci-fi battle for control of the planet. Dune, but just underneath there runs a great variety of subtle strategies and interplays that permit intricate and adroit maneuvers and battles. It is the same quality that makes chess such a popular game. DUNE can be played by two to six players with each player assuming one of the six warring factions. Attached to each faction is a power peculiar only to it. Each player must be able to use his faction’s power to best effect while neutralizing the powers of his opponents in order to gain control of at least three of the five strongholds on the planet. Players must beware of being overly aggressive as natural disasters such as wind storms or sand storms can destroy exposed forces with little or no advanced warning.

In its simplest form, DUNE has a balanced interplay at all levels of strategies and interplays that quickly lead to great battles. The player who can best coordinate his forces and his power on all levels will be the one who consistently wins. DUNE in many ways is an improvement over the very popular COSMIC ENCOUNTER which made its debut last year. That’s probably because it was designed by the same folks. We hope to have DUNE ready for the next ORIGINS.

BISMARCK

Bismarck is finally rounding into some kind of recognizable shape. The mapboards and counters have been completed. Many of the charts and tables have also been finished. As of this writing, testing of the optional rules and the organization of the advanced rules are all that remain to be done.

The heart of the game is its advanced combat system. Based on the miniatures approach to battle, it emphasizes the important aspects of tactical naval combat such as shell size, armor protection, rate of fire, target acquisition, etc. We are so enthusiastic about this system that we plan to expand it to other situations if the response (i.e., sales) is as favorable as we expect.

Also included are many interesting options which can be tacked on to the basic system as desired. It permits the gamer to approach the Battle of the Atlantic in various degrees of intensity. In its simplest form, BISMARCK recreates the hunt for the Bismarck. At its most complicated level, BISMARCK portrays the entire war in the North Atlantic for a weekly period. Such operations as weather fronts, submarine and destroyer torpedo attacks, regular and special convoy operations, fuel and supply consumption, expenditure, etc. force the players to confront the same decisions faced by their historical counterparts.

BISMARCK will be available in the spring at a slightly higher price, $12.00, than normally charged for a flat box game, an exchange you will receive three game boards (total area is the same as one flat box board), large sheet of counters printed on both sides, Hit Record pad, set of charts and tables, set of maneuver and range gauges and the Battle Manual.

. . . Mick Uhl

THE LONGEST DAY

LONGEST DAY moves apace! This is crazy. Here I am putting together a monster game with the same techniques and fidelity of detail I used for STARSHIP TROOPERS. Except, design steps that took a few hours on SST take literally days on this game. The research is set, with the exception of the miniatures for the scenarios. The rules framework has been decided on, and the rules have been blocked out. We are going to go with a Programmed Instruction approach at this point, keying five scenarios and a campaign game to five rules modules. This is desirable, due to the relative distribution of the rules which puts the bulk of the specialized rules into one scenario: the invasion scenario. Since the invasion is only one turn out of the entire game, the PI approach allows us to put the invasion scenario last and let the players get into Cobra, Mortain, Operation Goodwood, Fall of CHERBOURG, and Falaise Pocket before they have to fool around with the invasion mechanics.

The really exciting thing to date is that the work WORKS! We’ve put together a system that has elegance and simplicity yet is yielding remarkable results insofar as its historicity. The rules will—hold onto your hats—probably be SHORTER than those for AIR ASSAULT ON CRETE. And, no, it’s not a simplistic design system, it is simply a very rational one. It is a demanding system that should challenge everyone.

Think of LD as a DIVISIONAL game of the Normandy campaign. Yet, players move company/battalion pieces around the board. Contradictory? No, because we are attempting to put together a game wherein players make divisional-level decisions using battalion-sized units. Players evaluate the situation and execute decisions based upon the condition of their DIVISIONS which happen to be made up of anywhere from thirteen to twenty-one individual units. We’ve also managed to grind out very compact air and naval subsystems which keeps everything in proper perspective.

We hope you will like the terrain, the specialized rules, the mapboard, and the player aide graphics and layout should surprise you too. I’m proud of the effort to date and I think that Avalon Hill customers will be greatly pleased.

. . . Randy Reed

MARMON

TREASURES OF MARMON is a new addition, a fast little game of conquest and treasuring hunting in a fantasy realm populated by orcs, sorcerors, heroes and a very hungry Dragon. This is an easily-learned game with a lot of subtle strategies, for up to six players. In addition to competing with each other, the players have to deal with the constantly-breeding orcs. The Dragon that is constantly chewing up the countryside and a Magician who wanders around bestowing blessings and peace on an unwilling countryside. Each player sets up his own little empire while all this is going on, capturing castles and clearing out fiefdoms so that he can build up the strength he needs to finally win the game by capturing the treasures he wants. In a way this is a battle game, but it is so fast and easy to play that non-wargamers can enjoy it enormously while wargamers try to figure out what strategies and tactics to use against a dragon. This game is in playtest.

MAGIC REALM

MAGIC REALM is in the playtest stage, with the main emphasis right now on streamlining and fine-tuning the various parts of the game system so the players spend the maximum amount of time making decisions and playing the game. The players should be able to have all kinds of different adventures within a reasonable amount of time, as they try to deal with the dangers and opportunities in the Magic Realm, so in the playtest we’re tinkering with the existing game system in order to extract all the waste motion. Specifically, combat has been made short and decisive, magic has been made more potent by pulling out weak spells and replacing them with more varied and important
spells, and the threats to the player-characters have been grouped into more threatening groups—that incidentally offer more alluring rewards.

**GUNSLINGER**

**GUNSLINGER** is still awaiting the writing of playtest-quality rules and actual playtesting. The game elements have all been designed (but not finalized), individual battles are geared to last approximately half an hour in game time. There are separate rules sections for gunfights and melees, with campaign rules that allow for much longer scenarios, compressing the time between battles. The Code of the Old West figures prominently in the campaign rules, and defines the importance of boarding tactics and ramming tactics; the towns or settlements of the old west; the bushes and confrontations. Each hex is only partially occupied, and the ship capabilities have the appropriate capabilities at the right times. The game system deals with reaction time, momentum, ear-snapping, and so on; the game system is somewhat easier to handle than WOODEN SHIP. TRIREMES can be played in small groups; usually about thirty to a side. Orders of battle and tables of equipment have been worked out for the Greek period, the largest single task remaining is to work out similar data and scenarios for the Dyonysian and Roman periods, with their war engines and larger ships.

. . . Richard Hamblen

FROM THE SPORTS DESK:

Our sports game quarterly, **ALL-STAR REPLAY**, is about to go to press with its fourth issue. The highlight of this issue will be an article and insert which will allow owners of our **STATIS-PRO NBA BASKETBALL** game to play the memorable championship series between the New York Knicks and the Los Angeles Lakers in 1970. Player cards are included for the top nine players from each team.

**REGATA** goes on pace. After enduring the buffs and variable conditions engendered by attempting to put three pounds of neat ideas into a two-pound game, ace rookie designer Bruce "Flying Jibe" Milligan is hard at work trying to make the game a little more realistic while keeping it just as simple as the original version.

**STATIS-PRO MAJOR LEAGUE BASEBALL** is also nearing completion, with the game receiving the same "polishing" given to **NBA BASKETBALL**, including rewritten rules and a handy playing board.

**TITLE BOUT**, our boxing game, should be out in the Spring, and will give individual cards and ratings for about 320 boxers from both the present and past, with about 120 others rated on charts. All of the greats of boxing history will be included in the game, with two cards for Muhammad Ali, one at his current level of proficiency and one at his peak. Everything that happens in a real bout (except for Edie Williams jumping into the ring) happens in this game, and it was very well thought of in its earlier incarnation, **TRUCO BOXING**.

. . . Bruce Milligan

. . . Thomas Shaw

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**FACTORY OUTLET**

Whenever in 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. Reed St. This store is the world's only retail outlet featuring a complete selection of Avalon Hill games, parts, 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.
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**THE GENERAL**

**THE GAMER'S GUIDE TO DIPLOMACY** is a 36-page illustrated booklet containing all sorts of valuable information for DIPLOMACY buffs of all levels from beginner to expert. Written by Rod Walker, one of the best-known writers on the game today, the GAMER'S GUIDE TO DIPLOMACY covers in detail almost every facet of this "game" that has become an obsession for thousands of "players" worldwide.

The GUIDE is divided into eight sections. In the Introduction, Mr. Walker discusses the development of the game, its uncommon nature where some vices become virtues, and where ethics become, in some cases, a definite liability, playing objectives, country selection, and more.

In Section II, "Elements of the Game," you will read about such things as communications, alliance and treachery, aggression and defense, cheating, and the more civil matters involved with whatever playtesting happens to be going down.

The third section of the GUIDE presents a detailed study of the board, styles of play, and choice opening moves and game strategies for each of the seven Powers in DIPLOMACY. There are also several revealing charts showing the relative successes and failures of all of the Powers over the course of 833 recorded games.

Section IV presents a sample game, with commentary by the author and an analysis of the diplomacy and tactics of each of the seven players involved. The commentary is accompanied by several easy-to-read maps so you can go right along with the progress of the game.

The fifth section of the GUIDE concerns itself with postal DIPLOMACY, where you'll find a little history, descriptions of the various ratings systems used, and a few suggestions on how you can get involved in this exciting segment of the game.

Section VI is devoted to variants, with a full description of each of several of the better-known variants, including "Napoleonic" DIPLOMACY, "Bid" DIPLOMACY, "The Great War," and "Twin-End." DIPLOMACY. There are also complete rules for the original 1958 version of the game, and as a bonus the back cover of the GUIDE is a reproduction of the original map, for those readers who wish to play the first DIPLOMACY.

Section VII deals with clubs and tournaments, an area that the author feels is growing in importance as the ever-increasing rise in postal rates increases the attraction of face-to-face DIPLOMACY play.

The final section, entitled "Questions and Answers," attempts to deal with the most common (and several most uncommon) questions that may arise. As the author says, "they include some which are frequently asked as well as some that were asked only once and were debated at length afterwards."

For anyone with even the most casual involvement in the highly demanding game, THE GAMER'S GUIDE TO DIPLOMACY is an absolute must, and will worth the mere $3.00 plus 50¢ postage that it costs. Send your check or money order made payable to: The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Maryland residents please add 5% state sales tax.
Letters to the Editor...

Dear Mr. Greenwood:

Reference Valentine German’s “smoking” critique of VTP in Vol. 15, No. 2’s letters.

I don’t think the lackluster VTP/ FL back my strong disagreement with his opinion of VTP as an uninspired horrible wretched rule. In my opinion, VTP is the best game. Judging from Americans can not lose — ever — it is obvious he has not yet grasped the nuances of proper play. Valentine has missed the point.

I have been a wargamer for the past 18 of my 30 years. I have played many games which fit Valentine’s description but VTP is not one of them. I believe Valentine expected VTP to be a simulation and therein lies the reason for his description. VTP is a game. It is simple but realistic. Mechanisms and juvenile combat resolution. This one can be played by anyone “ages 12 and up” as the box states. However, it’s simplicity belies the depth of strategic and tactical decisions experienced players will face in pursuit of victory. I am glad you gave General Spruance a chance to see the game. As conceived by Mr. Edwards, has changed from the variant form to its final published state (essentially very few of the rules have remained intact, but almost all the rest, including unit strengths and combat values, have changed). It is also interesting to note the long period of time between Mr. Edwards’ variant in my mine and the completion of the total update. His designing is obviously not an oversight thing.

Greg Keiser
Salt Lake City, UT

Dear Mr. Greenwood:

A few issues ago (Vol. 13 No. 5) there was a letter from a programmer (Stephen Kilhorn) who reviewed the methodology of computing Avalon Hill games. Although he wondered “when you at Avalon Hill” would computerize your game STALINGRAD, I can see no reason why has not the facilities to do such a large job that would be useful to such a small percentage of the war gaming population.

Being a beginning programmer, I am fascinated by this idea, but cannot (because of my limited computing experience) say anything. Whatever you are wondering if any readers (including Stephen Kilhorn) could add anything with this concept. I would be happy to change ideas with you or anything that has been attempted.

I am particularly interested in computerizing TORUKS: seeing how easily it could be converted with its relatively simple game mechanics (i.e., no territorial control). If you send some thoughts or information to the address below.

Jaye Trotta
144 S. Highland Ave.
Baltimore, MD 21224

Dear Mr. Greenwood:

As a fellow "incurable THIRD REICH enthusiast", I am very pleased with both the content and publication of "Correct Third Reich" by Stuart Smart in Vol. 15, No. 2. By compiling this book, Mr. Smart has provided a major contribution to the ever growing body of research that contains the historical records and official interpretations. In my opinion, Mr. Smart has filled a void with which, I am sure, has plagued other JRP’s as well myself.

Nevertheless, I wish to address a few topics which Mr. Smart did not cover as thoroughly as he could have. This lack of coverage are the actions of some opponents of mine who will undoubtedly misconstrue his writings. I write this only in an attempt to inform myself of what I consider an excellent handling of a difficult task.

Reference numbers to corresponding paragraphs in the article.

3.52 France does not automatically fall if the French can counterattack Paris at only 13 or 14. A 13 or 14 counterattack can be made on Paris provided an exchange will either dear all Axis units from Paris or decimate them to the extent that limited units required enemy units to attack can break through and exploit Paris or attack the Axis remnants in Paris at no less than 12 odds. Naturally, the units involved in this second attack must have been supplied from London or begun in the Maginot Line, been used in the invasion, and then moved to Paris due to blocking Axis units; and being attacked by units which blocked them from the French capital. Admittedly, this is an interesting situation, but I am not sure that I can know it happened to me?

3.53 British units remaining in France can be provided for by supplies from London via fleets and control the Atlantic long enough to supply France through which their supply lines run.

4. Malta is a fortress, therefore Allied units on Malta do not require support by sea, unless both Gibraltar and Suez have fallen.

Mark C. Nixon
Roswell, Ohio

Dear Mr. Greenwood:

This is not a typical letter to the editor. I felt compelled to write you because of the death of a wargaming friend—a friend who I never met face to face but through the mail. Frank Farrell and I met through the Opponents Wanted section of THE GENERAL and our friendship has gone on for years.

I have been a devoted wargamer since the late 1960's when I received my first copy of The Strategist. Ever since then, I have been a wargaming fan and an avid reader of your excellent magazine. Mr. Farrell's passing is a great loss to wargamers everywhere and a personal loss to me personally as well. I have been a wargamer for 15 years and Frank Farrell was one of the best wargamers I have come across.

I am sorry to hear of his passing and I would like to express my sympathy to his family and friends. He was a man of great integrity and I will miss him dearly.

Sincerely,

David S. Jeffery
Vol. 15, No. 2 garnered a 3.44 rating, making the best of the last three issues, despite many protests over the lack of a Series Replay. General consensus... you like the idea of die cut variant counters and new scenario inserts, but not at the expense of other features such as the Replay. It appears that the last call to do this is very short supply—we can only print what we have. We will endeavor however to have our cake and eat it the best of the last three issues, despite many ...

Is everybody ready for our annual price increases? Effective February 1st, 1979 all Avalon Hill games previously listed at $10 will cost $12 in an across-the-board price hike encompassing not only the wargames, but sports and former 3M (now known as Leisure Time) games as well. Address your letters of complaint or claim to Avalon Hill, 5580 Old Lawrence Rd. at the White House. A blow to the pocketbook like this should always be preceded by a grace period in which faithful customers get a chance to engage in one last buying spree at the previous year's inflated prices so consider this your advance notice. We will accept mail orders at the 1978 prices until the end of March. After that, orders will be returned for additional funds.

We are currently accepting applications for a very limited number of outside playtesters for the FORTRESS EUROPA and BATTLE OF THE BULGE projects. Applicants should be at least 18 years of age and willing to devote a great deal of time exclusively to the playtest during the March-June prime period. Testers should have access to a computer in the area willing to participate at length and be willing to voice their advocate with every aspect of the design... from play balance to punctuation. Testers who do an outstanding job will be poorly rewarded with free AH merchandise at the whim of the project director. Only those applicants accepted will receive a reply. Address your applications to the attention of Tom Greenwood at Avalon Hill.

Somewhere Tom Oleson, that incurable romantic in search of the perfect game, has conned us into issuing a 3rd edition rulebook for ANZIO to correct a few mistakes which found their way into his last effort. The errata is hardly worth the cost of a new rulebook but Tom also slid in a few very important rules changes which will have a major effect on the play balance. The existing 2nd edition is an excellent game in our opinion, but those who pursue the ever elusive perfect set of rules or just want to stay current may order the 3rd edition rules from our parts dept. for $2.00 plus the usual postage charges (10% of dollar amount for Americans, 20% for Canadians, and 30% for overseas customers).

Tom Oleson, who has made it his life's work to turn ANZIO into the perfect wargame has asked us to relay the message that he hasn't forgotten you folks who've asked him for his latest ANZIO addendum—he's just waiting for the new edition of the rulebook to appear so that the addendum will be consistent with the 3rd edition. He'll be sending you his labor of love in due course.

Would you believe that the site for ORIGINS '79 has changed again? Now it's back to Widener College and a June show as opposed to the July date in the George Washington Hotel, December. It appears that the latter facility was found lacking in sufficient gaming space for the many events featured in an ORIGINS. We anxiously await the next Progress Report as 1978 draws to a close and ORIGINS V grows closer.

DIPLOMACY WORLD, that rip-snorting magazine of the super-game international intrigue, has undergone a bit of a face-lift and has come through the surgery better than ever. Now edited by Conrad von Metzke (who has been involved with this game since 1961), DIPLOMACY WORLD has accelerated to a bi-monthly schedule. It is devoted to the Diplomacy game with a full-size to full magazine size, meaning more current information and more content per issue. That content includes: Articles on play of the game in all its many aspects; ratings of active gamers; hobby news and convention information; letters from avid fans; maps and rules for Diplomacy variants; and absolutely anything else they can find that fits. Subscriptions cost a mere $4.00 for three issues (six months) or $8.00 for six issues (one year). Outside the U.S., add 25% for foreign postage. If you prefer, send them $8.75 and they'll whisk off one of their latest issues anywhere in the world. Send your check to: DIPLOMACY WORLD, P.O. Box 626, San Diego, CA 92112.

ANZIO AFRICA, James Lucas. 1114 Irwin Street, San Rafael, CA, Presidio Press, 1977, 211 pp., $12.95 cloth. This is the story of the desert war from the German viewpoint. The book falls into two parts: the fighting in the desert and that in Tunisia. In the former campaign, the German forces are fighting for victory; in the latter they are battling for their very existence. The author has made extensive use of material from original German sources and interviews with many men who took part in the campaign. Mr. Lucas details the problems which faced the Germans when they attempted to fit out a force for African service. His account of those problems, and how the German Army, command novices to desert warfare, handled them, adds a new dimension to the story of the desert war. Weapons, logistics, terrain and German tactics employed in North Africa and Tunisia are all interwoven in the descriptions of the major actions fought between 1941 and 1943 in the African theatre. The author attempts to write an objective and impartial account of this war, and succeeds admirably. He praises the fighting abilities of all the participants (even the Italians) and substantiates that through his clear and concise descriptions of major actions fought. Rommel comes in for special praise and is seen as the first gentleman in a gentleman's war. Pictures, maps and appendices detailing the order of battle of the German divisions, as well as the tactical components which made up those units is included.

The correct solution to Contest No. 85 was "2. Stand pat on the airfield and do nothing." If the German manning his gun accepts an Allied attack at 2-1 with a 33% chance of recapturing the airfield. If the German player attacks—and fails, he accepts a 3-1 Allied attack with a 66% chance of recapturing the airfield. If he attacks and wins, he must face a 2-1 attack from the Allied units. So, obviously, the best course is not to attack. The award went to: A. W. Stirling, 3053 E. E. Sells Dr., Scottsdale, AZ 85251.
PBM EQUIPMENT

Tired of playing solitaire or backgammon
the same opponent day after day? You may be
good in your own room, but what can you do
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compositions best suited for Avonite Hill games.

Each kit will play for $5.00, prepared and
includes enough material to play two
equally sound games, including
PBM. Each player must play three games, two
weeks apart. The games are played
between April 1st and June 1st and are
determined by the computer program.

For more information, contact:

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Anytown, USA 12345

VISA

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P.O. Box 1234
Anytown, USA 12345

AN IMPORTANT NOTICE TO ELITE CLUB TICKET HOLDERS

Good morning! Elite Club members in
your city will receive your annual membership
for the year 1984. The deadline for membership
will be extended until January 1, 1984. All
applications should be submitted by
December 31, 1983.

This offer does not include a free subscription
to the GEM, and it is not to be considered
valid for club members only. Absolutely no
exchanges will be accepted.

The deadline for applications is
December 31, 1983. Your club members
will receive the annual membership
for the year 1984. This offer is not
valid for club members only.

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GENERAL BACK ISSUES

Only a limited number of GENERAL BACK issues are available at $1.75 each. All back issues are
imprints of the previous issue. To order, please send payment and imprint number to:


The deadline for the receipt of back issues is November 30, 1983. Payment is required for each
issue before the deadline. To order, please send payment and imprint number to:

CONTEST NO. 86

It is the start of turn 25 of scenario 9 in a game of SUBMARINE using the Basic and Hidden Movement rules. Sam Dealey's Harder looks like it has a victory wrapped up. All that the submarine must do to win is completely exit board edge 6 (including partial hexes) with at least one emergency power factor by the end of turn 28. "Bungo Suido Pete" is not about to admit defeat. At the very least, by skillful maneuver, his forces can guarantee at least a 33 1/3% chance for victory (i.e., guarantee that, at the very least, one depth charge will explode within 50 ft. of each of all possible locations the sub can be). You are to plot each destroyer's move and the exact placement and depth of each depth charge so as to give "Pete" his 1/3 chance to win.

To aid you in plotting your move, here is some information that your side has gathered. During the Escort Movement Phase of turn 20, the Harder was discovered by sonar to be in hexes L15 and L16 pointing in direction 3. In turn 22, the Harder fired six torpedoes and, again, last turn (24), it fired four more torpedoes. All missed. In turn 23, the Kure dropped four depth charges into hex H7. Two were set to explode at 100 ft. and two were set to explode at 125 ft. Resolving the attacks, a 2 was rolled for each of the 100 ft. attacks and a 2 and a 3 were rolled for the 125 ft. attacks. Last turn (24) sonar search located the Harder with its bow in hex H7, pointing in direction 6. Previous speed of all escorts was 3.

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

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