A great deal has transpired since you received your last GENERAL. Despite our apparent sloth, an image undoubtedly brought into sharper focus. As a result of earlier delivery of the magazine, we've been busier than the proverbial one-armed paper hanger. This issue's philosophy will be restricted solely to the recent going on.

The biggest news is the "great deal" referred to in our opening double entendre. Avalon Hill made the best of many offers including the excellent AIRE FORCE/DAUNTLESS series which filled a long awaited need on our shopping list for a WWII tactical air game while Heritage will benefit from the increased cash flow from the sale itself and the ensuing royalties from our larger market. The hobby in turn will benefit from both companies' chance to do what they do best and the prospects of closer cooperation in future projects.

At this writing, it is still too early to tell exactly which of the Battleline games will make the transition to Avalon Hill packaging and which will be discontinued after the present Heritage stock is exhausted. Our long range plans are to cut the best of the Battleline games for Avalon Hill development and new art treatment while allowing the lesser games to go the way of all flesh as existing inventories are exhausted. You have had your share of this selection/revamp process by your feedback. If you have any comments or questions on any of the Old Battleline games, please take the time to write us about your experiences. We'd like your comments on game play, typographical errors, rule interpretations, etc., in the spirit of improving our products. We'll eventually answer all game questions accompanying a self addressed stamped envelope for each game you submit questions on. Do not enclose Battleline questions or comments with the same envelope/paper as other questions for Avalon Hill games or general correspondence. We will answer your questions on Battleline games in the process. Besides, where else can you get your Battleline game questions answered?

In the meantime we have awaiting limited inventory on nine of the 16 Battleline games in their Heritage format. Those wishing to acquire these Battleline editions while supplies last may do so by ordering them now by mail from Avalon Hill at the following prices. You may use your GENERAL postage coupon or add 10% for postage and handling costs:

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<tr>
<th>Game</th>
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<tr>
<td>FURY IN THE WEST</td>
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<td>ARMY SUPREMACY</td>
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<td>(Tank Design Card Game)</td>
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<td>TRIREME (Ancient Naval Warfare)</td>
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<td>SAMURAI</td>
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<td>(Power Politics in Feudal Japan)</td>
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<td>ALPHA OMEGA</td>
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<td>(2F Space Battles)</td>
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<td>MACIACELI</td>
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<td>(Renaissance Power Politics)</td>
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<td>NAVAL WAR</td>
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<td>(Warship Battle Card Game)</td>
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<td>FLAT TOP</td>
<td>$9.00</td>
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<tr>
<td>(Air Sea Battles In The Solomons)</td>
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These games are listed in descending order of our quantities available. Not all of these titles will be reissued in Avalon Hill packaging so their availability here may be your last chance to add them to your collection. More detailed advertisements for those still in stock at that time will be placed in the next issue.

The other Heritage games which we seek feedback for are: DAUNTLESS, SHENANDOAH, AIN FORCE, OBJECTIVE ATLANTA, CIRCUS MAXIMUS, and the AIR FORCE/DAUNTLESS Expansion Kit.

The arrival of the Battleline games was not the only noteworthy happening around here of late. Noted Avalon Hill designer Randall Reed resigned to take a position with the government designing conflict simulations for the Marine Corps. Reed designed RICHTOFEN'S WAR, 1776, CHANCELLORSVILLE, and STARSHIP TROOPERS. His resignation plus the transition of Avalon Hill as well as developing PANZER LEADER, TOBRIK, and AIR ASSAULT ON CRETE. His latest project, Avalon Hill's first monster game, THE LONGEST DAY which has been under design for the past two years, will be finished on a free lance basis and should be available early next year.

The Avalon Hill stable of designers remains full, however, with the recent employment of noted designer Kevin Zucker; previously associated with SDC, SPI and DSG which by unofficial count gives him the undependable record of employment by wargaming companies. His credits include: NAPOLEON'S LAST BATTLES.
The Magical Mystery Tour

By Richard Hamblen

Here is a pretty problem to perplex a game designer: how do you capture the magic of fantasy literature in a game? Games and books can both present stories but they cannot possibly present those stories in the same way—and the thing that makes fantasy literature come alive is the way it is told (the details; the depth and the descriptions of remarkable characters striving to cope in fantastic worlds). Fantasy exists only in the telling and is built entirely of skilful storytelling tricks and tools. If games by their nature have different tricks and tools, then it is almost a contradiction in terms to do a game that captures the essence of fantasy.

If you don't believe there is that much clash between games and fantasy, consider these examples.

First, variety. No matter how many times you read a book, it doesn't bother you that it turns out the same way each time (in fact, it would bother you considerably if it turned out differently each time you read it). But you expect to play a game repeatedly, and you would be utterly outraged if it automatically turned out the same way each time you played it. In a book the hero may be portrayed as making decisions but, in fact he follows only one path of adventure. He may have the choice of joining a caravan bound for danger, leading an outlaw band, or seeking some lost treasure in the wild jungles, but he does only one of these and the others are mentioned only in passing. In a game the hero may want to change his adventure from one game to another and different heroes may want to do different adventures in the same game. So, in the game, alternate adventures have to be constructed and presented.

This is a major headache because of the second problem: detail. Fantasy adventures capture interest because they are explained in enough detail to make the experience seem real and to account for the hero's thoughts and actions. Books can do this because only one adventure is detailed and the narrative can handle that quite nicely. In a game all possible adventures have to be detailed without much narrative (after all, you want to play a game, not read it).

Fantasy games do have one advantage, but it just leads to the third problem: creating a fantastic world. Games can invoke a whole fantasy world in detail just by mentioning a fantasy world that has been carefully fleshed out in literature. After all, the people who buy fantasy games have almost certainly read fantasy fiction first. The catch is that the fantasy book has fleshed out the world from only one vantage point. If nobody ever goes to look on the other side of a hill, there is nothing there. In a game the world has to be filled out from all possible vantage points, so the whole world has to be built right down to the nuts and bolts. Games based on particular works of fiction have an advantage here because only the parts of the world that are interesting in the book have to be built in. A game about adventure fantasy in general, a game such as MAGIC REALM, has to include all the aspects that are present in adventure fantasy generally or it does not invoke its world.

The headache is becoming gigantic, and there is yet a fourth problem: surprise. You get the most enjoyment out of a fantasy book the first time you read it because fantasy (like all forms of storytelling) relies heavily on surprise to entertain its readers and to create the illusion of real experiences. A game that entertains like fantasy each time it is played must therefore be able to surprise its players with unforeseen developments even after they have played it many times and have become familiar with its mechanics. (If being surprised by something that is familiar is not a contradiction in terms, I don't know what is.) In this case, a game based on the book is at a fatal disadvantage. If the game contains only the things that are in the book then it can hardly surprise you after you have read the book, and if it surprises you with things not in the book, it is hardly about the book. Fortunately, adventure fantasy generally is so full of variety that a game can be based on it and still provide surprises, but only if it can keep the players from becoming completely familiar with everything that can happen. Here the very size and complexity of a general fantasy game becomes a key advantage. All the poor game designer has to do is to build a world with all of the variety and diversity of adventure fantasy.

Ouch.
Tactics: The Dwarf threatens to use a ‘T’ strength FIGHT to inflict ‘Maximum’ damage regardless of armor, but his slowness forces him to rely on matching the Captain’s maneuver direction to get a hit. The Captain threatens to inflict Heavy damage that kills if it avoids the Dwarf’s helmet, so he needs to destroy the helmet or make an undercutting attack that avoids the helmet.

The Dwarf’s fast DUCK avoids being undercut and forces any attack that matches his direction to hit his helmet, but his lack of other fast MOVES makes him predictable—he must DUCK, so the Captain can ensure a hit each Round by Smashing. The first Smash will destroy the Dwarf’s helmet and the second will destroy him (the Captain’s attack will be resolved first each Round because his FIGHT is faster) so the Dwarf’s only hope is to hit by matching directions on the first Round. He should run and the Captain should play a MOVE to stop him each Round.

First Round

Encounter step: Captain plays ‘MOVE M5’ to stop the Dwarf from running away.

Melee step:

Dwarf
- Attack: Axe, FIGHT T6* in Swing
- Maneuver: DUCK T3* in Duck

Captain
- Maneuver: Shield, MOVE M4* in Duck
- Attack: Sword, FIGHT M4* in Smash

Determining hits: The Dwarf’s attack misses and is removed, the Captain’s attack hits by matching directions (his Smash matches the Dwarf’s Duck) and remains.

Resolving hits: The Smash attack hits the Dwarf’s helmet and inflicts Heavy damage (‘L’ weapon weight plus one level for sharpness and one level for playing an overstrength FIGHT), destroying the helmet. The Dwarf wounds a ‘FIGHT T5***’.

Fatigue: Each character played one MOVE asterisk and one FIGHT asterisk so each must fatigue one MOVE or FIGHT counter. The Captain chooses a ‘MOVE M4***’, the Dwarf chooses a ‘FIGHT H5***’.

Comments: The Captain could not play his ‘MOVE M5’ in the melee because he had already played it in the encounter step. He needed the overstrength FIGHT to inflict the Heavy damage to destroy the helmet with one blow.

Second Round of Combat

Encounter step: The Captain plays ‘MOVE M5’ to stop the Dwarf from running.

Melee step:

Dwarf
- Attack: Axe, FIGHT T6* in Smash
- Maneuver: DUCK T3* in Duck

Captain
- Maneuver: Shield in Duck, no MOVE
- Attack: Sword, FIGHT M3** in Smash

Determining hits: The Dwarf’s attack hits because the Captain played no MOVE and the Captain’s attack hits by matching directions. Neither attack is removed.

Resolving hits: The Captain’s attack has the lower FIGHT time so it is resolved first. It inflicts Heavy damage equal to the Dwarf’s vulnerability, so the Dwarf is killed and his attack is removed before it is resolved.

Fatigue: The Captain played two FIGHT asterisks so he must fatigue a FIGHT counter, choosing ‘FIGHT H5***’.

Comments: The Captain could afford to play no MOVE in the melee because he knew he had a guaranteed first kill. If the Dwarf’s attack had been resolved it would have destroyed the Captain’s shield (the first piece of armor it came to) and killed the Captain outright.

Note: The readying of weapons was irrelevant in this combat and was ignored to keep the discussion simple. Technically, both weapons were unready at the start of the first Round; the Dwarf’s axe was readied when it missed but the Captain’s sword remained unready each time it hit. The Dwarf’s axe would have become unready when it hit in the second Round.
THE GENERAL

Well, that's the theory behind MAGIC REALM. It is meant to be a complete fantasy world so full of variation that the players have real choices to make, so full of diversity that no matter how many times you have played the game, it will never get old. It is complete in its situations, and so filled with detail that the illusion of a complete world is created. All of this is derived from the annals and possibilities of adventure fantasy. You can ride with a caravan or warrior band, you can lead a campaign or build an empire, you can win a fortune or a good fight; you can meet and deal with a wide variety of humanity, you can tamper with dangerous magical forces. You can never be sure of what you will find, or what will find you.

One problem with such a diverse little world is that it is complex, so it takes some time to master tactics and techniques. In fact, parts of the game were purposely designed to be subtle so that it takes a little thought to figure out how to use them to your best advantage. The game is full of little puzzles that need to be figured out, and each game's puzzles are different (I am not referring to the 20 hex tiles which is an inadvertent puzzle of a different sort).

With all of these possibilities in play, I am willing to have a little mercy and show you how to use certain game mechanics; you might call it a little guided tour of the MAGIC REALM, with some observations about the dangers and opportunities that each terrain presents. What you need to know is how to escape the dangers and make the most of the opportunities. The individual elements will be discussed in roughly the order they are introduced in the ENCOUNTERS. So, if you're only partially through the ENCOUNTERS and come to a discussion that is completely unfamiliar, it probably refers to an ENCOUNTER you haven't reached yet (at least let us hope so).

On with the guided tour.

Start where the game starts, with the players assembling the 20 hex tiles to form the MAGIC REALM. Strategy begins here because the placement determines how the road net fits together, where caves are, what areas will be blocked by mountains and what areas are accessible only by secret passages or hidden paths. The characters have abilities that give them advantages in different types of terrain, so a player can gain an advantage in the game by constructing the board to favor the character he hopes to play in the game. Some of the characters' advantages are obvious. The Dwarf is great in the caves and rotten outside of them, so he would like to see the CAVES tiles placed close to each other so that he spends as much time as possible when he moves outside of the caves. He would like them to be centrally located so they get in the other character's way. Characters who have an advantage in dealing with natives (such as the Captain, White Knight, Black Knight and the Wizard, because of his large number of friends) would like to see the VALLEY tiles containing the dwellings located close to each other. Characters who have advantages in certain tiles and who will work alone either because of weakness or special advantages should place their favorite tiles off of the way, where other characters will not come in and mess things up (so the Witch and the Druid would like to see the RUINS of Human Civilization and the Woods Girl the same way about WOODS tiles generally). The Wizard would like to see paths and passages get in the way as much as possible. Other advantages are more subtle. The Dwarf likes caves partly because he is designed to face the slow monsters there instead of the fast ones in the mountains. The Amazon's extra move phase allows her to hide and move two mountain clearings so she would like to see mountains blocking the board to hinder the other players. Characters who can take a Spell allowing them to fly like to make normal movement as inconvenient as possible, partly by placing the WOODS tiles where they will cut off sections of the board. Characters who have a variety of abilities and are the same way about RUINS tiles)

Once the board is complete, the Warning, Sound, Treasure Location, Lost City, and Lost Castle counters are scattered around to indicate what dwellings, monsters and treasures are in each tile, while the ghosts and four garrisoned dwellings are placed in the VALLEY tiles. The inhabitants of the other tiles remain secret, so although each tile's terrain gives some idea of what lives there; small animals and nomadic tribes in the WOODS, treasures and slow, powerful monsters in the CAVES, and more treasures and smaller, faster monsters in the DEEP WOODS and MOUNTAIN forests.

The stronger character, in turn, has reason to fear the weaker character's way. Characters who have an advantage in combat, look at the fastest FIGHT counter and a MOVE counter to show the speed and direction of his attack and a MOVE counter to show the speed and direction of his defensive undercut and a slow FIGHT counter because if he can't avoid the undercut, he is lost). However, if this slow FIGHT counter undercutters the first player's slow MOVE counter then either player can be defeated by an undercut and the battle turns into a guessing game. If both players avoid being undercut then the battle will be decided by who matches directions first.

Striking the first blow in an exchange does not work against armor, because the target will survive to return the blow (except when the attack inflicts 'Maximum' damage). An armored character can make it so that the one who attacks first loses the direction also matches the area protected by his armor, so only an undercutting attack from an unprotected area can circumvent the armor. An opponent who can make such an attack can ignore armor, but otherwise, he must first destroy the armor. If unarmed, or lightly armored, he needs to undercut to destroy the armor quickly without being undercut himself. If his armor is stronger than his enemy's, he can play fast FIGHT counters and slow MOVE counters to bring on an exchange of blows to wear down the enemy's armor. The battle is once more a guessing game in which lucky blows can change who has the upper hand.

Wounds and fatigue become important as a character loses his counters because he loses his flexibility, his ability to avoid being undercut, and his ability to play undercutting attacks. Thus, a character with extra asterisks and counters will slowly gain the advantage in a prolonged battle.

Some characters' peculiarities affect their tactics. The Amazon is a weak weapon to kill her opponent or destroy her armor and must avoid tactics and hope to stay alive long enough to wound him to death. Such is the case with unready bows which are unlikely to kill so their owners must rely on avoidance tactics until the bows are readied. Characters who can inflict 'Maximum' damage can ignore armor and use first-kill tactics. The Knights must husband their easily fatigued MOVE counters.
ILLUSTRATING COMBAT:

(Using Optional Rules 2.1, 2.3 and 2.6)

Tactics: The Amazon's armor allows her to absorb more damage, so she can let the goblins attack her; the goblins must 'change tactics' before they can wound her or damage her armor, since when lighter side up they inflict only Light damage (their sharpness star does not count because of the Armor Bonus optional rule). Then the Swordsman can safely concentrate on picking them off.

**Note:** Neither character’s weapon is ready at the start of the combat.

First Round of Combat

Encounter step: The Amazon lets all six goblins attack her.

Melee step:

Distribution of Attackers

ATTACKING NON-CHARACTERS

- **A**
- **B**
- **C**

1st roll 1, 2
2nd roll 1, 2, 3
3rd roll 3, 4
4th roll 4, 5, 6
5th roll to vacant box
6th roll in remaining direction

**ATTACKS**

**Swordsman’s Attack**

- **FIGHT L3**
- **THrust**

1st Roll: (6) gets box (C) CHANGE TACTICS rolls: 1, 5; no change

2nd Roll: 1 gets box (A) CHANGE TACTICS rolls: 3, 6; flip counters

3rd Roll: auto gets box (B) CHANGE TACTICS rolls: 4, 4; no change

**Resolving hits:**

- Both the Swordsman’s and the Amazon’s attacks under­cut their target’s MOVE times, so both attacks hit. The goblin in CHARGE/THRUST hits by matching directions, while the rest miss and are moved to one side.
- **Resolving hits:** The Amazon’s attack has the lowest time so it hits first, inflicting Medium damage that kills the goblin. Then the next fastest attack, the Amazon’s, hits and kills that goblin. Both characters weapons are turned unready side up. Finally the goblin’s attack is resolved, inflicting Medium damage (the star is ignored because of the Armor Bonus) that wounds the Amazon (she loses her ‘FIGHT M3’) and damages her shield—the first piece of armor guarding the direction the goblin attacked.
- **Fatigue:** Both characters played two FIGHT asterisks so each loses a MELEE asterisk and a ‘FIGHT M4’ back into play.

Second Round of Combat

Encounter step: The Amazon keeps five goblins.

Melee step:

Distribution of Attackers: The Amazon places one ‘L’ and one ‘M’ goblin in the box ‘A’, one ‘L’ and one ‘M’ goblin in box ‘B’ and the remaining ‘L’ goblin in box ‘C’.

Targets: The Amazon attacks one ‘M’ goblin and the Swordsman attacks the other ‘M’ goblin.

**Plays:**

- The Amazon plays a ‘FIGHT M3***’ and sword in THRUST and a ‘Move M4’ in CHARGE.
- The Swordsman plays a ‘FIGHT L2 **’ and his readied sword in Thrust.

Rolling for Monsters: The first roll is ‘6’ so the lone goblin from box ‘C’ is placed in CHARGE/THRUST; his CHANGE TACTICS roll is ‘1, 6’ so his counter is turned ‘M’ side up. The second roll is ‘2’ so the goblins from box ‘A’ go to DODGE/SWING; their CHANGE TACTICS roll is ‘5, 5’ so they do not turn over. The remaining goblins from box ‘B’ are placed in DUCK/SMASH and roll ‘3, 4’ to CHANGE TACTICS, so they do not turn over.

**Determining hits:**

- Both the Amazon’s and the goblins’ attacks undercut their target’s MOVE times, so both attacks hit. The goblin in CHARGE/THRUST hits by matching directions, while the rest miss and are moved to one side.

**Resolving hits:**

- The Amazon’s attack has the lowest time so it hits first, inflicting Medium damage that kills the goblin. Then the next fastest attack, the Amazon’s, hits and kills that goblin. Both characters weapons are turned unready side up. Finally the goblin’s attack is resolved, inflicting Medium damage (the star is ignored because of the Armor Bonus) that wounds the Amazon (she loses her ‘FIGHT M3*’) and damages her shield—the first piece of armor guarding the direction the goblin attacked.
- **Fatigue:** Both characters played two FIGHT asterisks so each loses a FIGHT counter, the Swordsman losing ‘FIGHT L3**’ and the Amazon ‘FIGHT M4***’.

**Comments:**

- The characters attacked the goblins that were most dangerous.

Third Round of Combat

Encounter step: The Swordsman takes one goblin, leaving the Amazon with two.

**Melee step:**

- **Swordsman**’s sheet
  - The goblin ends up in DODGE/SWING and changes tactics.
  - The goblins are placed together and end up in DUCK/SMASH without changing tactics.

- **Amazon**’s sheet
  - The goblins are placed together and end up in DUCK/SMASH without changing tactics.

**Determining hits:**

- The Swordsman misses and his attack is removed, his weapon readied. The goblin on his sheet also misses and is removed. The Amazon hits by undercutting; the goblins on her sheet miss and are put aside.

**Resolving hits:**

- The Amazon kills another goblin.

**Fatigue:**

- The Amazon fatigue a ‘FIGHT M3**’ for playing three FIGHT asterisks, and since it has two asterisks she ‘makes change’ and brings her ‘FIGHT M4**’ back into play.

**Comments:**

- The Swordsman took one goblin to take some pressure off the Amazon; he was perfectly safe because the goblin could not hit without matching directions, which would cause an exchange of blows in which the Swordsman’s attack would get the first kill because their times would be equal and his weapon is longer. The Amazon doubled up the goblins on her sheet to ensure she could not be hit without getting a hit.

Fourth Round of Combat

The characters swap goblins and kill them by undercutting. The Amazon killed four goblins, so she gets ten FAME and ten NOTORIETY— one for the first, two for the second, etc. The Swordsman gets three FAME and three NOTORIETY for his two goblins.
carefully. The Dwarf’s DUCK counter is his only fast maneuver, making it easy for opponents to match his direction. Against most opponents he must just duck and hope his helmet holds out until he gets in a lucky blow.

In most cases, an opponent’s weapon times, armor bonus and weapon length optional rules are worth mentioning. Weapon length and weapon times change who has the first-kill advantage each Round, particularly on the first Round (when weapon length determines the order of attack) and each time when he becomes the second opponent, or the character changes his armor bonus makes armor harder to destroy as armor, and light striking weapons cannot damage full armor at all.

A quick examination of their counters reveals the tactics that opponents should use and which of them is likely to win. An armored character has a clear advantage and a character with the first-kill advantage has a decisive advantage if he can undercut the opponent’s armor bonus. The character should choose a play that works regardless of which side of the monster counter is face up, but if it is face down, then he can use the normal tactics of undercutting or attacking and move in the same direction while avoiding the undercut. The character should choose a play that works regardless of the opponent’s armor bonus. The character should use his quickness to run away.

The character should play the game with these tactics in mind. A character should avoid enemies with superior fighting ability, and he should engage equal opponents only if the prospective gain is worth the risk. A character who can run away can afford to let himself be caught by an enemy, but a character who cannot run away must concentrate on evasive tactics and hiding to avoid combat. An unprepared character who is the opponent’s favorite target and his armor is lost, his FIGHT and MOVE counters are wounded or fatigued, and his weapon is readied. This has two effects on play. A character should avoid battles that will weaken him severely (especially battles that will cost him his irreplaceable armor) even when he will probably win, and a character should prepare for combat so his combat ability is at maximum strength when combat begins. He should rest to recover wounded and fatigued counters, and characters with bows (or any weapons when the weapon times rule is being used) should alert them for the start of battle.

The same considerations apply when dealing with monsters—fight only when the reward is worth the risk, avoid dangerous monsters you cannot run from, avoid weakening battles, and prepare when battle threatens. Monsters, however, require different strategies.

In combat, monsters have the disadvantages of being predictable, of having to attack and maneuver in matching directions each round, and of having only ‘tooth/claw’ weapon length. When fighting a monster, a character can ensure victory by playing a killing FIGHT counter that strikes the first blow and either: 1) undercut the monster’s move time; or 2) matches the character’s MOVE counter direction when the MOVE counter cannot be undercut (so the monster cannot hit without running into the character’s first-kill attack). If the character can neither undercut nor avoid being undercut then he must get the first-kill advantage and use his skill at avoiding damage. If he can survive a hit, then he can use the normal tactics of undercutting or attacking and move in the same direction while avoiding the undercut. The character should choose a play that works regardless of which side of the monster counter is face down, but if it is face up, then he can use the normal tactics of undercutting or attacking and move in the same direction while avoiding the undercut.

Groups of characters are deadly when they coordinate their actions in combat. A character can volunteer to be attacked by a monster and play his best MOVE counter to escape while the other characters use their best FIGHT counters to attack from three directions to ensure a hit. Against multiple monsters each character can volunteer to be attacked by the monster he can best avoid and attack the monster he has the best chance of killing, with the characters protecting each other from the monsters on their sheets. However, characters can easily double-cross each other in group combat by attacking each other or just abandoning a character to his own devices after he has committed himself.

Monsters on the APPEARANCE CHART have only a one-sixth chance of being active and appearing on the board each day, and even when they do appear, they will later only with the same clearing with the Sound or Treasure location counter or in the same tile with the Warning counter that triggered them. A character can avoid these tiles and clearings once he discovers what the counters are. Monsters that are already on a tile are more dangerous because when they are active they will automatically go to the character’s clearing when he ends his turn in the tile, and even when they are inactive they block and fight characters in their clearings. This also means that when two characters end their turns in the same tile, monsters can appear in the tile with the monsters and then go to the second character’s Clearing when he moves. This allows characters to decoy monsters into each other’s path, causing groups of characters to draw crowds of monsters. However, a character who is alone and who is cautious about hiding and choosing where he ends each turn is safe if he is just moving through monster territory.

It is when a character is spending a lot of time in a tile (to find, move to, locate and loot a Treasure location there) that the monsters become a major problem. Every day many monsters can appear and move into his clearing, and they will attack as soon as he fails a hide roll at the start of his turn. (The accumulation of monsters is extreme to the point of being ridiculous in the LOST CITY and LOST CASTLE where the treasures and monsters are concentrated.) Caution and cooperation are the tools needed to deal with this problem. A character who avoids ending his turns in the tile as much as possible (by peering into the tile from a mountain clearing in an adjacent tile to find the Treasure location counter, creating a clearing outside the tile to move into, and even dodging in and out of the tile while he locates and loot’s it) retards the accumulation of monsters there. Once monsters have appeared in the tile, he needs to hide each day, and if they are already in his clearing he needs to hide on his first phase or the date of rock and attack him. As a general rule, the character should avoid fighting each group as it arrives, or he can move away and hide to draw them out of the treasure clearing and then go back when it is vacant. If a group is looming the treasure, one character can volunteer to move away, block any monsters he attracts, and then run away during combat, leaving the rest of the group to loot safely and pay him a commission. Most importantly, when things start to get too hot, the character can just leave. Staying around to draw just one more treasure is the leading cause of character fatalities. Incidentally, notice that a character should leave if he can, but he needn’t if he can’t. In many situations it takes a long time to dig treasures out of a cave clearing, which gives the monsters a long time to gather.

Treasures can completely change the way a character plays the game. Each treasure confers an advantage in some aspect of the game, and if a character gets a treasure that changes one of his weaknesses into a strength, it can change the whole balance of power in the game. Treasures are only tools, however, and a character must study how a treasure’s advantage interacts with his own strengths and weaknesses to determine what tactics he should use and how he can get the most value out of the treasure. Particularly, if the treasure is interacting with another treasure that reinforces or cancels its advantage. Sometimes a treasure is useless to a character, either because he cannot use it or because his own strengths are superior to the strengths it confers. It may be very useful to another character though, and this provides a real motive for characters to trade with (or plunder) each other, which is another reason why groups are helpful (trading partners are always handy).

Most treasures also have fame and notoriety values that show a treasure’s effect on its owner’s reputation among the righteous and the lawbreakers, and show how it counts towards his victory conditions. These values are somewhat opposite, so treasures with a large value in one category often have a minus value in the other. Characters thus have the choice between holding on to (or discarding) treasures regardless of their values. Characters can also shuffle the treasures around to come to a balance of fame and notoriety that exactly fulfills their victory conditions.

Treasures can also be sold for gold, which can be used towards victory determination or can be spent for weapons. Native can capitalize on the valuable and useful treasures for sale, as well as improved weapons, more armor, and horses to carry loads (to improve a character’s movement and to protect the character in combat). Natives can also be hired to fight for a character, to defend him in combat, and to hire him into his group. Groups can also form to stop wandering groups when they appear. Hiring natives is a key to success, especially for characters who are operating alone or who have advantages in dealing
ILLUSTRATING COMBAT: Magic

(Using Optional rules 2.1, 2.3, 2.6, 3.1, 6.3 and 6.4)

Situation: The following characters end the day in the same Clearing, moving in the order listed: White Knight, Woods Girl, Sorcerer, Pilgrim, Black Knight, Witch King and Druid (assume all weapons are ready side up). The Druid and Sorcerer are allied against the rest. All of the magic users have available the Spells and transformed color counters referred to in this account, but none of them have prepared MAGIC counters.

First Round of Combat

Encounter step: The White Knight plays MOVE H4** to stop the Sorcerer from running away and the Woods Girl plays MOVE L2** to prevent the Druid from running away. Then the remaining characters make the following plays, in the order listed:

- **Sorcerer**: Plays MAGIC IV3* and a PURPLE counter (transformed IV5*) in his recorded FIERY BLAST Spell box.
- **Pilgrim**: Plays MAGIC 14* and a WHITE counter (transformed MAGIC 16*) in his recorded EXORCISE Spell box.
- **Black Knight**: Plays MOVE H6 to run away unopposed; he leaves the Clearing.
- **Witch King**: Plays MAGIC VI2* and a PURPLE counter (transformed MAGIC IV4*) in his recorded TRANSFORM Spell box.
- **Druid**: Plays MAGIC II2** and a GREY counter (transformed MAGIC III*) in his recorded STONES FLY Spell box.

Melee step: The characters mix and pick their ATTENTION counters, and select their targets in the following order:

- **Woods Girl**: Selects Sorcerer
- **Druid**: Selects Witch King, White Knight, Woods Girl and Pilgrim. The Pilgrim’s Spell is cancelled by the Druid’s lower MAGIC time, but the Witch King’s MAGIC counter is as fast as the Druid’s, so his Spell is not stopped.
- **Pilgrim**: His Spell broken, he chooses the Druid as the target for his Staff.
- **Sorcerer**: Selects the Witch King, White Knight, Woods Girl and Pilgrim.
- **White Knight**: Selects Sorcerer.
- **Witch King**: Selects the Sorcerer, stopping his Spell.

The plays:

- **Druid**: Attack: MAGIC HI2** in Thrust
  Maneuver: MOVE L4 in Duck
  Woods Girl
  Attack: Ready bow, FIGHT L4 in Thrust
  Maneuver: MOVE L4 in Duck
  Pilgrim
  Attack: Staff, FIGHT MP* in Smash
  Maneuver: MOVE M5 in Duck
  Sorcerer
  Attack: none
  Maneuver: MOVE M4* in Dodge

- **White Knight**: Attack: Ready sword, FIGHT H6 in Swing
  Maneuver: MOVE H6 in Charge

- **Witch King**: Attack: MAGIC VII2* in Thrust
  Maneuver: none

Determining hits: The Druid hits all of his targets by undercutting, the Woods Girl hits by undercutting (her weapon time is ‘1’), the Pilgrim hits by undercutting, the White Knight hits by matching the Sorcerer’s maneuver direction and the Witch King hits by undercutting. No attacks are removed.

Resolving hits:

1. The Druid’s STONE FLY and the Witch King’s TRANSFORM have the greatest length and tie for fastest time, so they go into effect simultaneously.
   a. The Witch King rolls 1, 1 on the TRANSFORM Table and the Sorcerer turns into a Dragon.
   b. The Druid rolls 3, 3 on the MISSILE Table against the Woods Girl, inflicting Negligible damage (‘L’ weight plus one star minus two levels for a ‘5’ result) with no effect. He rolls 2, 3 against the Pilgrim, inflicting Medium damage that kills him. He rolls 5, 6 against the White Knight, causing no damage. He rolls 2, 4 against the Witch King, inflicting Light damage that kills him.
2. The Woods Girl rolls a 5 on the MISSILE Table against the Druid, inflicting Light damage (‘L’ weight plus two levels for sharpness minus two levels for the roll), killing the Druid.
3. The White Knight inflicts Heavy damage (‘H’ weapon weight—the sharpness does not count against an armored Dragon) which does not affect the Sorcerer/Dragon.

Fatigue: The White Knight and Woods Girl each played two MOVE asterisks, so each fatigue one MOVE counter. The MAGIC and PURPLE counter played by the Sorcerer also fatigue.

Comments: The Pilgrim was able to attack with his Staff because his Spell had been cancelled. The Sorcerer could have attacked if he had had a weapon; he would have had to attack the character on whom he had placed his ATTENTION counter (while ignoring the rest of his multiple targets). The way things worked out, he would have attacked as a Dragon instead of with his weapon.

Second Round of Combat

The Woods Girl and White Knight run away.
THE GENERAL

with natives. One hireling can volunteer to face attacking monsters so his owner can escape or attack safely, and a whole group can defeat any monster or group that is vulnerable to their weapons. A character who saves up the gold to hire a few groups and who chooses their opponents carefully (since natives will stand and fight to the last man even when they are doomed) has a big advantage, although hired armies usually do not come into play until late in the game when the characters have had a chance to accumulate gold.

Escorting missions to their destinations and taking treasures to the visitors who desire them are two ways characters can accumulate working capital without too much risk early in the game. Missions cost nothing except time, and once a character has a little gold he can buy items desired by the visitors and then sell them to the visitors for a fat profit, building up quite a bit of gold that he can then use to trade with or hire natives.

Campaigns offer the powerful advantage of gaining allies at the cost of some fame and notoriety and then trading with and/or hiring these allies. Characters need to undertake some small initial adventures to get the fame and notoriety with which to start a campaign, and some careful planning is required to pay the price and still fulfill the victory conditions, but a character who executes such a plan gains a huge advantage late in the game.

Magic is so powerful that it dominates how its practitioners play the game. Spells are powerful but very narrow in application, so a character has to plan his game very carefully, predicting the dangers and opportunities he expects to meet and then taking along the Spells he expects to need. Conversely, the Spells a character can take should determine his plans. Characters without combat Spells cannot plan on being aggressive, characters without protection Spells cannot plan on operating alone, and characters without Spells that help a group cannot count on the group's protection. These limitations encourage different characters to follow different game plans. The Sorcerer and Witch King have the Spells to be aggressive and independent. The Druid, Witch, and Elf have the Spells to operate alone and avoid trouble, and the Pilgrim has Spells that make him valuable in a group. Only the Magician and Wizard have complete flexibility in choosing how they will play the game. The main danger to a magical character comes from the danger that contingencies will arise for which he has no Spell, so every magical character needs to learn all of the additional Spells he can from artifacts, books, Treasure locations and visitors.

A magical character also has to worry about being able to cast the Spells he has. He should keep MAGIC and transformed color counters available, and he can greatly increase his power by transforming his tile (assuming it provides the proper color magic). Preparing magic is an effective way of ensuring that he will be able to cast his Spells, but it is expensive (it costs one phase to ALERT and then one rest phase to recover the MAGIC counter). The result is a game full of variation and surprises where the players have to figure out how to handle each situation as it arises. The different characters use very different tactics both in combat and in the play of the game. Usually it takes several games with the same character before a player learns how to make the most of his advantages and the least of his weaknesses, and even then unforeseen situations can catch him off guard. Hopefully this article gives you a general idea of the tactics that are available and how they can fit together in a plan that leads to victory, or at least that leads to an enjoyable journey into a realm of fantastic adventure.

ILLUSTRATING MOVEMENT AND MONSTERS

The MONSTER ROLL is '6' and the Bats are active, and two characters are in the CRAG tile with the 'RUINS M' Warning counter, the 'FLUTTER 1' Sound counter and the monsters pictured in the illustration. By the luck of the draw the White Knight goes first, starting his turn with a HIDE roll which fails. Unhindered at the end of the phase, he's instantly Blocked by the Flying Dragon in his Clearing. At the end of his turn the active bats move around; first the bat in Clearing 1 moves to his Clearing, then two bats appear in his Clearing from the APPEARANCE CHART due to the 'RUINS M' counter and finally three bats appear on Clearing 1 because of the 'FLUTTER 1' counter there. The Warning and Sound counter are turned over; they couldn't cause any more monsters to appear this day even if there were any more monsters left to appear.

When the Black Knight moves he too starts by HIDING, but he rolls successfully and is not Blocked by the bats in his Clearing. He then moves to Clearing 4, where he ends his turn, at the end of his turn the bats in Clearing 1 move to his Clearing but the monsters congregating in Clearing 5 have Blocked the White Knight and thus remain where they are.

During combat the White Knight must fight the monsters in Clearing 5, but the Black Knight does not have to fight the monsters in Clearing '4' because he is hidden (he can choose to fight them, however).

This completes the $2 tour of the MAGIC REALM. A more detailed description of tactics and ploys would be nice but out of place in a general article about the whole game. There are too many elements that determine the best tactics in a situation and these elements vary too much from situation to situation (the elements: different mapboard, different distribution of monsters as individuals and armies, and even different treasures and spells since only twenty percent of the possible treasures and spells get into play in any game—even change from game to game).
ILLUSTRATING ENCHANTING AND MOVING

The Sorcerer has two transformed PURPLE counters available, so he has a neat way to move to AV1 (off the tile in the indicated direction) without being stopped by the Wizard, Berserker, or Magician.

His record shows move (using his bonus Spell phase):

<table>
<thead>
<tr>
<th>SP</th>
<th>SP</th>
<th>M(DW1)</th>
<th>SP</th>
<th>M(AV1)</th>
</tr>
</thead>
</table>

What happens each phase:
1. Nothing (see rule 48.3) - SP
2. The tile is enchanted and turned over. - SP
3. He moves to Clearance 1 - M(DW1)
4. The tile is enchanted and turned over again. - SP
5. He moves off to Awful Valley 1 - M(AV1)

*The Sorcerer must fatigue one PURPLE counter per enchantment.*
MAGIC REALM is a very flexible game that can be modified for a number of different purposes: solitaire play, combining game sets in one large game, etc. The sections below provide rules for modifying the game for these purposes. Playing aid charts for these and other rules are included in this issue’s special insert.

THE DEADLY REALM: Players who have become familiar with the game mechanics will find that they can defeat or run away from nearly any monsters or natives that they meet in the game. Monsters should not be such paties, as soon as you start feeling nonchalant about running into enemies make the following changes in the rules:

THIRD ENCOUNTER
1. All Medium and Heavy monster counters are turned darker side up at the start of the game (and at the start of each month).
2. During combat, when a character divides the monster counters on his sheet into three groups and places them in the white ATTACKING NON-CHARACTERS boxes, the attacking counters must be divided as equally as possible between the three boxes. The character can still choose exactly which counters go in each group, but the largest group can have at most one counter more than the smallest group.

FOURTH ENCOUNTER
3. All Medium and Heavy monster counters are turned darker side up at the start of the game (and at the start of each month).
4. All attacking natives are turned darker side up at the start of the game and at the start of each month.
5. All attacking natives (and their horses) on a character’s sheet must be divided equally among the ATTACKING NON-CHARACTERS boxes as if they were monsters. (See rule 2 above) If a native and horse and monster were all attacking, each would have to be placed in a different box.

SEASONS
The TABLE OF SEASONS lists the 13 seasons of the year in the Magic Realm. Each season lasts one lunar month and modifies the game’s rules during that month.
1. Procedure: Before the board is constructed in a game, roll two dice and total them; the game will start on day 1 of the month/season whose number on the TABLE OF SEASONS matches the number rolled, and thereafter the seasons follow in order they are listed, one season per month.
2. Effects: Each season’s effects are indicated on the TABLE OF SEASONS.
2.1 On the 7th day of the month the color magic named for the season is in effect instead of the color named on the PERSONAL HISTORY sheets.
2.2 The number of MOVE phases required to enter each Mountain Clearing changes from season to season and is listed for each season.
2.3 The manner in which campaign, mission and visitor counters are set up and used changes from season to season.
2.31 At the start of each month, these counters must be set up as described for that month/season.
2.311 Counter’s listed under ‘Dwellings’ or ‘Locations’ must be placed at those locations on the board, and counted listed under ‘Boxes’ must be set up in the named boxes on the APPEARANCE CHART, in the row numbered ‘6’.
2.312 Counters listed under ‘Continuing Campaigns’ are set up at the named locations and boxes only if the game is just beginning. If the game is already in progress when the season starts, these counters remain where they are at the moment.
2.313 Counters that are not listed for a season are out of play that month.
2.32 If ‘mission to...’ and a destination are listed for a counter, that counter can be taken to that destination for gold as a normal mission.
2.321 A counter must be delivered to the destination named for it that season; destinations named in the rules or in other seasons are ignored.
2.322 The shortest route to the destination and the payoff (2 gold per Clearing) are calculated when the counter is taken. If no route exists or the destination has not been turned up, the payoff is automatically 30 gold.
2.323 The counter is delivered and the character is paid as soon as he enters the Clearing where the destination is located. The character remains there for the rest of the month.
2.324 Failure to deliver a counter to its destination costs 10 notoriety points.
2.33 A visitor must be in a character’s Clearing for them to trade. A visitor cannot leave until he is off the board, being taken to a destination.
2.34 Campaigns do not automatically end each month. When a campaign ends and another begins, all campaigns listed under ‘Continuing Campaigns’ continue.
2.341 If a character has a campaign listed under ‘Continuing Campaigns’ at the start of a season, he must keep that counter and continue the campaign. He is committed to killing all of the campaign’s enemies (including any that revived at the end of the month) and must pay the campaign’s cost at the end of the month if he fails. He must pay the campaign’s cost each month that he fails to kill its enemies.
2.342 When a character succeeds in killing all of his campaign’s enemies in a month, he can discard the campaign if he wishes, placing it at the starting location listed for it that season. If he does not discard it immediately he must keep it until the end of the month and into the next month, if it continues.
2.343 A campaign automatically ends at the start of a season in which it is not listed among the ‘Continuing Campaigns’.
2.4 The four weather counters have different effects in different seasons. Each season lists the effects that each weather counter has.
2.41 Weather determines how many days are in the week and how many phases are in each day.
2.411 If there are fewer then seven days in the week, the lost days are subtracted from the beginning of the week. Thus, in a week with five days the first two days will be crossed out and skipped over and play will start on the third day.
2.412 Each day has the indicated number of phases instead of the normal four phases per day, for characters who stay out of caves. The limit in caves (and for the Dwarf) remains at two phases per day regardless of weather.
2.42 Weather determines where bonus phases can be recorded and executed that week. Both the number of bonus phases and the types of Clearings that can be recorded and executed are specified; to record and execute a bonus phase a character must be in the proper type of Clearing when he records it and he must be in the proper type of Clearing (not necessarily the same Clearing, however) when he executes it.
2.43 Weather can cause characters to wound or fatigue one or more counters each day of that week. When a character starts his turn he must immediately wound/fatigue the number of counters indicated by that week’s weather; if the weather inflicts the wounds/fatigue in certain types of Clearing and he is not in such a Clearing, he does not lose the counters until and unless he enters such a Clearing.
2.44 Weather can prohibit all of the characters in the game from PEERING or HIDING for a week.
3. Explanation of the TABLE OF SEASONS; Each season’s effects are listed across the season’s row of the TABLE OF SEASONS.
3.1 The MONTHLY SEASONS column gives the season’s name and number and describes it briefly. It also names the color magic on the 7th of each month and the number of phases required to enter a Mountain Clearing.
3.2 The CAMPAIGN COUNTERS column lists the starting locations of the campaign, mission and visitor counters that season, indicates which can be taken to destinations for gold and identifies which campaigns continue.
3.3 The WEATHER section is divided into four columns corresponding to the four weather counters. When a particular weather counter comes up at the start of a week, cross-index its column with the season’s row to determine the weather effects that week.
3.31 The entry gives a one-word description of the week’s weather.
3.32 The entry indicates how many days are in the week and how many phases there are each day. ‘Normal’ indicates a seven-day week and four phases per day.
3.33 The entry indicates (in parentheses) how many bonus phases there are each day that week and the types of Clearings where they can be recorded and executed.
3.34 The entry indicates in italics any special effects that week—whether HIDING or PEERING is forbidden, the number of counters that must be wounded or fatigued each day, etc.

SOLITAIRE PLAY
To play an ENCOUNTER by yourself, use the normal rules for any ENCOUNTER plus the modifications given below. Use optional rules and the special solitaire optional rules given below as you wish.

Modifications:
1. Setting Up the Map: Set up the BORDERLAND first and the CLIFF adjacent to it. Then shuffle the remaining tiles and stack them in random order without looking through the stack, and play each tile in turn from the top of the stack subject to the
THE EXPANDED REALM

Players can combine their game sets to enhance the size, ferocity and richness of the Magic Realm they are playing in. Players may also add extra components to the game to enrich it, as explained in their rules.

1. Combining Games—
   1.1 Certain cards and counters in each game set
   should be marked with an identifying symbol, using a
different symbol for each set.
   1.11 The TREASURE SETUP CARD, the Dwell-
ings, monsters, natives, square horse counters
   and camp/mission/visitor counters should be
   marked.
   1.12 Warning counters, Sound counters, Treasure
   location counters, LOST CITY and LOST
   CASTLE counters should be marked only on
   their colored sides.
   1.13 All Spell cards, TREASURES WITHIN
   TREASURES cards, the LOST KEYS card, Spell
   Book cards, Artifact cards and Potion cards
   should be marked on their white sides only. Other
   cards need not be marked.
   1.14 Other cards, counters and tiles need not be
   marked.
   1.2 During initial setup, some cards and counters
   can be setup anywhere and some must be setup
   on their own SETUP CARDS.
   1.21 All of the tiles are dealt out and the board is
   constructed normally. The first BORDERLAND
   that is dealt out is the first tile played; subsequent
   BORDERLANDS are played like other tiles during
   the construction of the map.
   1.22 All of the 'V' Warning counters are mixed
   together and one is placed on each VALLEY tile.
   Similarly, all 'W' counters are mixed and placed
   on the WOODS tiles, etc. All of the 'V' counters are
   turned up and the Dwellings and ghosts will be placed
   in them during the play of the game, in the same way
   that CAMPFIRES are placed in the WOODS tiles.
   1.23 All type I Spells are mixed together and
   placed on each Dwelling/pair of ghosts. All of the 'V'
counters are turned up and the Dwelling/pair of ghosts
   in their tiles; each Dwelling/pair of ghosts must show
   the same symbol as the 'V' counter in the tile.
   1.24 All of the Sound and gold Treasure location
   counters are mixed together and one is placed on the
   first WOODS tile. Similarly, all of the Sound and
gold Treasure location counters are mixed together
   face down and five are placed in each LOST CITY or
   LOST CASTLE section.
   1.25 All small treasures are mixed together and
distributed randomly.
   1.26 All large treasures are mixed together and are
   used, with the treasure counters, to fill the
   TREASURES WITHIN TREASURES cards
   mixed together and distributed among the
   SETUP CARDS.
   1.27 Monkeys, natives and square horse counters
   are set up on their own cards.
   1.28 Weapon, armor and round horse counters are
distributed normally.
   1.29 Campaign/mission/visitor counters are
   distributed normally; they do not have to be placed
   on their own SETUP CARDS.
   1.3 When a counter is taken from or returned to
   a SETUP CARD, the symbols determine which
   SETUP CARD it is taken from or returned to.
   1.31 The symbols on Warning, Sound and Treasure
   location counters indentify the card from which
   appearing monsters are taken.
   1.32 The symbols on Treasure location counters and
   TREASURES WITHIN TREASURES cards
   identify the card from which looted treasures are
   taken. Similarly, the symbols on Spell Books and
   Artifacts identify the card containing their
   Spells.
   1.33 The symbols on Dwellings indentify the card
   from which natives are taken when they appear at
   those Dwellings. Similarly, symbols on natives
   identify the card from which appearing monsters are
taken.
   1.34 The symbols on monsters and natives identify
   the cards where they are placed when they revive.
   Similarly, symbols on Potions identify where they
   are placed after they are used.
   1.35 The symbol on a native leader identifies the
   card where his group's box is located. Similarly, the
   symbol on a visitor counter indicates where his
   box is located. Items bought from or sold to a leader
   or visitor go to or come from his box, regardless of
   the symbols on the items themselves.
   1.4 During play, symbols are ignored in some game
   functions but not in others.
   1.41 A character cannot have duplicate treasure
   cards activated.
   1.42 A character can record the same Spell more
   than once, as long as each time he records it he
   learns it from a different Spell card. Each character
   should note a symbol for each of his starting Spells.
   Duplicated Spells all count towards the SPELLS
   victory condition, as long as they can be Cast.
   1.43 A mission can be delivered only to a Dwelling
   with a matching symbol.
   1.44 If a character has a certain group for
   ALLIES, he has all such groups for ALLIES, etc.
   For example, if Lancers are FRIENDS, all Lancers
   are FRIENDS; if Bashkars are ENEMIES, all
   Bashkars are ENEMIES, etc.
   1.45 A hireling can be hired for a new group of
   natives must be hired and traded with separately, even when they are in the
   same Clearing. Two groups of Lancers in the same
   Clearing would have to be hired in separate HIRE
   phases, for example.
   1.46 Conditional FAME can be acquired from any
   group of the indicated type.
   1.47 Any number of weather counters can be mixed
   together, but only one is picked and used each week.
   1.48 Only one MONSTER ROLL is made each day;
   it applies to all SETUP CARDS.
   1.49 Two Swordsman trying to be CLEVER at the
   same time roll to see who goes first.
   2. Augmenting Games—
   2.1 Extra monsters, treasures, etc. can be added to
   a game without adding all of the other components
   as well. However, these components should be
   added in complete sets—if one monster is added
   then one whole set of monsters should be added, if
   one treasure is added then one whole set of treasures
   and Spell cards should be added, etc.
   2.11 A set of natives can be added to a SETUP
   CARD just by doubling the number of monsters
   placed in each box. A third set can be added, tripling
   the number of monsters in each box, etc. Notice
   that the number of ghosts placed in the DANK V
   tile is affected similarly—doubled, tripled, etc.
   2.12 A set of natives can be added to a SETUP
   CARD in the same way, doubling, tripling, etc. the
   number of natives in each box. These natives can be
   treated in two different ways, as explained below.
   2.121 The added natives can be treated as part of
   the normal group in the box, so that together they
   comprise one oversized group. The codes of the ad-
   ders, however, do not conflict with the normal group's codes; the leader of the
   added group is changed to the next highest number
   after the last regular member, and the rest of his
   group follows suit in order. The entire group has
   only one leader.
MAGIC REALM ERRATA & ADDITIONS
by Richard Hamblen

Once upon a time there was a game that tried to

2.122 The natives can be treated as separate groups
that are travelling together. The groups should be
marked to distinguish them, and the added groups
are given their own SETUP CARD where their
boxes are located. The groups must be hired and
traded with separately.

2.13 A set of treasures and Spell cards can be
added, but this requires another SETUP CARD to
hold the treasures and Spell cards in the
TREASURES WITHIN TREASURES cards, Spell
Books and Artifacts. The TREASURES WITHIN
TREASURES cards, Spell Book and Artifact cards
themselves should be marked to show which card
holds their treasures and Spells. The number of
treasures in the Treasure location piles and in the
natives' and visitors' boxes are doubled, tripled,
etc. but the TREASURES WITHIN TREASURES, Spell Books and Artifacts boxes are
not increased.

2.14 A set of Sound, Treasure location and LOST
CITY and LOST CASTLE counters can be added by
doubling the number of such counters placed in
each tile, but this requires the addition of a SETUP
CARD, a set of monsters to go on it and a set of
treasures and Spells for the treasure locations.
The counters and cards should be marked to show
their card.

2.15 Warning counters can be added, doubling the
counters placed, but this also requires a SETUP
CARD, a set of Dwellings and a set of monsters
(and a set of natives, if you want anyone to appear
at the Dwellings), all of which should be coded to
the card.

2.16 Items can be added freely to natives' boxes.

2.2 Obviously you can rearrange the setup of
counters and cards as you wish, shifting a few
monsters or natives here and there, etc. It is par-
ticularly interesting to have only one set of visitors
in the game, for example, giving them all of the
treasures and Spells that would ordinarily be scat-
tered among several sets of visitors. All of the po-
tions would return to them.

2.21 The key point to remember when rearranging
the setup is to mark the appropriate cards and
counters to show which SETUP CARD they come
close to return to (see section 1.1 and following
for a list).

2.22 For ease of play, never use more than one
MONSTER ROLL per day and one weather
counter per week. You're on your own regarding
play balance when you start fiddling with the setup.

DEVELOPING CHARACTERS
The players may wish to keep their characters
from game to game and have them gain in strength
depending on their success. These rules allow a
player to keep a character from game to game and
develop his strength.

1. The Development section on the back of each
character card is used. The first time a character is
used he starts at his first stage of development, with
the appropriate combat counters, Spells and equip-
ment.

2. During each game, each character must record
and acquire a number of victory points equal to the
next stage in his development. Thus, if a character
was at his first stage of development he must record
and acquire two victory points; a fourth-stage
character would have to acquire five victory points.
(Players who prefer longer games can agree to dou-
ble or triple these numbers if they wish.)

3. When a character fulfills his victory conditions,
he wins and the game is over.

3.1 Each character who has survived without being
killed gains one combat counter. He gains one of

SECOND ENCOUNTER
17.452 and MISSILE TABLE: The damage inficted
by a missile weapon decreases by three levels when
a '6' result is rolled on the MISSILE TABLE.

17.464 'Light' damage that is inflicted directly on a
character without striking armor automatically
inflicts a wound.

Optional Rule 2.2: A dagger has 'negligible' weight,
one sharpness star, "tooth/claw" weapon length and
weapon type, whether it is readied or not.

THIRD ENCOUNTER
Optional Rule 3.1 Ali Trolls and Vipers are ar-
more and get the armor bonus.

FIFTH ENCOUNTER
41.5233, 43.333 and MEETING TABLE: Change
the explanation of the 'GIFT' result to read: 'GIFT:
If you are TRADING, the item is free and costs no
gold. If you are HIRING you pay no gold to hire the
native(s), but if you do hire them you must subtract
their value from your recorded NOTORIETY.'

Horse counter: The slow horse with no strength let-
ter on its non-asterisk side should have '1' strength
when it will be done and we've hopefully learned
our lesson about making predictions). The game
will be simplified and reorganized, and a lot of ad-
ditional material that was originally cut out
will be put back in.

THIRD ENCOUNTER
These changes in the rules either rectify typos,
clarify ambiguities, reinstate rules that were deleted
when the rules were simplified or correct contradic-
tions and flaws that can arise in certain cir-
cumstances.

SECOND THOUGHTS AND ERRATA

Once upon a time there was a game that tried to

SEVEN ENCOUNTERS
53.31 A character can record a Spell only if he has
a MAGIC counter of the proper type to Cast that
Spell; he cannot record a Spell he cannot Cast using
his own counters. He can record a Spell if he has a
MAGIC counter whose type has been altered (by
WITCH'S BREW, etc.) into the type needed to
Cast that Spell; the counter must be altered at the
moment he records the Spell.

53.32 A character cannot record a Spell that he has
already recorded; he cannot record the same Spell
twice.

53.4 A character can count a recorded Spell towards
filling his USABLE SPELLS victory conditions
only if at the moment he claims victory he has in
play a MAGIC counter of the proper type to Cast
that Spell. He can use MAGIC counters whose type
has been altered (by WITCH'S BREW, etc.) to
fulfill this requirement.

FAERIE LIGHTS: change III counters into type II
and type VII counters into type VI as listed
on its card, instead of the changes listed in the
rulebook.

DISSOLVE SPELL (VI PURPLE) Spell, Instant
causes the target Spell to be broken. It cannot be
used against curses.

Continued on Page 32, Column 2
Optional Rule 6.3 STONES FLY must also be aimed.

SEVENTH ENCOUNTER
57.734 The WARLOCK pays bonus prices for the SCROLL OF ALCHEMY, not the SCROLL OF NATURE.
59.1 There are four weather counters, not six.

CHARACTER CARDS
Swordsman: The Swordsman’s BARTER ability is to roll one die instead of two when trading, as stated on his card. The statement in the LIST OF CHARACTERS is wrong.

Magician: At each stage of Development the Magician gets the MAGIC counters indicated by that stage’s Spells—stage two he gets a type II counter instead of a type VIII, and at stage three he has types II and III instead of V and VI.

OPTIONAL RULES
The rules listed as optional in the rulebook are optional to different degrees. Some are parts of the game system that are ‘optional’ solely because of the complexity they introduce; these rules should really be considered ‘advanced’ rules that are left out only when the players are learning the game or when they wish to play the simplest version of the game. Some of the rules refine the game system at the cost of additional complexity; these rules are suggested for those players who are willing to put up with the complexity to improve the game. Finally, some of the rules are truly optional and should be used only when they suit the players’ tastes.

Each optional rule’s status is given below—either ‘Advanced’, ‘Suggested Addition’ or ‘Optional’. Some new rules are also presented, with their statuses.

FIRST ENCOUNTER
Optional: 1.1, 1.2

SECOND ENCOUNTER
Advanced: 2.1, 2.2, 2.3, 2.6
Suggested Additions: 2.7, 2.8 (new), 2.9 (new)
2.8 Severe Wounds: When a character is struck by damage exactly equal to his vulnerability, he is severely wounded instead of being killed outright. He rolls two dice and wounds a number of counters equal to the number rolled on the higher die (the lower die is ignored). This die roll is affected by Spells and treasures that affect die rolls generally (e.g., LUCKY CHARM).

2.9 Alerting During Combat: A character can play a FIGHT counter during the encounter step at exactly the same time and under the same restrictions that he could play a MOVE counter to run away. If he plays the FIGHT counter he cannot do any other actions that encounter step. If he plays the FIGHT counter then his weapon is instantly turned ready side up, and is ready for that Round’s melee step. (Special: The Berserker can play his BERSERK counter similarly during an encounter step to go Berserk.)
Optional: 2.4, 2.5

THIRD ENCOUNTER
Advanced: 3.1, 3.2

FOURTH ENCOUNTER
Advanced: 4.3
Suggested Additions: 4.1
Optional: 4.2, 4.4 (new)
4.4 Exchanging Characters (use this rule in place of 2.4 Reviving): When a player’s character is killed the player can choose a new character and start the game over again at the start of the next day (or week). He can choose the character who was just killed or any other character that is not being used. He must take his starting weapon and armor from the destroyed armor counters, native groups’ boxes and/or abandoned piles on the board (in that order, if he has a choice); he cannot take them from other characters, and if he cannot get an item he must do without it (no substitutions are allowed). Important: The player must record new victory conditions for his new character, and each time his character is killed he must record an extra victory point (so he would record two extra points if he were killed twice).

FIFTH ENCOUNTER
Advanced: 5.1, 5.4, 5.5, 5.6, 5.7, 5.8
Suggested Additions: 5.9 (new)

5.9 Credit: When a character is rolling on the ALLY column of the MEETING TABLE to hire or trade with a native group, he can announce that he is trying to buy on credit. He must announce this before he rolls, and if he rolls a PRICE result and chooses to take the item he can pay the indicated price in gold any time within the next fourteen days (counting the day of the transaction as the first day); however, he must immediately subtract the indicated price from his FAME, and he does not get these FAME points back until he pays back the gold—and if he fails to pay by the end of the 14th day he loses these FAME points permanently. He can pay back the gold any time he is in the same clearing with the leader with whom he had the transaction even if the leader is under hire to someone else. If the leader is killed he can still be paid when he revives at the end of the month, as long as he is repaid within the original fourteen days.
Optional: 5.2, 5.3

SIXTH ENCOUNTER
Advanced: 6.3, 6.4, 6.5
Optional: 6.1, 6.2

SEVENTH ENCOUNTER
Advanced: Glory
And a Final Word: Playing to four victory points makes for a fast game, but it is usually more satisfying to add a point or two and play to five or six victory points. This is particularly true when there are a lot of players, since the game tends to go faster when there are more players; a game with a lot of players can actually end too quickly when they are playing to only four points. You can set the victory points to any level you wish, but suggested levels are:

**Number of Players:**
- 1-4: Short Game
- 5-8: Moderate Game
- 9+: Long Game

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<tr>
<th>Number of Players</th>
<th>Short Game</th>
<th>Moderate Game</th>
<th>Long Game</th>
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<td>1-4</td>
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CHARTS
A number of charts which summarize information already in the game are included on the insert in this issue as a helpful playing aid. Players will also find a helpful compendium of frequently asked questions and answers on play of the game in the same insert.

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EAST FRONT ASIDES

by Jon Mishcon

Jon Mishcon, besides being one of our most valuable playtest sources for CROSS OF IRON, was the primary playtest group head for the additional CROSS OF IRON scenarios alluded to below. He, and his cronies Joe Suchar and John Kenower, played all of these scenarios extensively before they were unveiled to the public last April, and as such is probably the preeminent authority on the subject at hand. Scenarios A through D were a special insert in Vol. 15, No. 6 of the GENERAL which is still available as a back issue for $2.00. Scenarios 101-110 make up the SERIES 100 scenario pad and is available from the parts dept. for $4.00 plus 40¢ postage and handling.

The goal of this article is to give players an insight into CROSS OF IRON playtesting and a handle on possible approaches to the individual additional scenarios.

We (note the inherent contradiction of a solo playtest—hereby give full credit to my co­testers, Joe Suchar, Mike Suchar and John Kenower) see two aspects to playtesting. First is rule busting—we all try hard to abuse the rules to win (if the rules don't specifically limit you then you are free to do whatever). Our biggest problem here is that we are all enthusiasts who know the game so well, we've developed pre-conceived notions. To help clear the vision we occasionally just completely reread the rules.

Once the idiotic rules are eliminated, then we work on play balance. Our contention is that a game is very well balanced when excellent play on both sides yields no wider split than 60/40. Herein lies the most delicate task of game development and it falls entirely to Don Greenwood to evaluate our and others' results and mesh them into one final product. The lion's share of credit (and/or blame) is probably the preeminent authority on the subject at hand. Scenarios A through D were a special insert in Vol. 15, No. 6 of the GENERAL which is still available as a back issue for $2.00. Scenarios 101-110 make up the SERIES 100 scenario pad and is available from the parts dept. for $4.00 plus 40¢ postage and handling.

The key to this scenario is survival as the Germans. The Russians should be aware that the Germans have only three avenues of approach: R7-S8, R4-S4 and R1-S2. Since the Russians lack anti-tank mines, your only real chance to immobilize or destroy a German AFV is to lump mines in one hex. Consider placing 36 mines in perhaps R7 and 4 mines in S8 and cover the R3 woods with leader directed MG fire. Use your infantry in entrenchments as much as possible in the woods of M7 and M4 and consider how well shielded J5 is for a last turn advance (say from J6 to J5 on turn 7 and from there to either J4 or K3 on turn 8). If you have artillery or an ATG on M4 you are a long shot gambler; this hex covers a lot of terrain but it is too vulnerable. Wire in J5, R3, S3, S6, T5, and perhaps O4 covered by entrenched squads in Q4 (no leaders here), N3, M3, L2 and N6 will substantially slow the German rush. An ATG in J4 has a very interesting arc of fire—the German may initially ignore it only to find it covers critical hexes. Play for time and don't hesitate to transfer reserves to the more threatened side.

The poor Germans are stuck with AFVs that are very powerful versus AFVs and incredibly weak in mobility and anti-infantry power. The German is compelled by this lack of mobility to pick one AVF and throw a brave recce squad (read suicide) down your chosen avenue. Now if it breaks in a lossy 4 mine hex you gotta decide to send another the same way or down a different lane (as a very tricky Russian won't hesitate to occasionally put 4 mines without the 36 mine hex behind it). If all goes well you'll thrust down, say R1, then up onto the second level. Try bringing in an offboard smoke shell concentration supplemented by Engineer smoke—then charge your best troops (a 10-2, 9-1, 8-3-8 and 9-3-8 stack is super for do-or-die jobs) with close armor support right into the damn N3 woods. You could do far worse than to set the woods afire.

If you penetrate this first morass, you can then push your armor deep. Bring the Elefant on in on the road and smoke the hilltop and charge again over the crest. If the Sturmiviks and the Russian FT don't get you, you've won a real victory.

Rate 65/35 pro Russian, but a lovely historical situation. Players might wish to delay the Russian reinforcements one turn to help play balance.

Scenario A—Burzevo

Winter 1941 finds the pressure on the Russian. The keynote to this scenario is survival as the Germans. This perhaps may best be accomplished by limiting the Russian advantages (i.e., firepower and mobility) and maximizing the German advantages: defenders get first crack.

Scenario B—Hill 253.5

This vignette of Kursk is a lovely demonstration of the power of SL/COI to highlight larger battles. The Russians should be aware that the Germans have only three avenues of approach: R7-S8, R4-S4 and R1-S2. Since the Russians lack anti-tank mines, your only real chance to immobilize or destroy a German AFV is to lump mines in one hex. Consider placing 36 mines in perhaps R7 and 4 mines in S8 and cover the R3 woods with leader directed MG fire. Use your infantry in entrenchments as much as possible in the woods of M7 and M4 and consider how well shielded J5 is for a last turn advance (say from J6 to J5 on turn 7 and from there to either J4 or K3 on turn 8). If you have artillery or an ATG on M4 you are a long shot gambler; this hex covers a lot of terrain but it is too vulnerable. Wire in J5, R3, S3, S6, T5, and perhaps O4 covered by entrenched squads in Q4 (no leaders here), N3, M3, L2 and N6 will substantially slow the German rush. An ATG in J4 has a very interesting arc of fire—the German may initially ignore it only to find it covers critical hexes. Play for time and don't hesitate to transfer reserves to the more threatened side.

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Rate 65/35 pro Russian, but a lovely historical situation. Players might wish to delay the Russian reinforcements one turn to help play balance.

Scenario C—Bukrin Bridgehead

Just for fun, glance at Scenario 107 before you play this. Pressure again on the Russians.

German player should plan to win this one with his Russian armor is committed prematurely, the German can essentially throw away his light armor to immobilize the T34 and destroy the T70 from in close. The German might put his 10-3 and two 8-3-8's in 5C8 and a 9-2 with two 8-3-8's in 5F8 with a mix of Panzerschreck, DC, and LMGs. Backed up by 251/10 in 5C10, S9 and G10 they both block armor motion and are a very potent counterattack force. Place all your armor behind woods all on one side (suggest south side Board 4) and all flak, mortars and MGs beyond a 20 hex radius of 2R2. If the Russian insufficiently defends his northern flank, don't hesitate to mount up two 8-3-8s and a leader in halftracks and counterattack Hill 621. The threat alone may un hinge the Russian offense. Remember an armor leader with a 20L uses 2 shots for immobilization.

The Russian must consider trying to sweep Board 4 from either North to South or vice versa. A strong German force blocking the northern end of Board 5 is best contained by four or so squads with a couple ATRs. Use 6-2-8 along the hilltop of 621 to man your weapons as the German will be able to dual with you. Putting the 9-2 with the 50 cal. MG and three squads in 2R2 has a lovely field of fire and a good chance to dig in on the first turn, but indirect fire weapons in the 253 woods are very vulnerable to German mounted counterattack. The 621 hilltop is safer but much more limited.

Sneaky Russians might want to set up the ATG and perhaps the artillery on 5F70 and push them in to 5G51 on Turn 1. If all the German armor is in the south of Board 4 and all those HTs and ACs start to scoot around, you can frequently see them through wheatfields and they can't see you. Look for the German to try and draw your 50cal. fire to allow his suddenly converging infantry and light armor around your T34. Although the T34 and T70 must
advance beyond safe areas, I'd work hard to cover them with infantry fire. If your T34 is immobilized, the German reinforcements will be almost impossible for your remaining forces to handle. It goes without saying that the judicious sacrifice of a few squads to desperately clear away Germans from 412 may clear 4B8 even better.

Rate as 55/45 pro German.

Scenario D—Delaying Action
Very historical, i.e., very tough on the Germans.
As the Germans you cannot hide away in nifty corners. You must try to kill two AFVs somewhere at the cost of only one leader or squad. Isolated squads in, say K9, die too easily but if you try to interlock fire, perhaps around K9, 16, 15, H2 and K2, the Russians will pound you with those 122s at 5 hex range. Obviously go for the T34e and don't waste a precious AT shot at a JS.

Russians will find this is more a naval exercise than armor action. Set tanks in line ahead like old ships-of-the-line. Whenever possible end a move with at least one gun right, guns left and ½ forward. Don’t hesitate to pound a woods hex ahead that you will pass adjacent to. Don’t forget a wily German can start in B7 and advance hidden into A7. Take your time—you’ve got scads.

Rate as 70/30 pro Russian and recommend players try it with five T34/85s and two JS1s, with 100L guns.

SERIES 100

Scenario 101-110
Scenarios 101-110 are, in fact, a form of time lapse photograph of the East Front. If you look carefully at the breadth of these games you’ll note the tactical changes engendered by changing weapons and growing losses for both sides. In scenarios dealing with the early 40s, the Russian player may best accomplish goals by concentrating overwhelming power at one point while the Germans use superior leadership to orchestrate small mobile teams into a multi-purpose threat. As the campaign ages, the German leadership edge dwindles and the advantage of flexibility shifts toward the Russian. By considering each scenario in this light, players may gain insight into play and see how well the play mimics history.

Scenario 101—Blocking Action At Lipki
This peak at Barbarossa is not a slashing armor action. Rather, we glimpse the sudden recognition shock of German armored mechanical inferiority and how difficult it is for the Russians to coordinate their forces.

The Russian player will in essence dictate the flow of the game. He may decide to opt for either a pure northern or pure southern flanking move. Any attempt to split the Russian forces should lead to their easy defeat. I tend to favor the northern move.

Using your BT7s, move quickly towards F8 with the trucks next in line followed by the T24 and KV. If you hold back your attack till the KV can be brought to bear you will be facing an entrenched opponent who threatens to zip into your rear. Rather, I suggest going in with the BTs and T34 supported by on-foot infantry advancing behind the 4AA9-4FF6 hedgerow. Try to loop around the stone wall at 4Z1 and constantly threaten to exit. However your true aim should be to try and kill 10 German squads. As the German moves AFVs to prevent your exit, concentrate on his armored HTs and Mark Is. As the final coup, don’t hesitate to use the KV to overrun a woods or building position. Balancing the threat of exit with the actual killing of Germans should lead to victory—but don’t be surprised if you are left with token strength at game’s end.

The German player must be energetic. If the Russian splits his force, don’t hesitate to throw all your mounted forces against his weaker flank. I like an 8-1 with a squad and two LMGs in the 251/1. Leave the 251/1 and the 251/10 back to give support fire as your Mk Is move into the 7-14 hex range behind the Russian AFV. If the Russians rotate to face you, the 251/10 goes for side/ rear (or the tracks). The KV is particularly susceptible to circling attacks.

Assuming that the Russian is unified, let him come to you, but the wheatfields, walls and hedges made a final exit stand chancey. You’ll quickly see that targets to get hull down in 4Y1 are negated by the Russian holding 428. If you put the 28Ll anywhere other than 42x1 you must support it with interlocking AT fires (or else your only gun will quickly develop tread-mark overlays). I do like the 28Ll in 4X1 with infantry dug in at 420. Everyone else stays flexible and as far forward as possible. The Russian can win; take in your defensive shot then fall back and make him come again. I know it’s painful to give up PREP fire, but your best differential is always in defensive fire advancing fire. When Russian superior firepower starts to chew you up and time is running out, it’s perfectly acceptable to pull back and drive the Mark Is into the woods at perhaps 4W1 and 4Z0 or rear hexes like 4R0 and 4P0, and wait for the Russians final commitment.

Rate this as 55/45 pro Russian.

Scenario 102—Slamming Of The Door
Deeper into Russia and the German is badly strung out. German players should carefully read the victory conditions—then read them again. The Russian player must cross open ground to get to you so you’re always sure to eliminate two for one. However, if you gather together into any kind of strong defensive groups the T26s will roll on top of you, force you out, and then his infantry will cut you up. Concentrations of leaders and squads will draw tanks like flies. How then to cope?

VICTORY CONDITIONS
To win, the German player must eliminate more than Russian squads and/or tanks as the losses themselves and in total the Russian victory conditions. If the Russian player eliminates 8 German squads and/or tanks regardless of his own losses, the war is won. An eliminated AFV is not considered a squad. Any other result is a draw.

Start way back and spread way out. This will demand the Russian advance as far as possible. Try to have an alternate cover hex to move to when the T26s stop in your hex. Allowing for 1st turn movement hexes B7, N8, R7, T8 and X8 are all possible. Use the SP guns to support your unattacked flank. Play for time and always shoot at leaders. A crummy shot at a Russian leader may have the Russian more cautious than a fair shot at several squads. Don’t waste your infantry defensive fire on detracking T26s. Save your shots for infantry.

The Russian’s temporary blessing of unopposed armor must be pushed to its fullest. Speed T26s down the road to 4G4 and 4I3. If the German bunches up, drive a T26 atop him and in all adjacent cover hexes. Use your tracking infantry to bust the displaced defenders. If at all possible, save a 1x2 or two to load up squads (with molotov cocktails) for panzerblitz assaults. The Stugs are particularly vulnerable to combined infantry-tank assaults. Your T26s will have no trouble with the Stugs if they come to you but even at 5 to 3 odds will have real trouble attacking them without aid from infantry.

As to Russian infantry placement, I like putting the 8-1, three 3-4-7s and a MMG in SW1 while holding five squads back for flanking and tank usage somewhere in your backfield. Move part of your forces through the 4FL1 woods, leap into the 4S1 woods, then link arms (shouting URRAR) and cross the open ground. You must move fast because once the Stugs arrive, if the German isn’t already on the ropes, they will take up mutually supporting positions with the remaining German infantry and the combination is very tough to break. Don’t forget one prisoner is worth two kills.

I rate this scenario 50/50 with much depending on the turn of entry of the Stugs.
Scenario 103—Bald Hill

This scenario shows the essence of mobility versus stolid firepower. The Russian player quickly sees there are only 7 approaches to Bald Hill. The significant hexes are 2F8, 2S9, 2N7, 2O7, 2R6, 2R4 and 2R1. Your 122Ls are not sufficient defense against a frontal assault, but if the German tries to outflank the guns you won't have the mobility to reform your lines. I try to use my AA guns to limit early German mobility and pull it off the heights once the German can bring any gun to bear on it. Suggested hexes for the AA include 2F7, 2S7 or 2Q6. I keep my ATG on the heights till it's shot off, looking for long range fire versus open top halftracks with leaders. Block two avenues (R1/S2 and R4/S4 are good) with roadblocks and put wire in the approach woods around the roadblocks. This complex must be covered by infantry (perhaps in the R3 woods). Don't put any weapons with a 360° arc of fire in the bunkers. (Note that a German tank in 2V8 can knock out the super bunkered gun at 2N5 without any possibility of return fire). Once you've set your defense, be ultra cautious about shifting. The German will almost always have a shot at moving troops. German players should get a lot of mileage out of holding your three trucks with matching squads and the 8-I leader off board 4 as a threat. Even if they never move, this "leet in being" cannot be ignored. Moving the heavy and medium MG with one squad and the 9-1 leader to hill 522 will essentially paralyze Russian movement on the southern 2nd level of hill 621. Consider moving the Mark II with the 8-I armor leader to either Hill 522 or 547 to force the 37A off the crest. If the Russian has depended entirely upon his 122Ls to guard his front, take your lumps (and the guns) by direct assault. You'll find the Russian has great difficulty counterattacking uphill.

More likely the Russian will have enough infantry and support up front so you'll be forced to loop your halftracks through 5U4 and your tanks through 5GG1. Lead with your tanks to knock out the ATG. After the ATG is gone, take your entire mounted force and mount up one avenue. There is nothing wrong with ignoring defending stacks if you can get up the rear slope of Hill 621. You should find your bunker assault from the rear fairly easy while tanks and long range MG hold down counterattacks.

The 8-I leader and radio is tempting to move into 3N2 but the Russian quickly learns to indirect fire on that hex. As a second choice, Hill 522 is excellent. Don't forget off-board smoke potential.

I rate this tense game as 50/50 but suggest that players allow bunkered guns to be given 0 level armor to prevent the 20mm popgun from knocking out naval gun turrets.

Scenario 104—Penetration Of Rostov

The Russian temptation is to set up loads of dummy positions interspaced with cute "traps" of NKVDers. Forget it! The German firepower will gobble up the penny pockets "en passant" and throw you out of Rostov fast. Your best bet is to pick a section of town, defend it with 90% of your forces, then use 10% to slow the German down and make him look. A strong case may be made for defending along Q3, Q4, N4, N5, P7 and P8 with a MMG position on S1 (check LOS from S1. The only northern covered hexes may fire on it are T4, T2, U2 and BB2) with a sniper at W1 but I prefer the upfront defense.

Our maximum upfront defense is snipers in FF6 and FF3, MMG at Y3 bored onto FF6, MG at AA7 bored onto FF6, infantry positions in Y5, BB4 and mines in CC7, DD7, DD3 and CC3. The final squad might go to D4 or K7 for a turn 7 advance. (Once the German knows the sniper trick, he'll always lead with reece squads.) Plan to defend one town section 60% of the time and the other 40%. Leave dummys in the old positions to confound the attacker.

The German should plan to doubletime reece squads through the woods if it looks as if the Russian is strong up front. If the woods are clear, prolong the guns into the GG4 and GG7 woods, along with the HMG and be prepared for a slow firefight. By working slowly on one building, you can clear one flank and push troops deep while enveloping other strong points. Let your guns and tank shoot it out with the Russian infantry. Withholding infantry and leaders (see German setup instructions) permits rapid truck movement in if you get faked out. I like truck movement anyway, as it forces the Russian to commit fire early. Don't be afraid of snipers, as long as you don't lead with your 9-2 leader. The likelihood is that a sniper will only get one shot in this thick terrain.

Play balance rated as 55/45 with again much dependent on the turn of entry of the tank.

Scenario 105—Night Battle At Noromaryevka

A German player should find almost no reason not to put two functioning AFVs on 3K7 and 3J7. Putting leaders on 3K7 and Hill 522 will allow early flare placement and they're easily pulled back. The decoys may be of some small assistance if you concentrate all four remaining AFVs around 3O4 and don't take a defensive shot. I like to screen the town with perhaps a squad in 3Q7 and 3S1 while dropping everything else around the 3N1 building. Given a couple of PFs in 3S1 and the inability of Russian infantry to undertake a wide flanking move, you'll probably end up facing a frontal assault across open terrain.

Russians must pick their initial axis of attack trying to think three moves ahead. Your infantry can't keep up with a wide sweeping move to the west and a straight down assault from the north will leave you as flare hit targets for hull down German gunners. A reasonable compromise is moving along the west of Board 4 then through the 4L10 woods while your tanks go over and around Hill 522. If possible hold at least one mounted 6-2-8 back for a dash-in assault. While concentrating on the two story building, don't lose the game to the lousy screening squads. How best to approach the 3N2 building will solely depend on German troop disposition but don't ignore Board 5.

Play Balance rated as 55/45 pro German.

Scenario 106—Beachhead At Ozereyka Bay

A truly powerful attacker versus a truly weak defender but like the ancient Spartans, the defenders have terrain and time strongly in their favor.

For the Germans there is little choice in general terms, for their defense. Everything must support, as much as possible, everything else. The 8-I leader with radio is best placed on Hill 522. Hide a concealed squad somewhat in town, perhaps in 3S5 or 3S1 with all the rest of your concealed counters in town. Place both artillery pieces along the 2P3-2R2 ridge while splitting your remaining German squads between 2H3 and 2J4 so that when (not if) they break they have easy woods access. I tend to prefer both remaining German leaders up front exposing perhaps the 9-I at 2H3 and holding the 8-I in the 2I3 woods. Leave your Rumanians to fend entirely for themselves. My suggestion would be to leave your west flank covered by the guns and "concentrate" your dispersed Rumanians along Board 5.

The Rumanian might profitably post entrenchments in 3E1, 3F3 and 3F4, while starting in 3F1, outside the entrenchments in 3F3 and 3F4, and lately 3F7. Obviously MGs belong on the flanks while you advance phase up one squad at a time from the gully. The entrenchment position is interesting. By moving into the woods at 5GG4 you'll be beyond Russian MMG range and moving into the entrenchment makes you tough to hit with the pesky 50mm. With reasonable luck, your line will last into turn 4.

For the Russian I must advise you break several cardinal rules to have a shot at winning this game. But we're at the '43 turning point, aren't we?

First divide your forces! Unless you're inordinately lucky, you will not have time to both crush the guns and exit 5 squads. I tend to put seven regular squads and one leader in 406, 4N8 and
4M10. I like the 50mm mortars so I put both in 5V5 with the 82mm mortar in 5T4 but obviously any combination that puts maximum firepower up front is valuable. I recommend at the very least three full turns of softening up the defenders before you even start to move. When you do move try to put a smoke round atop the most threatening German position. I rush the west flank in waves of four units spread out while filtering down the weakest edge of Board 5 with my other units. If you fail to kill the defense is completely bust you simply run out of time. If you simply rush on turn 4 with a significant fraction of the defenders unaffected you’ll probably be cut to ribbons. The balance point shifts every game and is tough to define.

Rate 65/35 pro German. Consider giving the Russian another 82mm mortar and crew which should make it 55/45 pro German.

Scenario 107—Disaster On The Dnieper Loop

Who's on first? Russians see SNAFU raised to high art.

Russians might want to consider influencing the 315-316 road from 5KI but the German is so mobile it's almost of no value. I've given up carefully plotting drop hexes; crazy arrival times and places are the rule rather than the exception. Plan to gather what you may from the scatterings into platoon groups even if it takes time. Spread your partisans out to allow rapid cross woods movement and better cover. Play this to kill anyone but simply to be there in as many places as possible at the end of turn 8.

German, stay mobile, do split your forces and aggressively pursue isolated Russians. I like one leader and two squads in the 3N2 building but I've a weakness for heights. Don't ever think of fronts. Do think of merry blazes cracking through the wheatfield at 3S4 and of lovely spreading fire rolls everywhere as long as you plan to protect 3N2. For those into immediate gratification, it is easier to shield the east.

Try infantry with LMGs and PIs in 3W4 aided by the Tiger in 3W6 and the ATG in 3W5 pointing east. Infantry beneath the tank will help guard against close assault. Use the rest of your infantry around 3P7 and buildings 3T4 and 3S3. Any infantry stuck up in 3N2 will be bracketed by Russian 122 fire till gone so forget second story positions. On turn 2 you dig in at 3T7, retreat the ATG to 3V5, retreat the Tiger to 3S7 and await developments. If at all possible, try to cover your JgPzs with at least three infantry units, perhaps around 3N5.

For the Russian your thrust can be broad enough to threaten everywhere as long as you plan to regroup for the dagger-like thrust by turn 3. Early truck moves of infantry to the 3X8 and 5M2 woods will probably be ignored as the German holds his fire for bigger fish. How to leapfrog your armor in behind the 3D8 woods or Hill 498 or along the northern woods road will depend on the German setup and facing. I like the JSU152 atop Hill 498 and try to use my SU122 for overruns. These are really all details to your prime job of pressuring the German to spread those crummy squads and leaders as much as possible. Once spread, you hammer at his weakest point, forcing him to choose between defending his JgPzs with infantry or his final building. Do not become overawed by the JgPz VI or overwhelmed by the desire to destroy it. In general, the German is so dazzled by 5 armor and a 128L gun that he’ll overprotect it from infantry assault which may allow you to grab the final building.

Play Balance is rated as 55/45 pro German.

Scenario 109—Counterattack On The Vistula

This scenario should be popular if only because of the presence of King Tigers.

The Russian must play for time as you are almost impotent without tank support. A small blocking force of two squads around the SP5 woods should adequately delay any northern diversion. Obviously, you’ll need to screen across board 4. The question is where. I tend not to hold up front as those Tigers are so potent. Two squads are posted in building 4P6. Then I screen across 4U1 woods, 4U3 woods and 4W6 wheatfields down to 4U8 woods. Your major problem will be the placement of the ATG. Building 4X1 and 4P6 are the only overrun-proof spots and are probably favored but do note that 4C6 cannot be reached till turn 3 and will be able to shoot freely through the wheatfield at any impudent halftrack without being seen. You will end up fighting for the bridges so try to save some infantry to block the 5W9 woods/gully hex.

As the German I wouldn’t even bother with the northern woods road unless it’s very weak. You must lead with your Tigers aggressively. Unfortunately, the number of effective anti-halftrack weapons is so great and the penalty for losing a loaded 251/1 so high you’ll have to abandon the halftracks early and slog in on foot. By tending to stay down to one edge of Board 4 and firing your Tigers on the move, you should be able to put fire on the bridge crossings by turn 4. Your final goal should be to use superior gunnery and armor to out-duel the JSs while your infantry approach the bridges through the gully.

Play Balance 55/45 pro Russian as the German losses often cancel a terrain victory.

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We enjoyed playing these and hope they’ve added to your pleasure. If we as playtesters and Don as developer do our respective jobs well you will be left with a multi-level entity that can be anything from a beer and pretzel game to intense simulation of the feel of WWII combat. It is an organism in evolution. Wait till you see CRESCENDO OF DOOM.
Although I've never met Otto Schmidt I get the impression that he is a veteran in long standing of the DIPLOMACY ranks. His analysis of THIRD REICH which follows deals entirely with the diplomatic aspects of the Alliance Game—bringing out into the open all of the seedier tricks that version can entail. By a participant, I mean a surrogate in the real historical (or not so historical) situation. I allows diplomacy. Especially fascinating is that it offers group (not necessarily team) play. It offers diplomacy is a factor, in

The problem with wargames is wargamers. All too often they act as players rather than as participants. By a participant, I mean a surrogate in the real historical (or not so historical) situation. I allows diplomacy. Especially fascinating is that it offers group (not necessarily team) play. It offers diplomacy is a factor, in

None of this is in violation of the rules. The victory conditions simply refer to actual possession of the center at the end of the game. Thus, it is entirely conceivable for Germany to approach Britain, say, "Look, I'll make you a deal: you agree to roll over on France, and let me take it easy, and in return I promise NO invasion."

The British move in and they let the clock run out on the game and win. Both sides have a tasty meal of their levels of victory, the states must gain or retain a certain number of objective cities. Now there are 42 such objective hexes on the map. When fighting the campaign game, you will notice that for everyone to get a decisive victory is impossible (a total of 36 centers, or 14 more than there are on the board.) However, it is definitely NOT impossible for two or more players to have a decisive victory and still not occupy all the centers on the board. This happens quite often, i.e., Britain/U.S. with 21 and Soviet Union with 18; the usual or historical result. When you start playing with the numbers, a curious range of winners comes out. There is room at the top for ANY FOUR PLAYERS provided that Britain/U.S or the Soviet Union is not one of the four.

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himself. Will I throw in with the west? Do I trust Herr Hitler? Will I be safe with the Soviets in the Balkans? Will the Allies renege when I’m up to my ears in Moujik? Perhaps the answer to these questions, and in fact what questions must be answered, is again intimately bound up with what a country must do to win.

This will bring us down to the nuts and bolts of capabilities and possibilities.

To reprise then, players in THIRD REICH who take the game at the obvious, frequently set inadcent and usually untenable obstacles in front of themselves. If we assume that the diplomatic arrangements made and arrived at during the war are inevitably then of course there is nothing else to do.

But our game presupposes that as Hitler you might NOT be a madman, or as Stalin not a vicious paranoid, or as Churchill only desireis of keeping Britain named Great Britain, or as Roosevelt you won’t die unprofitably. One of the most attractive parts of the arrangement with another power, the ability to play over history through alternate arrangements and policy.

The examples of the time prove many of these points. Spain was a fascist power, but did it NOT join the struggle against the west? Italy, up to Moltke and up to Vichy, were willing to do anything. Germany, there is nothing to have prevented Italy from NOT going to war. Had she so done she might have survived the war intact, and followed the course of Spain. Italy, though a major Mediterranean power, was out of her league when she dealt with Hitler, of whatever arrangements are made, they can be reneued upon. The trick is to make the deal so attractive it cannot be reneged upon. Now to the details.

GERMANY—To attain a decisive victory, Germany requires eight Victory centers. She begins the game with five: Berlin, Leipzig, Breslau, Essen, Aachen. This means that she must acquire and retain until the end of the game at least three more. "Mirabla Viss"—they can be found in Poland (and of the game is not the ten variants, but the ability of players to rewrite history through alternate arrangements and policy.

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On the other side of the coin, there is the possibility of German rapprochement with Russia. This is less attractive in the long run, but quite so in the short run. (The short run if you intend to renge on the agreement and attack the Russians later). In the short term it allows you to concentrate all your efforts on destroying or neutralizing England, and when you make arrangements with the other powers. Any arrangement with Russia will mean a number of problems. Since Russia is prevented from attacking Britain, US or France, its BRP is useless to the Allies. Loss of the threat to the Mediterranean will involve certain unpleasant sacrifices. These are the encroachment of Germany-Poland by the red menace, loss of ALL minor Allies, their BRP's, and units, attainment of a base BRP level of 245 for the Soviets. Loss of the last vestige of the "Diktat" of Versailles. Not likely considering his personality, but a possibility.

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British-US/French-US, while not an optimum choice (their requirements of a decisive victory) from the historical parameters). Second is an Italian sellout for the Allies elsewhere. Budapest or Ploesti, and both Istanbul and Mosul, will compensate. But even better, should the Italians be reneged upon. The trick is to make the deal so attractive it cannot be reneged upon. Now to the details.

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THE GENERAL

necessarily the invasion, but the drain on front line troops caused by the need to garrison the beaches and capitals.)

Then Britain will have people coming to them rather than the other way around. As a Russian-German pact, these things really suit the contracting parties. It will be a relatively simple matter for Britain to see that this pact is entered into. If the British can calculate what they believe the Germans expect it will hold then the only thing for it is to try to unite France and Italy. This is done by guaranteeing Italy's neutrality by concessions in the Balkans and all out support of France.

The most fruitful ground for negotiations and arrangements is in Italy.

The gift of a benevolent Italy is the gift of the game. Consider, with Italy neutral (or friendly) all forces from the Mediterranean can be stripped for home defense and Europe. It means that the British and the French can, between them, maintain six air divisions, the equal of the Germans! This alone will almost ensure that France will never fail. Without decisive air superiority the Germans must bludgeon, not blitz. Any gains made can be retaken in no cost attrition options. It means with the excess units that there can be NO Sea Lion. and almost unlimited SRampage in Europe prior to WWI especially in France and England. In France the rather strong showing of the communists in the elections of the '30's was not as bad as the fear of communism to the much more numerous and wealthy upper middle (and for that matter lower) classes accounted for the resentment. Remember revolution appeals only to people who have nothing to lose. To a great extent the French communists came from just this group. The English, even the lower classes on the other hand had a very great deal to lose. Then too there was the British Foreign Service which must be considered truly elephantine in its memory of the withdrawal of Russia from World War I. The British knew they almost lost the war in 1918 because of that, and their experiences with the White armies and the Bolsheviks left them with a bad taste in their mouths. Further, for most of the inter-war years the great fear was not of German expansion but of Russian German rearmament and Italian bellicosity came only in the last few years before the war, and the truly rabid stage but a mere two or three. German demands in territory and centers. Italy itself is not easy to assault amphibiously. There are two choices for Italy. She can declare war or not declare war. Not declaring war will be profitable only if an agreement is reached with the Allies that allow Italy freedom to take her centers at her leisure and then stand aside perhaps the trump card of the Italians, and in fact is one of the most powerful deals in the game. Certainly it can be the most far-reaching of any of them. Any other accommodation with the Allies should be avoided. Such other arrangements will without full involve declaring war on the Allies. The Allies might offer Malta or the centers of South France, but I think this is a bad bet. Peace, like virginity, once broken can never be mended. The Italian naiveté of BRPs at least early in the game, works to her advantage in declaring war which consumes so much of them. Hence they act as a guarantee to Italy's friendly compliance rather than a spur to attack the Allies. The second alternative is to attack. I consider this by far the lesser of the two because: 1. The BRP cost. 2. The difficulty of attacking any neutros (the Greeks hag it all for themselves). Denied the easy kills, all that is left is the rocky road to Suez. 3. The difficulty of getting and retaining any centers taken from the Allies (taking them usually means bringing the Germans along and you know how the neighborhood goes down when they move in). 4. That you get your fun early (some crummy interception or soakoff), usually in Russia where you have ABSOLUTELY NOTHING TO GAIN! 5. Being the weak member of the alliance, when the British US make their return you are going to be the first to die. There are however very good reasons for throwing in with the Germans. Perhaps the best is the historical one. (Mussolini believed the Allies were turkeys and couldn't figure out the rules, and Hitler could.) You have a strong sense that this may be true in the game you are playing then all means throw with the Germans.

On the other hand the Allies may not deal. In this case you should still make a pretense of dealing with the Allies (the German will never really know) and tact perhaps all the preconditions that Germans for any aid you give them. By this I mean the following. 1. Make SURE you get the Greek and Yugoslav centers and BRPs. 2. Make sure the Germans give you some BRPs besides. 3. Stipulate quite clearly to the Germans that no troops to Russia, in fact no Italians outside of the Mediterr.

ITALY -- I suppose I have always had a soft spot in my heart for Italy, both historically and in the game. Those beautiful off-white ships with red, those wonderful wunderfuls in the Regia Aeronautica, the laughable tanks... Ahh, all this and cavalry too! But in the game, Italy has to win on more than sentimentalism. With a requirement of six victory centers, Italy does not have to gain many, two in fact. She already possesses four — Rome, Turin, Milan, and Tripoli. Luckily Yugoslavia and Greece fit the bill nicely. They are also small, relatively poor and highly inaccessible countries vis a vis the Allies. On the other hand, that wonderful prohibition against the Germans of not attacking till they seal off the only viable assault route to the neutral centers. Italy itself is not easy to assault amphibiously. There are two choices for Italy. She can declare war or not declare war. Not declaring war will be profitable only if an agreement is reached with the Allies that allow Italy freedom to take her centers at her leisure and then stand aside. Perhaps the trump card of the Italians, and in fact is one of the most powerful deals in the game. Certainly it can be the most far-reaching of any of them. Any other accommodation with the Allies should be avoided. Such other arrangements will without full involve declaring war on the Allies. The Allies might offer Malta or the centers of South France, but I think this is a bad bet. Peace, like virginity, once broken can never be mended. The Italian naiveté of BRPs at least early in the game, works to her advantage in declaring war which consumes so much of them. Hence they act as a guarantee to Italy's friendly compliance rather than a spur to attack the Allies. The second alternative is to attack. I consider this by far the lesser of the two because: 1. The BRP cost. 2. The difficulty of attacking any neutros (the Greeks hag it all for themselves). Denied the easy kills, all that is left is the rocky road to Suez. 3. The difficulty of getting and retaining any centers taken from the Allies (taking them usually means bringing the Germans along and you know how the neighborhood goes down when they move in). 4. That you get your fun early (some crummy interception or soakoff), usually in Russia where you have ABSOLUTELY NOTHING TO GAIN! 5. Being the weak member of the alliance, when the British US make their return you are going to be the first to die. There are however very good reasons for throwing in with the Germans. Perhaps the best is the historical one. (Mussolini believed the Allies were turkeys and couldn't figure out the rules, and Hitler could.) You have a strong sense that this may be true in the game you are playing then all means throw with the Germans.

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Continued on Page 32, Column 3
RUSSIAN CAMPAIGN

GERMAN: J. R. Jarvinen
RUSSIAN: Robert Beyma
COMMENTARY: Richard Hamblen

If nothing else, Richard Jarvinen deserves credit for being the first to have the gumption to stick his neck out and tackle publicly the thankless task of an initial Russian defense against the German's unstoppable first turn blitzkrieg in THE RUSSIAN CAMPAIGN. His treatise on the subject which appeared in Vol. 13, No. 6 has been roundly criticized by just about everybody ever since. To his credit, however, no one came forward with a viable substitute. Apparently, it is easier to point out flaws in another's hypothesis then formulate one yourself. In any case we asked him if he'd like to put his defense to the test in the form of a series replay and thus this match was born nearly two years ago. After a short life in the postal wars and a longer hibernation in our files while awaiting neutral commentary, the game now finally gets its day in print. While the result was top-sided, to say the least, it is important to point out that Mr. Beyma was prepared for what he met when he crossed the Soviet borders and had the advantage of a great deal of advance planning before unleashing his initial attacks against a well scouted defense.

Robert Beyma needs no introduction to long time GENERAL readers. He has been a contributing editor of note for many years and is a regular top flight competitor in the national ORIGINS tournament scene. He more than qualifies as a competent opponent. His comments were written after 1st impulse movement but before combat resolution.

Richard Hamblen is, of course, a noted member of our design staff and was instrumental in clearing up existing ambiguities in the first edition rules. His popular "What If" variant now adorns the 3rd edition rules. In addition, he ranks as the house authority on the game, handling all nutmail questions pertaining to it, and regularly hosting our national RUSSIAN CAMPAIGN championship tournament at ORIGINS. Few can comment on the game with as much authority. His comments are presented in italics.

Russian Setup:
Well, this will be the first operational test of the Viipuri (see GENERAL, Vol. 13, No. 6 for specific details of this defense). Basically, the problem is to prevent any massive German breakthrough while at the same time to leave escape routes for the front line units after the initial German assault. No easy task, considering Rob is a very aggressive and competent player. I'm sure I'll have my hands full for the first few turns.

I should add that although we are playing using the 2nd edition rules, we are not using any of the optional rules available.

Opening German Commentary:

I am a relative newcomer to RUSSIAN CAMPAIGN. The reader should bear this limited experience in mind when reviewing my play and commentary.

It appears to me that the Germans should either win or draw the Campaign game. I plan to attack vigorously in 1941 and 1942. If I can capture Moscow I will try to corner the Stalin unit in order to win. If it becomes evident that I cannot win I plan to go over to the defensive and assure a draw.

I believe that the Germans would have to be fortunate to capture Leningrad or Moscow in 1941 against a competent Russian player. If the weather holds in the Fall and the situation presents itself I will try for either Leningrad or Moscow. Otherwise, I will concentrate on killing Russian units and making territorial advances in the south. I expect to make winter quarters in Smolensk and Vitebsk. In the south I plan to take Kiev and hopefully either Kharkov or Stalinovo.

I hope to fight the decisive battle in 1942. The Russian army can really be bled in 1942 with 3 or 4 turns of clear weather. I hope to kill enough worker units and advance far enough to cripple the Russians by winter. If that is the case I will be able to mop up in 1943.
OPENING COMMENTS: The Russian army and territory are mutually dependent; the army rapidly melts away without the replacements supplied by the territory's worker units, and the territory is easily overrun without the army's protection. This means that if a player is going to win, the Russian player must protect both of them: if he can keep them strong enough to protect each other (sacrificing excess strength in one to reinforce the other when threatened), their mutual support will ensure they constantly reinforce each other leading to Russian dominance in the game. For example, the Axis player starts the game with enormous attacking superiority that rapidly melts away with each Axis casualty, each additional Russian unit reinforcement on the board, and each Stuka that flies out of the game. As a result the Axis player needs to limit his own losses while inflicting enough to keep the Russians weak—in order to keep his own attacking superiority for as long as possible—and he needs to make the best use of his attacking power while he has it, getting the maximum advance (to conquer territory) and the maximum attacking power (to conquer the Russian army). The key is for the Axis player to control the game of inflicting enemy casualties while maximizing his own attacking power; he has only one chance to win the game; if he fails his attacking power will wither away too fast until the Russians gain the superiority and eventually win the game.

RUSSIAN SETUP: The Russian player starts the game at a great strength disadvantage that cannot be repaired until the bulk of the Russian army appears as reinforcements on the third and fourth turns. As a result the Axis is automatically going to gain ground and win the game. The key is how much the Russian can limit these gains by delaying the Axis advance, inflicting Axis casualties and saving his own units. He can delay the advance on the first turn simply by preventing penetrations, but the problem is that he then faces two more turns in which he must continue to delay with an inadequate army. He must keep enough units alive each turn to serve as a defense on the next turn(s), while he is preventing the penetrations. Attacking to inflict extra Axis casualties will pay dividends when the Russian reinforcements arrive and the game stabilizes (it may also weaken the Axis and slow down their advance in the critical early turns), but the Russian must make his defenses and attacks with the knowledge that in the early turns his losses affect the ratio of strength much more than the Axis losses—it is his own losses that should be uppermost in his mind.

There are three good ways the Russians can limit the Axis advance: prevent automatic victory penetrations, force the Axis player to tie up units in attacks to the rear of his advance, and force the Axis player to chance low odds attacks that have a chance of a CONTACT result. The key is to maintain a significant number of Axis units for an impulse. There are also three ways the Russians can limit the casualties he takes: set up in strong positions that force the Axis player to settle for low odds attacks that lessen the chances of Russian losses, increase the chances of Axis losses and can have a C result that wastes an impulse's worth of attacking capability; set up in blocking positions that force the Axis player to make automatic victories just to get to Russian units on first impulse—automatic victory odds are poor for attrition and also prevent the AVing units from attacking on the next impulse, further weakening the attacking strength; and, if things get desperate, just move out of attacking range and sacrifice territory to save units and force the Axis to waste an impulse or turn of attacking opportunities. With these thoughts in mind, we will look at the Russian setup one district at a time.

FINLAND: The Russian setup is not quite as strong as it should be; the Axis can attack 5 at 1-1 and the 4 at 2-1 if he wishes, without fear of the second impulse. Also, the Russians may want to move a unit out to help on the main front; since the doubled 4 is just as good as the doubled 3 in holding off the Finns, it should be the 4 that stays and the 5 that goes—so the 5 should be on the rail line. The 4 and 5 should switch positions.

BALTIC: The setup prevents penetration, but it allows the Axis to attack two units at 5-1 on the first impulse (no chance of a contact) with 10 points—a 7 and a 3—left over for deployment elsewhere; even worse, the rest of the units will then be wide open for a second impulse attack. Switching the 5 with the two armor units would risk only one unit instead of two, while switching the 6 instead would force the Axis to use a Stuka or gamble on a 6-1 (at best) with its possible C result. This setup is too vulnerable to casualties; the Baltic is a relatively strong area and at least one unit should have a chance of surviving.

WESTERN: The setup prevents penetration more or less—a penetration over the 3rd cavalry, 5th armor and 8th armor, and possibly the 6th cavalry as well, the woods, but it is too vulnerable to casualties. Too many units are where they can be attacked easily and with great efficiency, without risk. For example, 16 points and a Stuka attacking from 121 gets a safe 3-1 against two units; the 3rd infantry in the woods is dangerous (Only an AV is safe from a retreat result that becomes a devastating C result because of the woods), but can be 'smothered' by an attack against 8th armor from M22 on the second impulse while soaking off against the 3rd—the 3rd would then self destruct before the next Axis turn. The setup has too much strength up front and allows the Axis to attack with too much efficiency, which either frees too many Stukas and units free to be deployed elsewhere or (if the Axis wishes) results in too many riskless Russian losses.

KIEV: Here the Russian forces are strong north of the mountains, forcing the Axis to commit units and losses as he advances the moves in the mountains. The key is for the Axis player to chance low odds attacks. South of the mountains the setup also forces the commitment of units or Stukas—but it does not stop the penetration. Twelve points and a Stuka at W25 gets a 6-1, with two chances in six of a breakthrough into the rear of the Russian position, one chance of a C result (an Axis setback), and three chances of a neutral result. Two to one odds of blowing the Russian position apart are not bad odds, particularly against a strong player.

In the Kiev district the Russians have the tasks of blocking the T24 mountains and the T26 pass, keeping the Axis from deploying in strength in front of Kiev and salvaging enough territory so that they can be strong enough locally to confront and delay the Axis forces in the area for a turn or more. This set up threatens to let the Axis pocket the whole group from the south, losing the mountains, the pass, and the supply allowing the Axis into the plain before Kiev. The problem is for the Russian to hold and/or better positioning in the south at the expense of the forces in the north, with better positioning in the north to make up for the loss of strength (notice that in the north sixteen points and a Stuka in Q25 gets a safe 5-1 against two units—again).

ODESSA: Here the setup prevents a deep penetration, but the weakness at Y25 is what allows the potentially disastrous attack in the Kiev district. The Russians know that the Axis can AV exactly one three point unit (using a Stuka, and with a soak-off unit left over), so he must be very careful where he places his three point units or the Axis will blow a hole and pour reinforcements from every front through it. There are many deployments that prevent this, however, and that do not open the south flank of the Kiev district, do not allow the attack and retreat forward play from hex BB22 and do not allow the double attack with a Stuka against two units (from Z26).

Overall, the Russian defense prevents deep penetration but leaves its units open to heavy casualties; this ignores the potential disaster at hex W25, which is simply a flaw. The Axis should inflict heavy losses with little risk and low casualties, gaining time critically early in the game.

May/June 1941 German Commentary:
The Russian defense seems to be a very strong, well conceived one. The defense of the Baltic is particularly effective. However, there are a few weaknesses which I hope to exploit.

The key attack is the 4-1 using a Stuka versus 12 INF and 5 CAV. This attack is made possible by an automatic victory versus 4 CAV. Any result other than a CONTACT will insure surrounding all forces of the Kiev Military District. If 12 INF survives this impulse (on D4), the defender can retreat to Y24 where it and 12 ARM can be attacked at 2-1 SURROUNDED in the 2nd impulse. R CAV soak off against 9 INF at 1-4 but with a retreat route to BB24 in case of an AR. 20 INF and 38 INF are in position to provide a necessary 2nd impulse soakoff and protect Bucharest.

The attacks on the rest of the front are designed to kill as many Russian units as possible. Note that in the Western District 3 INF, 4 INF, and 10 INF may be retreated to K22 where they can be isolated by 2nd impulse attacks on 6 CAV and 8 ARM.

AXIS TURN ONE:
First Impulse: The Axis make maximum attrition attacks and hit the hole at W25, threatening to pocket the Kiev group; strategically this is exactly right, threatening to wipe out the entire front line strength of the Russian army. If this succeeds the Russians will be critically short of units with which to slow the Axis advance the next turn.

RUMANIA AND SOUTH: The big gamble is taken at W25. The execution is flawless; notice that large forces must still be committed north of the mountains in the Kiev district to defeat the forces there and close the pocket from the north. However, whether the W25 attack works or not, the Axis will need large reinforcements south of the
GERMAN MAY/JUNE 3rd IMPULSE: In the Baltic Military District the Russian 11th Army is eliminated at 4-1. Further south the German loses the 42nd INF in an exchange at 4-1 on the Russian 8th Army. In the Western Military District the Soviet 6th CAV is eliminated in a 3-1. Further south the Russian 6th Army surrenders to

mountains for use on the second impulse; if the attack works they could exploit the victory and if it doesn't they will be needed to recover the situation. The Axis brings in only 17 points from other groups, however, which means that he will be weak both on this turn's second impulse and on the first impulse of next turn—the units north of the mountains will be nearly out of range even if the attack works and the pass is cleared. By failing to rearrange his Kievan attack or his reinforcements to place more units in the south, he is risking disaster if his attack losses and lessening his gains if it wins.

CENTRE: When the Axis player is seeking to maximize attrition 5-1 attacks are his best friend, particularly when he is attacking two or more defenders in the same attack; apart from the best casualty yield, it avoids the wasteful ‘C’ result. His worst enemies are penetration attacks—which have a far worse attrition yield, lose the units’ attacking capabilities on the second impulse—and the ‘C’ results (for interlocking ZOC) that can freeze units and prevent them from moving on the second impulse.

The Axis Centre group is making its best attrition attacks, avoiding automatic victories and relying on the 5-1 and 7-1 (which have the extra advantage of minimizing Axis losses) attacks. He is taking some unnecessary chances concerning ‘C’ results, however—the 5-1 against the 3rd in the woods and the 4-1 against the 10th infantry risk tying up 45 points from advancing on the second impulse. 16 points and a Stuka in the north, an A V (20 points) against the 3rd cavalry and a first-impulse attack on the 5th armor followed by a second-impulse A V on the 8th, smothering the 3rd infantry and undoubting the 6th cavalry, would take about 30 points, freeing 11 to help in Kiev; and it would be perfectly safe. On the other hand, if the Axis player is lucky he will do far better with the attack as it stands. He'd better be lucky.

NORTH: What else?

a 5-1. The nearby 5th Army has better luck and retreats into the woods at M20 following its 5-1 defense. In the Kiev Military District the Soviet 26th INF is eliminated at 4-1 surrounded as is the 6th INF which would have escaped had it not been surrounded. In the Odessa Military District the 12th ARM is eliminated in a 4-1. Further south the German 38th INF continues the necessary soak off vs the Soviet 6th INF which made the previous AV possible. The German survives the 1-4 and retreats his unit forward to BB24.

FINLAND: With the Axis attacking to maximize attrition across the board, he really should attack in Finland if he can do so at a 2-1 against the 4-5. The extra units that can be sent from Finland will help to repair the damage he is doing with the rest of his attacks.

Second Impulse: The Axis was very lucky in the critical dice rolls that could have tied up units or stopped his penetration. The attrition rate is also running higher than average, which helps him. If, after all, pursuing an attrition strategy—even though his losses are twice the average that could be expected.

The Axis continues the attrition policy in fine style, with high odds attacks across the board. The Russian army is definitely going to be weaker than normal, but an interesting aspect is starting to show itself; since attrition attacks do not gain much ground, the Axis player is not gaining much territory. His units in the Western Military District and in the Northern part of Kiev are going to finish the turn in positions that are not really very advanced, even if they succeed in wiping out the Russians entirely. The Russian weakness will pay off in Axis advances during the next two turns, but the second of those turns is an imponderable because weather can stop the Axis short without any Russian units at all. With the Russian army decimated and the Axis penetration limited, weather's impact on movement is going to be very important.

There are a few flaws in the Axis positioning. Most importantly, there is only one HQ in the south and it is vulnerable to a counterattack combined with the Axis weakness in units in the area, this could allow the Russian to repair his position in front of Kiev despite the Axis triumph at W25. One HQ should have gotten to G22, where it could help against the south, against the Dnep river line or against the Upper Dnepr river line as needed. As it stands, with the Axis positions not very far advanced, the Russian player can force the Axis to waste most of his attacking potential next turn simply by staying out of range in the north and reinforcing in strength in the south. There are some placement flaws: the 38th infantry should retreat to BB23, clearing the rail line; the 3rd panzer should advance to V22; it would still compromise the river (although not quite as well), but it would free the rail line and it would protect South HQ from a two-impulse offensive out of Kiev. Most importantly, however, the Axis fails to take Odessa. The Axis really needs to take Odessa while their attacking forces are advancing in the area; they are going to have to take it eventually, and units that are sent back after it later have to be removed from the front for a couple of turns. Besides, it is never weaker than at the start; it can be continually reinforced by sea, and eventually the Russians can place a worker there and start to place replacements, turning it into a major incursion in the Axis rear! Once more, the casualties inflicted run higher than the expected results for both players, and once again this favors the Axis attrition policy.

Russian May-June '41:

Ouch! Obviously there was a slight crack in my Kiev-Odessa setup, and Rob really took advantage of it. Small consolation that he admitted that my article gave him his idea for the big breakthrough. In retrospect, it appears that the 12th Armored should have been repositioned to X24 or X25, while the Kiev group should be pulled back in order to show a smaller front and prevent the easy isolation of the units in the mountains. The Baltic and Western groups did their job but paid a terrible price. Anyway, it will be a long while before his infantry ever sees the spires of the Kremlin. I can't understand why he didn't take the 2-1 against the 7th Infantry on C10. The worst that can happen to the Finns is an AI, which can hardly hurt, whereas if he wins the attack, I would have to either fight them to regain the river line or retreat, which would eventually allow him to close off Leningrad from the North.
SOVIET MAY/JUNE '41 TURN: The Russians pull back in the north while attacking in the south. Both units in Kiev move to attack the German 3rd ARM at 1-1 but are repulsed; the 12th ARM retiring to V21 and the 18th INF to V21. The Soviet’s 5th INF is eliminated in a 1-4 at the German 14th ARM and 17th and 44th INF at 1-4. The bypassed 9th INF also attacks at 1-2 eliminating the Rumanian 4th INF in an exchange. On the whole the Soviet positions remain relatively unchanged during their 2nd impulse. On the Front.

For the first time in my RUSSIAN CAMPAIGN career I don’t have enough units to fulfill all of my objectives for the first turn. I can’t even garrison both Odessa and Sevastapol, which I normally consider mandatory. However, Odessa seems to be the logical choice, as a garrison there will slow down his troops and Sevastapol can only be taken by an invasion, which I doubt that he’ll risk. I’m mildly surprised that he would stick his 7th Armored out where I can get a shot at it. Obviously, he wants to break the Bug, but perhaps I can make him pay with a small counterattack.

Unfortunately my 1-1 fizzled. I could have brought up another armored unit in order to attempt a second 1-1 in the second impulse, but I am so desperately short of units that I just couldn’t afford this indulgence.

As he has diverted 16 factors from AGC and AGN to AGS, it appears as if he is going after the southern production centers in a big way; thus I have responded in kind by shifting most of my forces to the south to meet this threat. Luckily he has only one HQ in the south. Otherwise he could take Kiev in July after overrunning the 12th Armored. But now if he overruns either the 12th or the 18th, he won’t have enough factors left for a decent shot at Kiev.

RUSSIAN TURN ONE: With the Axis pursuing a (successful) attrition policy, the Russian is rich in territory but weak in units. The obvious policy is to use the territory to take the pressure off the army, to give ground and get out of range, or put simply, to run like a bat out of hell. Alternatively, the Russians can try to sacrifice their army entirely to really clog up the Axis advance, massing units right in front of the Axis armies; the blocking units will be eliminated in a 1-4 vs the German 14th ARM and 17th and 44th INF at 1-4. The bypassed 9th INF also attacks at 1-2 eliminating the Rumanian 4th INF in an exchange. On the whole the Soviet positions remain relatively unchanged during their 2nd impulse. On the Front.

There are some technical flaws as well. The placement of the 3rd panzer offers the chance for a two-impulse attack aimed at HQ south which would really screw up the Axis if it worked, but the Russian attempt in this direction is simply too weak. Odessa should be reinforced with a large replacement. Too much Russian strength is tied up in the rear; the 4 at Rostov could be replaced by a weaker unit, and using two units to hold off the Finns is simply ridiculous in light of the Russian manpower shortage.

There’s a bizarre note to this game that’s worth mentioning as a warning to those who write strategy articles and then get involved in a series replay. I don’t want to deter anyone from either activity, but when you commit yourself to a strategy in print you have a natural desire to vindicate that strategy in the replay—even when your opponent is going to extreme lengths to make that strategy inapplicable in the game being played; you have a tendency to stick with the strategy to prove its worth even when the game’s events make a change in strategy more desirable. Now, the Viipuri defense is based on forward defense in strength and Mr. Jarvinen is still trying to implement that defense even though the Axis player has craftily destroyed the strength that is necessary to make it work. He is sacrificing the game to try and salvage the strategy. It just goes to show you should always be flexible in choosing and changing your strategy—and that show biz has its dangers even in gaming.

Jul/Aug 1941 German Commentary:

The big attack this turn is a 4-1 vs Kiev. This is made possible by the Automatic Victory versus 12 ARM, giving me a slightly better than 90% chance to take Kiev this turn.

On the rest of the front I am trying to kill as many units as possible. My forces in the north and center will be in position to threaten a drive on Leningrad or Moscow next turn.
GERMAN JULY/AUGUST 1st IMPULSE: The Finnish front remains quiet. Along the Baltic the Germans reach Riga, and attack it at 5-1 (with air support) taking the city at the cost of the 2nd INF which is lost in exchange. Northeast of Vitebsk German armor and air throw a bridgehead across the river and eliminate the Soviet 7th ARM in the process with a 7-1. In the south the Germans AV the Soviet 12th ARM thanks to the unexpected arrival of a Mountain unit which allows them to reach Kiev with three armor units. Air support on L14 would break the Dvina from both ends, leaving the rest of the forces to mop up and an 8 and a 7 to attack the 5th armor on N15 on first impulse. This would allow the units to advance farther, and the 2nd armor could be attacked second impulse, all of these attacks would be safe from contact results and armor casualties. The move as actually played breaks the Dvina all right, it just lets the 2nd escape and gets less penetration than it could.

In the south the Axis just barely gets away with his sins. Odessa, unreinforced, falls to a 3-1 surrounded, and another risk against Kiev and comes up lucky again. By winning his risky attacks the Axis player again makes complaints sound a little envious, but in fact he would have done better to simply use his southern Stuka to ensure Odessa's fall while massing units before Kiev and wiping out the 12th ARM and 18th INF on the first impulse and 'smothering' Kiev by attacking the 22nd on second impulse; this would inflict some extra casualties, make more of an advance towards Dnepropetrovsk and, by making the soakoff against Kiev a 1-1 from V19 or V20, the Axis player survives a risk unscathed. He takes another risk against Kiev and comes up lucky again. By winning his risky attacks the Axis player again makes complaints sound a little envious, but in fact he would have done better to simply use his southern Stuka to ensure Odessa's fall while massing units before Kiev and wiping out the 12th ARM and 18th INF on the first impulse and 'smothering' Kiev by attacking the 22nd on second impulse; this would inflict some extra casualties, make more of an advance towards Dnepropetrovsk and, by making the soakoff against Kiev a 1-1 from V19 or V20,

GERMAN JULY/AUGUST 2nd IMPULSE: Army Groups North and Center continue to advance, crossing rivers and destroying Soviet units with impunity. South of Riga the Soviet 10th ARM is eliminated in a 7-1 surrounded. Southeast of Vitebsk the Soviet 6th and 5th ARM are lost in separate 7-1s. Southwest of Kiev the Soviet 18th INF is AV'd allowing the Germans to concentrate against the Russian 6th CAV for a 7-1 surrounded.
allow the Axis to retreat forward and break the swamp line with major forces.

But why cavil? Technically the Axis play is flawed, but strategically it is going very well. The units on V19 are important, Russian casualties are heavy and the Axis is one good turn away from inflicting real damage.

Second Impulse: The Axis attacks envelop the positions that were compromised during the first impulse. The overwhelming nature of these attacks is a tip-off that they are using more strength than is really necessary; with a little better play that extra strength could have gained some additional ground.

One thing that is worth mentioning about the Axis' overwhelming attacks is that they minimize losses, and the Axis is in very good shape regarding casualties. Actual losses are still running ahead of expected losses for both sides, but the Axis army still has conserved its strength remarkably well.

Russian July-August '41:

Err ... ahh . . . what was that I said about Kiev? Actually the theory was correct but my application was ridiculous. Which means I completely overlooked the 49th Mountain Corp, which was the key to the whole attack. Which also means I have just handed him the bulk of my troops. My only possible move this turn was to withdraw, holding some strong points, and pray for mud. Note that with heavy MUD, AGS won't have anyone to attack during the first impulse. (It's nice to be able to find a bright spot in almost anything) Delay units would be nice (like in Dnepropetvsk, for example), but can anybody tell me where they're coming from? With clear weather it would be possible for him to get a 1-1 against Moscow, so it seemed appropriate for Stalin and Stavka to take a small leave of absence. The 2nd Cavalry and 2nd Armored are to prevent such a 1-1 attack from surrounding my glorious capital. I have counted very carefully and the 18th Infantry on EI2 cannot be overrun (he says . . . ). I released one of my units from the Finnish front as I doubt Rob would take a 1-1 attack against the 7th on B10 when, after all, he refused the original 2-1.

On the dark side, I can honestly say I have never lost so many units in two turns before. It appears disastrous, but hope springs eternal . . .

My basic strategy now, which is considerably different from that with which I started the game, is to abandon the south except for strong points in my production cities. I anticipate my winter line to stretch from Leningrad (which is why I am so determined to hold it) through Kalinin and Moscow to Gorki. Undoubtedly he will penetrate the mountains around K10, but I hope to regain this area with a small winter offensive. If the weather remains clear though, I may as well pack it up.

Sept/Oct 1941 German Commentary:

The weather roll has, temporarily at least, saved the Russians. As in most Eastern Front games, one weather roll is worth quite a few normal attack rolls.

This turn I will clean up the Russian forces in front of Leningrad. I will be able to assault the city at 4-1 next turn if I get CLEAR or MUD weather. The 1-1 with the Finns is an attempt to put more pressure on Leningrad. One Finnish unit can always be replaced next spring.

In the south I have to settle for a 50-50 chance of taking Kharkov during the 2nd impulse. I will need CLEAR or LIGHT MUD to advance any further next turn. In the center I am preparing to go on the defensive for the winter.

I feel that I will be in excellent position if I can take Leningrad and Kharkov before winter. If not it will be a hard fight in 1942.
GERMAN SEPT/OCT 1st IMPULSE: Due to his shortened movement capacity in the LIGHT MUD and the large scale withdrawal of Soviet units the previous turn, the German appears to be merely extending his rail and supply lines. Although the Finns finally attempt a

AXIS TURN THREE: Light mud, and now the Axis pays the price for not advancing to the utmost last turn—he cannot quite get to things so his attacking potential is wasted. About all he can do is get into position for the next turn and pray for good weather.

The Axis closes in on Moscow and Leningrad, clearing the approaches, but again there are technical flaws: moving within three hexes of Moscow just gives the Russian a chance to counterattack with bad weather impending, in hopes of inflicting some casualties to make up for his own weakness; and sending the panzers against Leningrad is a mistake (although a popular one), since their mobility is far more important out in the Bryansk plain. On the other hand, the Axis makes to Leningrad is cleared by a 7-1 which forces the surrender of the 16th INF.

GERMAN SEPT/OCT 2nd IMPULSE: The German effort to clear the approaches to Leningrad continues with a 5-1 surrounded attack on the Soviet 27th INF which eliminates the German 10th INF in an exchange. There is no combat in the center but the Germans do occupy Bryansk, a vital link in the rail net as well as a supply source come winter. In the south, the Germans begin a move to capture unguarded Sevastopol as well as occupying an abandoned Dnepropetrovsk. At Kharkov, a risky 1-1 attack forces the Russians out of the city, eliminating the workers and retreating both Soviet units to Z13.
Soviet Sept-Oct '41 Turn: Five reinforcement INF armies appear in Moscow and seven more roll in from the East. Replacements in the form of a 4-3 INF and 3-5 ARM also appear in an attempt to and thus is superior to moving to LI, where the detachment would serve double duty, also serving as part of the normal defensive line north of the city.

Oh, yes, and the Axis takes a cheap shot at Kharkov—which works. Apart from ensuring the fall of the city regardless of the weather next turn, this removes one task from the Axis agenda and allows them to concentrate on other things next turn.

Russian September-October '41:

Now the Finns take the I-I. Why now? Anyway, he lost that attack (serves him right for waiting so long). But the successful I-I against Kharkov really hurt.

Sevastopol is easily garrisoned with sea movement. A 4-3 infantry makes it 2-1 proof unless he is willing to use a Stuka. Holding the river line from Rostov through Kursk to Tula appears hopeless. I'll just try to extiricate my units. He did a nice job of penetrating the mountains. A I-I against the 26th is worth the risk to drive them out. Note that since the attack is in the second impulse, a Contact result works in my favor.

Nov/Dec 1941 German Commentary:
The weather gods must really like me. The CLEAR weather gives me the opportunity to deliver a knockout blow to the Russians before winter.

The main attack is the 4-1 versus Leningrad. If I win this attack I will be able to get a 4-1 vs FL0 in the 2nd impulse (unless I lose units in both the 4-1 and the I-I).

In the south I want to guarantee Stalino at 5-1 surrounded. The drive to the Don is also important as it will kill two more Russian units and force the Russians out of Voronezh.

In the south, the Soviet player again withdraws and concentrates on defending Voronezh, Rostov, and Stalino. Sea movement in the Black Sea is successful and the Soviet 48th INF occupies Sevastopol.

In the event, however, the Russians do not attack. They are clearly praying for snow; even mud or light mud will cause them to lose something. Technically they should not leave anything next to Leningrad (the old smother attack ploy without a direct assault) and they could defend a little better around Moscow and Rostov, but if snow falls all will be forgiven.

Nov-Dec 1941 German Commentary:
The weather gods must really like me. The CLEAR weather gives me the opportunity to deliver a knockout blow to the Russians before winter.

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In the south I want to guarantee Stalino at 5-1 surrounded. The drive to the Don is also important as it will kill two more Russian units and force the Russians out of Voronezh.
THE LUCK FACTOR

Luck played an important part in this game, as might be expected when one player is blown away in four turns. Real attrition exceeded expected attrition for both players continuously throughout the game, which played right into the Axis player's hands even though the extra attrition he suffered exceeded the extra attrition inflicted on the Russians. He was basking his game plan on attrition, after all, so the extra losses hurt the Russians far more.

More important, however, was the Axis player's luck in the critical die rolls that came up whenever he took a chance. On the first turn he took one critical chance—the breakthrough at W25—and two minor gambles that could have tied up significant forces with contact results. On the second turn he took one critical chance—the attack on Kiev at 4-1—and one lesser gamble against Odessa. The odds favored each one of these gambles individually, but the Axis player was taking unnecessary chances—and all of them came through for him. On the third turn he was unlucky enough to get light mud, but his long shot attack against Kharkov succeeded. And on the fourth turn, he hit the jackpot with clear weather and took four lesser gambles—the attack against Leningrad, the 7-1s against the 55th and 33rd in the woods and the 4-1 against the 32nd—and only one of them turned sour on him. The Axis player took chances time and again and got away with it, and that was all he needed to turn a superior position into complete triumph.

This chart gives a summary of the luck element in the game:

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<th>TURN</th>
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<th>RUSSIAN LOSSES</th>
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Notes:
1. The number in parentheses indicates the number of critical rolls that were won by the Axis. It is worth noting that when the Axis won they won big; the W25 would have been a victory with a D4 result and he rolled a DS, for example.
2. The Kiev attack would have been a success even if the defenders only retreated but in fact they were eliminated and the light mud roll is treated as a loss even though the Axis could have rolled MUD.
3. The number indicates the probability that the Axis player would roll as well as he did or better. For example, if he won three out of three the number indicates the probability of winning all three gambles; if he won two out of three the number indicates the probability of winning two out of three or better.
4. Cumulative totals through this turn.

Final Note: Notice how low the Axis expected losses are and how large the Russian expected losses are. This reflects the nature of the attacks the Axis player was making—a clear indication of how carefully he was pursuing his strategy of getting favorable attrition.

Russian November-December '41:

I find myself somewhat at a loss for words. In fact, only one word comes readily to mind—devastated! There really was no point in playing on. The Russians can survive even if they've lost lots of troops as long as their production capacity is intact. But heavy losses coupled with a non-existent production program spells certain doom. It's just a matter of time. Therefore I have surrendered and tendered Rob my congratulations. He deserved this fine win.
THE GENERAL

The Russian failure in this game stems from the three following points: 1) the flaw in the original setup; 2) the overlooking of the 49th Mountain in the first game turn which allowed the AV leading to the early fall of Kiev; and 3) the clear weather in November. Each mistake by itself would not be disastrous, but to have more than one or two against a player of Rob's caliber is deadly. He cashed in on every one, kept me unbalanced on every turn, and when the opportunity presented itself, he delivered the coup de grace in fine style. Sic semper tyrannis.

Concluding German Commentary:
The decisive battle was the automatic victory and 4-1 in the south on the first turn of the game. I don't believe that the Russians ever recovered from this. The automatic victory and the 4-1 against Kiev on the second turn was also a telling blow. The early capture of Kiev freed German forces to drive on Kharkov and Stalin on turn 3, I was fortunate with some of the die rolls but the big break was the weather roll on turn 4. This was the last straw for the Russians and enabled the Germans to end the campaign in 1941.

Summary: The Viipuri setup is prone to heavy attrition, but the Viipuri defense is based on forming a strong defense. This is a definite clash in policy that a clever Axis player can exploit as he so did. The problem with an attrition policy is the lack of penetration, but in the end the good weather at the end gave the Axis an extra turn to make up this deficiency, which was all it took.

The other decisive factor in the game was the Russian player's lack of flexibility on the first turn. There is no way of telling what the penetration and attrition situation will be at the moment when the Russian player's turn arrives. The Axis player just has too much leeway in selecting his attacks. As a result the Russian must keep an open mind about what he will do, defending territory if he has the units or abandoning it to save his units if he is weak. Territory and strength must be used to protect each other, which means the threatened one should be protected at the cost of the other.

The Axis player was a little remiss about advancing particularly on the second turn, and his plays were repeatedly flawed technically, but his luck held and most importantly his strategic approach was extremely sound. By minimizing his own losses and keeping the Russians weak he maintained his attack superiority throughout the year and in fact would be in good shape at the start of the next year even if he had eliminated no workers at all. With both the workers and the Russian army gone, and his own attacking power intact, the Axis player's victory was about as complete as can be achieved against a competent opponent.

FOREIGN READERS

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

"I'm a gamer." The voice is very soft. "I've been a gamer for", hesitating, "for, about, twenty-three years." "About three years ago", the control slipping now, "my wife left me." "My kids don't respect me anymore, my eldest boy won't even talk to me, even the dog growls at me. My wife married this other guy, an insurance salesman just like me who golfs on weekends. He's home by noon. He's never even heard of wargaming. Thinks THIRD REICH is a book by some guy named Shirley." The tears come.

Audience members cry along, emotion unrestrained.

Someone breaks into a chorus of "We shall overcome". Others join in. Tears subside in song.

"I'm sorry."

"That's okay brother, take your time."

He wipes his face with a monogrammed handkerchief. Blows his nose. Snuffs out the last snuffle.

"It all began in December '65. We were shopping for a Christmas present for my boy. He was two then. We were in some toy store. She, my wife, went to look at dolls and stuff for my brother's kids. I headed for the trains, just to look. As I was walking down the game aisle, I saw this game called AFRICA CORPS. My father had been at Tobruk. Said he saw Rommel. I picked up the game and opened it.

I never got to the trains. A half hour or so later, my wife found me in that same aisle setting up the pieces on the map, on one of the aisle shelves. Needless to say, I bought the game.

It wasn't easy to find opponents for wargames in those days, so at first, I just played solitaire. I spent a lot of nights in my basement trying to find the perfect German strategy. And after I had it, I went on to other games. But I was getting restless. I wanted an opponent. My three-year-old was candy.

I advertised for opponents. After several weeks, a guy called me. He lived about two hundred miles away, but I had to go. I beat him.

We started to get together regularly. I'd visit and stay overnight and get into work the next day after noon. Tell my boss I'd been away on business. Once a week, then twice a week. I told my wife they were regular business trips.

Meanwhile, I kept advertising. At last, it paid off. A guy in the next town called me. And he had a friend who gamed too. Suddenly, other opponents surfaced. I began to write to people in other states and play by mail. It was then that I began to lose my head. Playing three, four nights a week, business trips every weekend.

My wife found out. She was hysterical. I told her it was only social gaming. She begged me to get some help, to see someone. I told her everything was under control, I could handle it. She told me I was sick. I had a disease. I laughed. I told her I just needed one more game.

She was right, of course, I was hooked. I kept worrying where my next game would come from. I started staying home during the day to plan strategy for an upcoming game. I only felt calm when I was gaming.


Not surprisingly, I was fired. Actually, I had been fired several weeks before I found out. I walked into the office one day to get a book I'd left there, and my boss told me I was fired. I didn't care. I thanked him.

I collected unemployment and stayed home. My wife got a job. I began to steal the household money, what little there was. My kids hid their piggy-banks. I couldn't stop myself. The unemployed ran out, but I stayed home.

How my wife suffered through those years. Why she stayed with me I'll never know. Finally, she left. It was that, or die. I had stopped caring about how I looked, what I ate, sex, everything except games. I didn't even play against anyone anymore. I stayed home and worked on the ultimate wargame. It was going to be a map of the world, made up of dozens of regular-sized maps and hundreds of thousands of counters. And I was already planning its extension—the whole universe. I don't even remember her leaving.

I was living in the basement now. No contact with the outside world. One day, a man came down the stairs and just stared at me. Then he went back up. The next day, they came for me. A whole bunch
of people. Cops, Health Inspector, Doctor, Attend­ants, Collectors.

On the way out to the van, I noticed there was no furniture in the house, most of windows were broken, there were no cars in the driveway, and the grass hadn’t been cut. I would have to tell the wife about that, I thought to myself.

I went cold turkey. The shakes, convulsions, the whole bit. It worked for awhile. About two months. Then I got a job as a short-order cook. I spent my first paycheck on games.

The second time was worse than the first. The third was worse still. After that, the times became lost in horror. I knew I was dying, but I couldn’t save myself.

Then I met Bill. He’d been a gamer too. He told me about GA and the buddy system. Said he’d be my buddy. I said I’d try it. And I did. One day though, I cheated—a bought a game. Just one. Bill found it under the bed during his daily inspection. He beat me senseless.

I lay on my bed for days, near death. Bill wouldn’t take me to the doctor. Said it was better I die.

One morning, a bluebird landed on the window sill. I watched it and it seemed not to notice me. It was so happy. Suddenly, I knew the truth. I remembered the man I’d been years before. I cried and the tears washed my face. My soul was dead.

Then I got a job as a short-order cook. I spent my first paycheck on games.
Dear Editor:

In a recent issue of the General (Jan-Feb 1976, Vol. 16, No.1) I noticed that Mr. Steve Packwood entitled "Another Afrika Korps Gambit". In this article Steve recounted his experience of playing this particular game and stated that it was "unfamiliar" to him. He stated: "Bruno pulled an AK gambit that I had never heard of before, but one which I knew was not unusual in the rules of the game, but I had never played it before." Upon further investigation, I discovered that Steve Packwood is indeed familiar with the game and that he has even written a book on the subject. It appears that Steve Packwood is using a quote from a book as if it were his own work.

The book Steve Packwood is referencing is "The Afrika Korps Gambit" by Louis R. Coatney. The quote he is using is from page 11 of the book: "The GM [General] in the early 1940s was not prepared to allow the German Afrika Korps to make an immediate attack in the desert, as it was believed that the Afrika Korps was not capable of such an operation."

I would be interested in hearing Mr. Packwood's thoughts on this quote and how it relates to his experience with the game. I would also be interested in reading more about his experience with this particular variation of the Afrika Korps Gambit.

Sincerely,

[Your Name]
The 45th game to undergo analysis in the RBG, MAGIC REALM rated surprisingly low in most categories. The cumulative rating of 3.54 put it a dismal 41st on the overall chart.

The biggest factor in the lackluster showing was the 5.29 rating for Ease of Understanding, the second worst rating ever in this category (3.64 at the absolute bottom). It can only be hoped that the second edition rulebook will improve this deplorable situation. The 4.42 rating for Completeness of Rules seems to back this up.

The Realism rating of 4.06 is probably due to a contradiction in terms, since fantasy and realism are simply redundant entities. Assuming that most GENERAL readers are predominantly wargamers and not fantasy buffs accounts for many of the low ratings, especially in this category. Other poor ratings were for Physical Quality 2.74, Components 3.13, Excitement Level 3.39, and Overall Value 3.26. The Components rating was surprising since so much time and effort was put in on the artwork. The Excitement rating may also be attributed to wargamers reviewing a fantasy game.

Good ratings were garnered for the mapboard 2.81, although this was expected to be higher especially in view of the innovative double printed hexagon tiles which served as the mapboard. Play Balance 2.80 is not really indicative of the game, where balance is completely in relation to playing ability, making for a perfectly balanced game between equal opponents.

Playing time will vary depending on the counter being played, the number of players, and the victory conditions, but the 19.9 figure is about right for an average 4-player game using most of the rules from all seven encounters.

The boards should augment the mechanical movement system and add a degree of uncertainty and excitement to the game. Not just a random luck element. Use of the Maneuver cards is dependent upon such factors as turning ability. Maneuver cards are offered strictly on a "as they are" basis for questions pertaining to the new terrain types or any questions pertaining to them being answered. They are offered exactly on a "as they are" basis for those individuals who can't wait to add new terrain to their St. game and don't mind making up their own rules as they go along. Note that the various shades of color on these boards do not represent an old French village with an "urban" feel and also introduces a new type of building normandy hedgerows. All the boards maintain the "geomorphic" feature which allows them to be butted together to form an ever growing gaming field and don't mind making up their own rules as they go along. Note that the various shades of color on these boards do not necessarily match exactly with earlier boards of the game, where balance is completely in relation to playing ability, making for a perfectly balanced game between equal opponents.
Infiltrator's Report

"Wargaming Moves Uptown" might well be the headline of an article about the recent opening of "SWORD OF THE PHOENIX"—probably thirty years, of Tucson—since it came in a city the size of Atlanta. Located in luxurious Park Place Shopping Center and stocked with "the widest selection of board games and military miniatures in the Southeast," this store represents a real "class" wargaming image to appeal to passersby as you can see from the above illustration. When in Atlanta be sure to drop into the mall at 4505 Ashford Dunwoody Road to check out how the other half lives.

Taking a page from several other GENERAL subscribers who have produced their own pbm sheets for their favorite games, Chester Hendrix has filled the void for STARSHIP TROOPERS by printing TERRAN and ARACHNID PBM sheets. Each sheet is good for three turns and includes other half lives.

Those wanting the complete set could send an additional $2.00 and get 25 Humanoid sheets as well.

Nobody submitted the solution for Contest 90 exactly as explained in the previous issue. Murray Burns of Tuscaloosa, Ala., came the closest with a very strong starting position. Three other contestants who had better than average setups and who were awarded prizes were: Louis Desy, Jr., Worcester, Ma.; G.F. Lienz, Charlottesville, Va. and Jerry Hall, Wichita, Ks.

The keys to solving Contest No. 91 are: eliminating the German units in Bryansk first so the units in hex U13 are not combat supplied, knowing Finnish units (like the one in hex S13) are always in supply, dropping a paratrooper to cut off the retreat route of the units in U14, and remembering that units in woods hexes do not retreat (including Bryansk which is a woods hex as well as a city).

The exact sequence is as follows: Drop a paratrooper in hex T16 (within the eight hex range of the Stavka unit in Tula). Move the 10-7 and 8-6 armor units to hex U13, and the two 7-4 infantry units to T13, all four to attack Bryansk at 4-1 odds, a die roll of 5 eliminating both German units. The two 5-3 infantry units at T12 move to S12 and the one 5-3 infantry unit at S11 moves to R13, all three attacking the 3-4 Finn infantry at 5-1 odds, a die roll of 1 eliminating the unit in an exchange. Finally, the 6-7 cavalry unit moves to V14 attacking the two units in U14, now not combat supplied (both units worth one factor each), at 2-1 odds, rolling an exchange with a 4, eliminating one unit while the other is eliminated because it has no retreat route.

CONVENTION CALENDAR

The following list of gaming conventions is made strictly on the basis of the presentation of a date to us by the convention publicity chairman. Avalon Hill does not necessarily attend or endorse the gatherings listed below, nor do we mean to suggest that events using Avalon Hill games will be held there, although it is likely that at least casual, open gaming with AH games will be present. Readers are urged to contact the sources listed for further information before making plans to attend.

JANUARY 18-19-20
WINTERWAR VII, Champaign, Ill.
Contact: Alan B. Conrad, 2215 S. First #105, Champaign, Ill. 61820

FEBRUARY 1-2-3
WARCON '80, Texas
Contact: WarCon '80, Box 5718, College Station, TX 77844

MARCH 14-15-16
UPPER SOUTHCLAVE
Contact: Red Carpet Inn, P.O. Box 8423, Louisville, Ky. 40212

MARCH 22-23
SIMCON II, Rochester, N.Y.
Contact: SimCon II, Box 5142, River Station, Rochester, N.Y. 14627

MAY 16-17-18-19
CAN GAMES '80, Ottawa, ON.
Contact: Can Games '80, 201-360 Dundas St., Vanier, Ontario K11 7W7

MAY 23-24-25
GENGHIS CON II, Denver, CO.
Contact: Denver Gamers Association, 2527 Gaylord St., Denver, CO. 80205

JUNE 6-7-8
MICHI CON IX, GAMESFEST, Detroit, MI.
Contact: Metro Detroit Gamers, P.O. Box 787, Troy, Mich. 48099

JUNE 30-JULY 1
NAN CON II, Houston, TX.
Contact: Nan's Toys and Games, 1385 Gallena Mall, Houston, TX 77066

JULY 4-5-6
EMPIRICON II/ConSp irriga, New York, NY.
Contact: POB 682, Church Street Station, New York, NY 10008

JULY 11-12-13
GLASC V, Los Angeles, CA.
Contact: L. Daniel, 7048 Keokuk Ave., Canoga Park, CA. 91306

AUGUST 1-2-3
CWA CON '80.
Contact: Tony Adams, 3605 Bobolink, Rolling Meadows, IL 60008
for this or other parts. Orders for this or other parts orders. Due to low quantities of some numbers we request that you specify an alternative handling charge up to $20 per order. General orders for any selection you make. The index below lists the contents of each volume. For a complete list of back issues available, please see the listing below.

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Looking for OPPONENTS for RI, Alliances Campaign. Will host one night, or sign up for both. See you there! For more info, contact me.

For all wargaming groups. Group meets on Wednesdays at 7:30 pm. Call 964-1019 for more information.

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Vol. 12, No. 1—1976.

Anago, miscellaneous. Panzerblitz, Chancellorsville, Pusan Leader, Stalingrad, Turtlenecks... 2.25

Vol. 12, No. 2—1976.

Teheran, Bulgaria, Bitburg, Klattengard, Pusan Leader, Stalingrad... 3.00


Cassar—Abina, II. The Russian Campaign, Luftwaffe, Third Reich, Arab-Israel Wars, Africa, Korea, Korea Leaders... 1.50


Kingsmaker, Ander, Squad Leader... 3.25


Arab-Israel Wars, Scandinavian Campaign, Russian Campaign, Third Reich, War at Sea... 3.50


Jutland... 2.50

Vol. 15, No. 1—1976.

Germans vs. Tropic, Squad Leader, Starship Troopers, Russian Campaign... 4.00


Pusan Leader, Stalingrad, Third Reich, D-Day, Rail Baron, Victory In The Pacific... 3.50

Vol. 15, No. 3—1976.

Assassins on the Crime—Invasion of Malta, Russia Campaign, Third Reich, Squad Leader... 4.00


Defenders 2, Caesar's Legions, Pusan Leader, Third Reich, WS & IM, Squad Leader... 3.00

Vol. 15, No. 5—1976.

Midway, The Last Great Battle, Roosevelt, Axis, Air War At Sea, Starship Troopers... 3.00

Vol. 16, No. 6—1976.

Brisbane, Tropic, Panzer Leader, Caesar's Legions, Tobruk... 3.50

Vol. 15, No. 6—1976.

Paratroopers, Africa, Korea, Korea Leaders... 3.25


Panzers, Axis, Africa, Korea, Korea Leaders... 3.50

Vol. 16, No. 8—1976.

Paratroopers, Korea, Korea Leaders... 4.00

Vol. 17, No. 1—1976.

Midway, The Last Great Battle, Roosevelt, Axis... 3.00

Vol. 18, No. 2—1976.

Brisbane, Tropic, Panzer Leader, Caesar's Legions, Tobruk... 3.50


Midway, The Last Great Battle, Roosevelt, Axis... 3.00

Vol. 18, No. 3—1976.

Brisbane, Tropic, Panzer Leader, Caesar's Legions, Tobruk... 3.50

Vol. 17, No. 3—1976.

Midway, The Last Great Battle, Roosevelt, Axis... 3.00
Q: When a character executes the first of two attacks, can he attack someone who is not attacked by the second attack? A: No. You can attack someone who is not attacked by the second attack.

Q: Can the Pilgrim Block or be Blocked by Demons and the Fungus? A: Yes, the Pilgrim can Block, but they cannot Block him.

Q: It seems that when the Witch King is using Magic Sight, he cannot find horse counters and the card is right; he rolls one die without subtracting. How many times can a Captain use his Reputation to get an extra phase in a Dwellings? A: Only once, to extrascore a leader to guard the horse by blocking anyone moving who moved and tried to search for it, but he could not hold the horse. (A hired leader could hold the horse, as explained in optional rule 5.5; also, you would not have to search if you cached the horse as explained in optional rule 4.1.)

SPELLS (GENERAL RULES) Q: Can I leave a hired native with it to hold it so native stays hired and things proceed normally. Q: Can ASK DEMON be used to ask a player’s native to execute a Spell phase in a remote Clearing, or to enter combat with a Spell? A: Yes and yes, the native stays hired and things proceed normally.

Q: If the horse is killed in combat? A: No. You could leave a hired leader to guard the horse.

Q: Can REMEDY (or a similar Spell) be used to break a Spell in the same Round that is present in that Clearing? A: Yes, the color magic can come from either Clearing.

Q: Can REMEDY be used to ask a player’s favorite item? A: No!

Q: If ENCHANT ARTIFACT is used to add a Spell to a native, can that Spell be learned by reading runes? A: Yes, but only when the ENCHANT ARTIFACT Spell is activated.

Q: Exactly how does MELT INTO MIST affect a character? A: If a character does any activities except MOVE (with Tremendous carrying capacity), he cannot Block or be Blocked and cannot attack nor be attacked with weapons. He can travel by underground paths and secret passages freely as he moves (without discovering them). Otherwise he plays normally.

Q: Exactly how does MELT INTO MIST affect a native? A: The native moves around normally but otherwise is ignored.

Q: Can REMEDY (or a similar Spell) be used to brew a Spell in the same Round that is present in that Clearing? A: Yes (unless its target is killed.)

Q: When a character executes the first of two MOVE phases to enter a Mountain Clearing, does he move halfway to the Mountain Clearing and does he stay at the 50% position? A: No. He stays where he is and can be blocked after the first move.

Q: When a character on a pony starts his turn by using a MOVE phase to move two Clearings, can the Block or be Blocked in the first Clearing he enters? A: No.

Q: Can a character hide and remain hidden if he does other activities (such as search)? A: Yes.

Q: How does the Druid’s PEACE WITH NATURE work when there are other characters in his Clearing? A: PEACE WITH NATURE does not prevent monsters from appearing at the end of the other player’s turn, but it does prevent them from being on the board at the start of the Round. If the Druid moved in first no monsters would appear then, but when the other characters arrived they would reveal their cards and reveal the monsters.

Q: Can the Pilgrim Block or be Blocked by Demons and the Fungus? A: Yes. The Pilgrim can Block, but they cannot Block him.

Q: What is the attack time and weight for the powerful Starlight? A: In three ways: 1) by killing the target on whom the Spell expires (or at the end of the Round if the Spell expires during the Round); 2) no combat counter is wounded or fatigued; 3) no wounds to fatigue but he cannot bring his horse. (A hired leader could hold the horse, as explained in optional rule 5.5; also, you would not have to search if you cached the horse as explained in optional rule 4.1.)

SPELLS (GENERAL RULES) Q: Can I use the DRAGONFANG necklace to control another dragon if the dragon I was controlling is killed in combat? A: Yes (unless its target is killed.)

Q: When (or with what) were the Tremendous counter was played? A: Yes! (unless its target is killed.)

Q: When does combat end in a Clearing? A: Both (all) of the attacks inflict damage on the target.

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same curse was inflicted twice, are both removed by one REMEDY?

A: No and yes. Each time REMEDY is Cast it removes any curse except for ASHEN or DISGUISE, but you must take both no matter how many times the curse was inflicted.

Q: When rolling WISHES, can I accumulate 'I wish you were elsewhere' results so that my attack will inflict damage for several attacks in a row?

A: It is always the very next attack that is affected.

Q: Where does a garrison native go when I apply a curse?

A: He stays where he is.

Q: What are the differences between hiring a monster and controlling a monster?

A: Hired monsters are treated like hired non-leaders—they cannot enter, search, or block independently, and they cannot carry items. Controlled monsters are treated like hired leaders and can move, etc., independently, and they can be ridden if they fly. Hired monsters remain loyal until their term of hire expires regardless of the expiration of the Spells that hired them, while controlled monsters stop being controlled when the Spell expires.

FLYING

Q: How do I use a treasure or Spell that allows me to fly?

A: Yes, if it were a MOVE counter during an encounter step you can play it to run away or stop someone else from running away, during melee you can play it to do a movement that can be used to define your carrying capacity when you move, except you fly when you move.

Q: What are the values shown on the treasure or Spell?

A: The letter is the strength letter, showing the weight you can be carrying when you use the treasure or Spell. The number is the time number, which is used like a MOVE counter's time number. If the Spell or treasure is used in a melee or encounter step the FLY indicates that you can use the treasure or Spell to leave the Clearing, either moving or running away, you fly from tile to tile instead of moving along the roadways.

Q: How do I use a Spell or treasure to fly away during combat?

A: Play it at the same time and under the same circumstances that you would play a MOVE counter to run away. If it's a treasure, play the card itself; if it's a Spell play the MAGIC counter you used to Cast the Spell. Assuming its time number is low enough to escape, instead of running halfway to the next Clearing you fly halfway to the next tile— you choose an adjacent tile, place your character counter half on that tile and you must start your next turn with a FLY phase either in the tile you enter or back into the tile you are flying out of. Upon exiting that FLY phase you must land before continuing your turn.

Q: How do I use it to maneuver or to stop someone else from running away?

A: You play the treasure or Spell to fly from tile to tile during movement.

Q: Record FLY phases and when you execute it display the card or MAGIC counter that allows you to fly. As long as you continue executing FLY phases you do not land, you must land as soon as you execute a non-FLY phase or end your turn.

Q: Where does I land in the tile?

A: A: Roll a die and land in the Clearing that matches the number. If no Clearing matches the roll, roll again.

Q: Can I Block or be Blocked while flying?

A: Not until you land.

Q: What are the differences between the different ways of flying?

A: HURRICANE WINDS can be used only to fly off a Clearing and it must be used on the Roll of 1. BLOODSTICK can be used to fly in any of the ways described above and it can be used any time after the Spell is Cast and goes into effect, but it can be used only once before it expires (if you are flying from tile to tile it expires as soon as you land; otherwise it expires at the end of the next encounter or melee step in which it is used). The FLYING CARPET can be used repeatedly any number of times, flying and landing, as long as it is not expired on that day. Characters who are riding flying monsters can fly repeatedly as they move, but they cannot fly during combat; characters who have been turned into flying monsters can fly repeatedly during movement and combat.

TRANSFORMATIONS AND ENCHANTMENTS

Q: Can characters who have been transformed into birds, squirrels or frogs block? Can they stop other characters from running away in one turn?

A: Yes, yes.

Q: Can frogs, lions and squirrels move from one tile to another?

A: At your option. They can move as long as they do not block or enter any of the ways described above.

Q: Can a frog or squirrel move into a Clearing without using a roadway, where does he go if he runs away during combat that day?

A: If, for example, he enters in a roadway in the woods in that tile. If he has changed back into a character he cannot run away that day.

Q: If a character moves into a Clearing on a roadway that vanishes (because the tile is enchanted later that day), where does he go if he runs away during that day?

A: He cannot run away if the roadway has vanished or turned into a secret passage or hidden path that the character cannot escape.

Q: Where does a character go if he runs onto a roadway and the roadway vanishes (because the tile is enchanted) before he takes his next turn?

A: If the roadway vanishes or turns into a hidden path or secret passage that the character cannot escape, he goes on the woods in that tile.

Q: What happens when a character (not a frog, etc.) is transformed into a animal prior to their movement?

A: He must start his turn by moving back to the Clearing that he ran out of the previous day, i.e., the last Clearing that he was in.

Q: When a character has been turned into a monster by a Spell or ABSORB ESSENCE, does he move from Clearing to Clearing automatically like a monster or do he record moves like a character?

A: A transformed character still moves like a character (except that he must FLY if he has been transformed into a flying monster). A transformed monster (or native) acts like what it really is—the transformed wolf is active when the wolves are, and so on.

Q: Can a character who has been turned into a monster or animal by a Spell or ABSORB ESSENCE use his weapons, Spells and combat counters?

A: No. He can carry items (subject to the monster/animal's carrying capacity) but must use only the monster/animal's combat values.

CAMPAIGN COUNTERS

Q: There are only six campaign/mission/visitor counters to place in the seven boxes on the APPEARANCE CHART. Which box is left empty?

A: That varies from game to game, depending on what the players place the counters. The player who places a counter in any empty box, the box that is left when all six counters have been placed remains empty for that game.

Q: What is the reward for successfully completing a campaign?

A: There is no reward (except for not having to pay the campaign cost again). The only benefit you get for taking a campaign counter is the power you get by having all those allies.

Q: Can a character have one of his hired leaders deliver a mission counter?

A: No. Unless optional rule 5.5 is being used, because that way the leader cannot remove the gold he would be paid for the delivery.

Q: Where does a mission or campaign go when the month ends or the character is killed?

A: The counter is placed in the Clearing where the character is killed (and the counter is turned over if it is the end of the month). Characters can pick up many counters when they are mission or campaign side up; if a character has a mission he determines where he is going and calculates his reward as if coming back from a campaign, starting from the Clearing where he picks up his counter.

Q: Can a hired leader pick up a mission or campaign counter for his owner?

A: Yes. It travels with the leader, who can give it to his owner when he is in the same Clearing, but it cannot be belonging to (the owner—so the leader could not take a campaign if his owner (or any of the owner's other leaders) already had a campaign that month.

The General

CONTEST NO. 92

It is the Combat Portion of the day in a game of MAGIC REALM and four characters—the White Knight, Black Knight, Berserker and Swordsman—are battling a Tremendous Troll, a Tremendous Dragon, one goblin with a spear, one goblin with a sword, one Rogue with a bow and the 'Bashkar without a horse (assuming the Rogues are battling all of the characters). The question is: how can the characters coordinate their plays to kill all of the monsters and Rogues without having any of the characters killed in the process?

THE SITUATION: The characters have all of their list of fourth-stage equipment and counters (no Spells) and nothing else. It is the start of the first Round of Combat and all of their weapons are unready. The Berserker is not Berserk.

OPTIONAL RULES: Optional rules 1.1 Weapon Times, 2.3 Armor bonus, 2.6 Weapon Length, 3.1 Armored Monsters and 3.2 Heads and Clubs are all in effect.

THe PROBLEM: Specify each character's play for the first Round on the chart below, and we will assume you know the continuation that will eventually kill all of the monsters. You must specify the attackers each character takes onto his sheet, the target he attacks (whether on his own sheet or an other's), the FIGHT order he plays and the direction he plays it in; and the MOVE counter he plays and the direction he plays it in; you must also specify where the Black Knight plays his slash.

LUCK: Always assume the worst possible die rolls when assigning attacking non-characters to their directions, when rolling for changing tactics and when rolling for the archer's MISSILE attack. Exception: You may assume that sometime during the first five Rounds of Combat the Troll will roll CHARGE/THRUST, but you do not know exactly when (hint: this is so you can eventually match directions with him).

THE MONSTERS:

THE CHART:

<table>
<thead>
<tr>
<th>Attacker:</th>
<th>White Knight</th>
<th>Berserker</th>
<th>Swordsman</th>
<th>Black Knight</th>
</tr>
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<tbody>
<tr>
<td>Target:</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Attack:</td>
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<td>FIGHT:</td>
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<tr>
<td>Maneuver:</td>
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</tr>
<tr>
<td>MOVE:</td>
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<tr>
<td>direction</td>
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</table>

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.
LIST OF MONSTERS
This list summarizes the values and attributes of each monster.

<table>
<thead>
<tr>
<th>Monster</th>
<th>Value</th>
<th>Vulnerability:</th>
<th>Special:</th>
</tr>
</thead>
<tbody>
<tr>
<td>T. Flying Dragon</td>
<td>15</td>
<td>Tremendous (armored)</td>
<td>has 'head' counter</td>
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<tr>
<td>(Head of)</td>
<td></td>
<td>(cannot be attacked)</td>
<td>attacks separately²</td>
</tr>
<tr>
<td>T. Dragon</td>
<td>12</td>
<td>Tremendous (armored)</td>
<td>has 'head' counter</td>
</tr>
<tr>
<td>(Head of)</td>
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<td>(cannot be attacked)</td>
<td>attacks separately²</td>
</tr>
<tr>
<td>Giant</td>
<td>10</td>
<td>Tremendous</td>
<td>has 'club' counter</td>
</tr>
<tr>
<td>(Club of)</td>
<td></td>
<td>(cannot be attacked)</td>
<td>attacks separately²</td>
</tr>
<tr>
<td>Octopus</td>
<td>10</td>
<td>Tremendous</td>
<td></td>
</tr>
<tr>
<td>T. Spider</td>
<td>8</td>
<td>Tremendous</td>
<td></td>
</tr>
<tr>
<td>T. Troll</td>
<td>10</td>
<td>Tremendous (armored)</td>
<td></td>
</tr>
<tr>
<td>T. Serpent</td>
<td>10</td>
<td>Tremendous (armored)</td>
<td></td>
</tr>
<tr>
<td>Demon</td>
<td>10</td>
<td>Tremendous</td>
<td>POWER OF PIT attack²</td>
</tr>
<tr>
<td>Winged Demon</td>
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<td>Tremendous</td>
<td>POWER OF PIT attack²</td>
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<tr>
<td>Dragon</td>
<td>6</td>
<td>Heavy (armored)</td>
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</tr>
<tr>
<td>Flying Dragon</td>
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<td>Heavy (armored)</td>
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<tr>
<td>Spider</td>
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<td>Heavy</td>
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<tr>
<td>Troll</td>
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<td>Heavy (armored)</td>
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<td>Serpent</td>
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<td>Heavy</td>
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</tr>
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<td>Giant Bat</td>
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<tr>
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<tr>
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<td>2</td>
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<td>CURSE attack¹</td>
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<tr>
<td>Goblin</td>
<td>1</td>
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<td>blank spearcarriers don't attack³</td>
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<td>Wolf</td>
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<td>Medium</td>
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</tr>
<tr>
<td>Viper</td>
<td>2</td>
<td>Medium (armored)</td>
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<tr>
<td>Ogre</td>
<td>1</td>
<td>Medium</td>
<td></td>
</tr>
</tbody>
</table>

Notes:
1. The head or club must attack the same target that the body attacks, but it must attack from a different direction.
2. When the monster's attack hits while the monster counter's red side is down, the attack is resolved by rolling on the indicated Spell Table.
3. Goblins carrying spears do not attack when they are pink side up.

LIST OF NATIVES
This list summarizes the natives and indicates the composition of each native group.

Natives Per Group:

<table>
<thead>
<tr>
<th>Native</th>
<th>Value</th>
<th>Vulnerability:</th>
<th>Weapon:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Knight</td>
<td>8</td>
<td>Tremendous</td>
<td>B. sword</td>
</tr>
<tr>
<td>Great</td>
<td>4</td>
<td>Heavy</td>
<td>G. sword</td>
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<tr>
<td>Swordsman</td>
<td>2</td>
<td>Medium</td>
<td>Spear</td>
</tr>
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<td>Short</td>
<td>2</td>
<td>Medium</td>
<td>S. sword</td>
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<tr>
<td>Swordsman</td>
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<td>Medium</td>
<td>Crossbow</td>
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<tr>
<td>Archer</td>
<td>2</td>
<td>Medium</td>
<td>M. bow</td>
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<tr>
<td>Lancer</td>
<td>2</td>
<td>Light</td>
<td>Spear</td>
</tr>
<tr>
<td>Raider</td>
<td>2</td>
<td>Light</td>
<td>S. sword</td>
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<tr>
<td>Swordsman</td>
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<td>Medium</td>
<td>T. sword</td>
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<tr>
<td>G. Axeman</td>
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<td>Heavy</td>
<td>G. Axe</td>
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<tr>
<td>Assassin</td>
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<td>Medium</td>
<td>S. sword</td>
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</table>

Total Natives in Group: 4
Total Value of Group: 10

CAMPAIGNS
This chart lists the cost, allies and enemies for each campaign counter.

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<tr>
<th>Campaign Counters:</th>
<th>QUEST</th>
<th>PILLAG</th>
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<th>WAR</th>
<th>REVOLT</th>
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<td>LANCERS</td>
<td>SOLDIERS</td>
<td>PATROL</td>
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<td>SOLDIERS</td>
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THE GENERAL
## Tables of Seasons

### Monthly Seasons

<table>
<thead>
<tr>
<th>Month</th>
<th>Campaign Counters</th>
<th>Clear</th>
<th>Showers</th>
<th>Storm</th>
<th>Special</th>
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<td>White Magic</td>
<td>Escort Party on Company (mission to Chapel)</td>
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<td>Scholar on Patrol</td>
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### Weather

<table>
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<tr>
<th>Season</th>
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<th>Storm</th>
<th>Special</th>
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