As stated before many times in this column, Avalon Hill goes to considerable effort and expense to be more than just another game company to its following. Financially speaking, it might be wise if we expend all of our efforts in the area of game design and new games to the exclusion of customer services in periphery areas. Things like Opponents Wanted ads, AREA rating and matching services, pbm pads, variant kits, the ORIGINS tournaments, and even THE GENERAL itself do not pay for themselves except in terms of the good will generated among our customers. The following guest editorial by my long time postal friend and tormentor, Tom Olson, announces another such losing venture. If you share our competitive instincts and appreciate having a “goal” for your hobby participation, we think you’ll share our excitement about the possibilities. If so, or if not, drop us a line with your thoughts pro and con.

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THE AVALON HILL PBm GAME CHAMPIONSHIPS
An unusual thing about the wargaming hobby is that, although it is an activity in which great care is taken to precisely define victory and defeat, there has been relatively little interest in organizing, competition, and recognizing skill. This is all the more remarkable when one considers that the culture of which wargaming is a part is nearly obsessed with organized competition, from the billion-dollar world of professional sports, down to international Monopoly tournaments. There are unfortunate aspects of this competitive zeal, but most of it is just innocent diversion, in my opinion. If you enjoy studying batting averages, and following league standings, why not? Similarly, if you take pleasure in polishing your skills in one or

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THE ESSENCE OF DUNE

by the designers of Future Pastimes—Bill Eberle, Jack Kittredge, and Peter Olotka with modular assistance from that indomitable Englishman Charles Vasey.

The authors for our feature on DUNE are actually the design team which makes up that talented group called FUTURE PASTIMES—a small, new game company which stood the hobby on its collective ear in 1978 with COSMIC ENCOUNTERS. That novel game system proved to be the forerunner from which DUNE evolved to our eternal gratitude. Yet, not everything herein is seen through the naturally biased eyes of the creators of the game. Lo, there is an interloper in the script in the form of that inveretate game critic and all around rogue Charles Vasey. His comments from the view of the player on the attributes of the various game characters present an interesting comparison to the picture drawn by the designers of those same characters. Note that Charles’ analyses take into consideration all the Advanced Game rules whereas Jack Kittredge restricts his comments to the Basic Game. In each case, Charles’ comments originate in the left hand column of each module; those of Jack Kittredge follow on the right.

When we first began to imagine a DUNE game, we each remembered our own favorite images from the book. Creating the game was a matter of finding the right focus for the endless stream of ideas the book brought to life for us. Our goal was to create the essential experience of DUNE in a game. We would like to thank Frank Herbert for making such a project possible. The challenge of creating a game which matched the depth and excitement of the novel inspired our total enthusiasm and energy.

Our starting points were the planet, the spice economy, the intense competitive psychology of the book’s characters, and the fierce battles waged on the planet’s surface. Each of these elements offered its own possibilities for game play.

In this article we will describe how DUNE is played, illustrate the game by examples of possible play, and offer an analysis of specific game elements. We will also comment on the process of converting ideas in a book to ideas in a game and on optimum game strategies for DUNE players.

Perhaps the most important thing to say about the planet Dune is that it is constantly trying to kill you. Its dryness quickly sucks away all unprotected body moisture. Its storms cut both men and metal to ribbons, giant sandworms attack anything that moves on the surface of the endless deserts, and possession of its wealth makes one a target for the most powerful and deadly forces in the Empire. Such a planet promotes the utmost of thrift, caution, shrewd calculation, and swift, precise action. Just the sort of place for an evening of classic confrontation among friends.

What makes Dune more interesting as a location for a game conflict than most imaginary planets is its contrasting deadly ecology and fabulous wealth. The spice wealth of Dune is extraordinary. The spice, or melange, makes people live longer, is necessary for safe navigation through space, and is subtly addictive. Obviously such a substance is destined to be the most valued commodity of any human civilization of which it becomes a part. And, if the substance which has become a galactic civilization’s basic measure of wealth has as its only source the sand oceans of one planet, the conflict situation is classic in its simplicity. Control of Dune means control of the galactic empire.

The people are equally as interesting as the planet in this conflict situation. Civilization’s expansion to the stars has created a violent military society in which personal skill with weapons and technological protective devices is mandatory, and where treachery, assassination, and armed force are the coin of daily life. In addition, techniques of exceptional concentration, mind control, and patient genetic engineering has led to individuals who are as dangerous as the most impressive weapons science has devised.

The combination of these fierce people, the unrelentless planet, and the struggle for ultimate wealth and power on the planet’s surface is what DUNE, the game is all about. These are people of extreme intelligence and competitiveness who have been schooled in fighting and intrigue from childhood, and the plots generated by their conflicts are intricate and dangerous. While we were developing the game, we often described the nature of plotting and intrigue in the game by referring to Frank Herbert’s phrase, “wheels within wheels.” The game has been constructed to foster just such a sense of intricate danger and opportunity.

In the DUNE game, each player is challenged to make the most of the resources he starts with. Each player has a given number of troops, leaders, spice, wealth, weapons, and special advantages and disadvantages relating to the abilities and political inheritance of one DUNE character, and also secretly controls a leader of one other player. On a map representing most of the planet’s northern hemisphere, players attempt to win the game by seizing three Dune strongholds and holding them for the duration of one turn. Confrontations are resolved in battles where players must risk and spend their resources. The troops maneuvering on the planet’s surface, the avid quest for spice, and the overall scheming are all brought to focus in the climatic battles which determine a player’s fortune.

Except in the central region known as the Polar Sink, players must battle each other whenever their tokens occupy the same territory at the end of the movement round. In a battle, each player creates a battle plan on a battle wheel, and then the battle wheels are revealed simultaneously.

The elements of a battle plan are the number the player dials and reveals on the battle wheel, the value of the leader played, and the weapons and defenses (treachery cards) played which determine whether a leader lives or dies. In the battle, each player dials any number up to the number of tokens (troops) he has in the contested territory, and also must play one leader whose value (provided the leader lives) is added to the number of troops dialed.

Conflict on Dune is as costly as it is unavoidable. The number of troops dialed on the battle wheel are always removed to the “tanks” after the battle. A player who does not play the proper defense to counter an opponent’s weapon sees his leader die, and the leader’s value is lost in the battle. There are five leaders of different values for each player, and the value and the fate of the leaders often determines who wins a battle. Depending on available resources (weapons are expensive), a player usually protects his leader with a
House Atreides

Atreides, like their Harkonnen cousins, have the age-old problem of making an honest buck. They must be able to use the ten spice with which they begin the game to give them control of later spice mining. They lack decisive power in any area to make up for this lack of constant income and their advantages are such that the Atreides player should consider himself first and foremost a spice collector. Not for him the Harkonnen pleasures of spice from dead or captured enemy leaders.

Like the Harkonnen, the Atreides start with half their forces on Arrakis, and based in one of the ornithopter cities. Like the Harkonnen, the Atreides start with half their forces on Arrakis, and based in one of the ornithopter cities. Arakeen does not, however, have quite the range of Carthag (which is only out of range of four possible spice-blow). Territorially it means the Atreides player will be clashing mainly with Guild and Harkonnen forces, while the Harkonnen fight the Fremen and the Atreides. These positions can alter radically, but they are likely to hold at the beginning of the game and should be considered in choosing traitors. One of the advantages also available to the Atreides in searching for spice is their ability to look at the next spice card, the sight of a worm can allow the player to avoid losses, or to trick other players into fighting over the area for a comparatively small bait. The advantage may seem small, but it preserves House Atreides from the sudden fearsome losses that occur in this game.

Further use of the oracular powers can often make the Atreides a difficult group to beat. This is a necessary advantage for they lack special troops (one wonders why the Fedaykin should battle the Kwisatz Haderach) and their leaders are only marginally better than the Harkonnen. The most obvious advantage is that of “knowing” one part of an enemy’s battle-plan. This is decisive power in any area to make up for this lack of constant income and their advantages are such that the Atreides player should consider himself first and foremost a spice collector. Not for him the Harkonnen pleasures of spice from dead or captured enemy leaders.

The decision as to which section of a plan to consider can be reinforced by the viewing of the cards in the bidding round. If you are doing this properly you might as well write the cards down and note the recipient. Such information may save you from wasting your other powers. It is also very useful in making sure your money is well spent (as well as making the other players just a little wary of a player with no useless cards in his hand). We ruled that the second (free) Harkonnen card was not seen by the Atreides, and this means that the Atreides must always keep reminding himself that one player is not totally safe. Unfortunately one frequently forgets!

The reasonable revival rate is certainly a boon to the Atreides who will find that even with CHOAM charity he can still bring fresh troops into action. Perhaps the best advantage is the Kwisatz Haderach. His +2 is most useful if the Atreides are getting a little short on the spice, of course one still fears the death of the leader but the protection of the leaders from being called out as traitors will tend to discourage players from picking an Atreides leader in the first place.

The Atreides are a testing side to play successfully, they must live off their wits more than most, but they are not without great power in the vital areas of combat and bidding. Providing they are played with care, and the spice supply is kept up they can be winners, but played too wildly they can be reduced to the position of bandits.

House Atreides

Paul is many people’s favorite character in the game. He starts right off with a strong position on the board. He holds one of the two cities with ten tokens, so he has automatic movement advantages and half his troops are already on the board. Starting with 10 spice, he can afford to make strong spice-bids for the treachery cards. His leaders have good values and he has a choice among several strong heroes, unlike some other players.

But Paul’s special foreknowledge advantage is the real appeal of the character. Seeing one turn ahead into the spice deck enables the easy player to plan his moves with the secondary goal of getting into range for a far-off spice blow next turn. In addition it enables him to avoid being devoured by the giant worms, and in fact move to a stronghold or fortify his position in one that when the worm comes up and a nexus is declared, Paul becomes an ally worth courting.

Paul also has a better resource-economy due to his foreknowledge. Besides knowing where the spice blows are ahead of time, to collect wealth, he can see the treachery cards before bidding on them, thus purchasing only what he needs. An Atreides player with a poison, a projectile weapon, and a defense against each ought, if there is any justice in gamedom, to have an easy chance of winning the game.

But ultimately the test of the game is in the battles, and that is where the Atreides player shines. The leaders used by each side are crucial to most battles. Paul, by simply seeing ahead of time the offense or the defense his opponent will play, can guarantee either his own leader’s safety or the death of the opposing hero, plus having a fifty-fifty chance at the other. This assumes he has the right cards, of course (which he will have seen to in his bidding already). I’ve seen many times when just the knowledge that Paul had such odds working for him caused his opponent to lose hope, not play any treachery, and consign a low leader to what was seen as certain death—only to find out that Paul had no cards worth using and had just bluffed himself into a nice gain.
The true Atreides fanatic will not only use his foreknowledge in battle, but will also remember every card purchased, and by whom, and whether it was ever discarded or not. While this is harder than it sounds, the benefits are glorious. Once the hidden initial cards are played, Paul will now know everyone’s hand except Harkonnen, and he’ll know half of that. Knowing the weapons and defenses is of course great in battles, but also knowing who has the Family Atomics, a Harj, a Truth Trance, or a Cheap Hero or worthless card to use up gives you real insight into other people’s strategies and what they are likely to do. It also lets you sit there and chuckle knowingly while everyone else trembles as the Baron sends one token into a horde of Fremen—is it Lasgun/Shield, or just a Trip to Gamun?

As in life, however, such advantages have their price. The easiest mistake to make is playing Atreides is to come on too strong too early. With luck, timing, and daring sometimes you can streak to an early win, but more often than not you will be beaten back by aroused players in a joint effort. After such a thrashing you will have lost your good cards, be low on spice, and have a lot of dead troops in the tanks. And it is harder for Paul to make a comeback than any other character. Thrown onto CHOAM Charity he must choose between buying a card (if he’s lucky) every two turns or so, or shipping a couple of tokens into a stronghold only to see them blown away by an opponent for their leader’s water. In this case foreseeing the implement of your death only heightens the pain.

One thing falling common to novice Atreides players is to become the policeman of Dune. Knowing everyone’s capacities and intentions, it is easy to try to pick fights you can win and block the ambitions of the other players. But there are enough twists in the game that sometimes you will lose a battle you can’t afford (through a traitor or hidden Karama). In any case, in troubleshooting for very long will wear you down relative to the others, and seasoned players will do better to husband their strength for their own aims, and let the game take care of itself.

defensive treachery card and threatens his opponent’s leader with an offensive treachery card as part of the battle plan.

The player with the highest number (troops dialed and leader value if not killed) has the highest battle force and wins the battle. The loser loses all tokens in the territory to the tanks and must discard any treachery cards played. The winner loses only the number of tokens dialed and keeps any treachery cards played. Leaders who are not killed are safe and retrieved after the battle round. Leaders who are killed are retrieved by the battle’s winner who receives their value in spice (renders them down for their water since on Dune nothing can be wasted, especially moisture) before putting them into the tanks. Obviously, battles on Dune present both a high risk and the possibility of a high gain—possessing the territory or strongholds is eliminating an opponent’s troops, weapons, and position advantage; and perhaps some bonus spice if a leader or two happen to be killed. Finally, a last variable must be added to the ingredients in these important battles—the traitors. At any time a leader may be revealed actually to be a traitor owned by an opponent. When this happens, everything risked in the battle is lost; the opponent revealing the traitor wins the battle, and, as a final irony, renders down the traitor for his value in spice.

The DUNE game is fueled by its spice economy. Players need spice to buy the treachery cards important to battles and to ship extra troops onto the planet. Spice can also buy extra reserve troops from the tanks and, when all of a player’s leaders have been killed, can buy back leaders from the tanks. A clever player can also use a spice bribe to gain important information or concessions. In DUNE, spice becomes available at some desert location of the planet on almost every turn. Mysterious explosions beneath the planet’s desert sands, called spice blow, bring large quantities of spice to the planet’s surface.

Harvesting the spice is as difficult and hazardous as it is rewarding. Sometimes the giant sand worms come soon after the spice blow and devastate everything in the area except Fremen. And often players experience the frustration of being unable to get to a rich spice blow across Dune’s vast stretches of sand and rock before the precious spice is lost forever to the effects of storms and worms. Dune’s storms are deadly. Men or machinery caught in the open desert during a Coriolis sand storm are obliterated. In the face of these hazards, a player must get his troops to a territory with spice and manage to be the only player with troops in the territory at the end of the turn. A player usually must take extra troops to a spice blow; some must defend the spice and some must be there to carry off the spice at the end of the turn. (Remember, troops dialed in a battle are removed from the board.) At the end of the turn, each remaining troop may carry off two spice (or three if the player is in sole possession of one of the city strongholds, Arrakeen or Carthag).

Four of the character/players, the Atreides, Harkonnen, Bene Gesserit, and Fremen, always have to acquire spice on the planet surface. The Emperor and the Guild may choose to compete for spice on Dune, but they can acquire spice more easily. Players must pay the Guild one spice token for each troop token shipped onto the planet from off planet reserves and must pay double to have troops dropped into unpopulated areas. The Emperor has an even steadier supply of spice. Players must buy all treachery cards from the Emperor.

During each turn players bid on treachery cards. For each player in the game, one treachery card is placed face down on the board. Of 33 treachery cards, there are 17 offensive and defensive weapons, 11 cards giving players a one-time advantage, and five worthless cards. Players bid on each face-down card, and the highest spice bid wins the card. The winner of the card pays the spice bid to the Emperor. To limit total dominance of the bidding round by wealthy players, there are two additional rules: no player may hold more than four treachery cards at one time, and worthless cards can only be discarded in battles.
The Fremen

For the beginner Fremen are by far the best team to play. Their strengths and weaknesses are obvious and easy to employ. Further, the weaknesses are most notable by their absence. This is not to say the Fremen can be invincible, merely that you have to watch him like a hawk.

Militarily, the Fremen resemble a mixture of the Brigade of Guards and the Royal Marine Commandoes—they are tough. The Fedaykin are the only troops who can combat the Sardaukar, although I find that they rarely meet in the early game... rather in the manner of predators dividing the easy kills. Fremen leaders are excellent, only beaten for total leadership by the B.G. They also possess a spread of leadership which makes their attacks less predictable than those of the Sisterhood. A spread like this can withstand some fearsome depredations at the hands of traitors—although Stilgar is always suspect here, who can resist the chance to subvert seven points?

As if it was not enough that the Fremen are tough, they also turn out to be armoured troops and zip about the desert with a two area move. It is a useful exercise to mark out this zone of move, you will be amazed at how far Fremen can get on the turn they enter. This is not to forget that the Fremen possess an intercontinental capacity with their worms. Worm-riding is really the cream on the coffee (spice-coffee of course) as the worms should, by rights, have been busy masticating on the Fremen like everyone else. This ability to disregard the worm and profit from its appearance means the Fremen can intervene in strength at a spice-blow. Do not forget, however, that a large stack of Fremen and a worm spells Karama card from another iritated player. There is a special pleasure in sending 15 Fremen tokens to the tank!

The Fremen player (and his enemies) must realize that life on Arrakis is often an exercise in accounting. Unless you can turn a profit, or cause your enemies a loss, then you should leave well enough alone. The Fremen has a big advantage here in his free revivals. This makes him four to two spice less worth attacking or more likely to attack. If you are fighting over a six spice blow this becomes important. On top of this is the important fact that the Fremen reserves arrive on the planet without the aid of the Guild. This not only deprives our fishy friends of the money, but it means they (the Fremen) enter for free. This a powerful saving.

Perhaps the Fremen’s major disadvantage is his lack of spice. It means he must play cunningly at first, keeping men in reserve and only going for the minor spice-blow. This is, in my opinion, also a hidden strength in that it keeps him from the battles for supremacy. He may then emerge and pick up the spoils. The other players have to realize that they must keep the Fremen from getting spice. If supplied combat is used the Fremen can be bled to death with care, even if not in use the lack of treachery cards can be used to weaken them. In a non-alliance game, however, the player who stops the Fremen simply gets killed by the others.

The Fremen also have the advantage of being the local Ecology Party. Not only are they friendly with the worms, but they know how far the coriolis storm will go in a turn—once again making their investment in spice-gathering much less than those who must risk destruction. This is also the key to their easy victory conditions. If they can spoil the chances of victory for others and hold their two sketches and keep the Great Houses out of the smuggler’s sketch, then they win. They have managed to achieve Liet-Kynes’ great ambition. This sort of fall-back victory is all the more likely in a non-alliance game.

The Fremen are thus immensely strong. Like the Atreides, Harkonnen and B.G. they are punished by the use of the supplied combat rule. For this reason alone I feel this rule should be used. Even with this provision they are so resilient and tough that only alliances can stop them. They should be played by the sort of gamer who likes hurting those smaller than himself.

The Fremen

This is the character for anyone who has ever wanted to command an ideal guerilla army. They are numerous and seem to spring up in hordes from the very sand itself, they fight heroically, they’re mobile, and they are in league with the other creatures whose home they share.

The first turn in the game the Fremen can have all 20 troops on the board, harassing, blocking, threatening. The only player given three initial starting locations, the Fremen at the start of the game form an arc controlling half the board. The free revival rate of 3, the highest in the game, enables them to recover quickly from defeat. The fact that they do not have to pay to transport troops onto the planet, but simply swarm on from the other side, means that those revived troops will be rapidly back in the thick of things to wreak vengeance.

With the highest leader values in the game, plus the readiness to waste a few extra troops to guarantee victory, no player takes on a battle with the Fremen joyously. Even if an opponent is certain of killing the leader, the Fremen can often throw enough troops into the battle to win it anyway, carrying off the leader’s water to purchase treachery with and forcing the opponent to discard his hoarded weapon.

The Fremen ability to move two territories at a time gives them assured mobility without having to tie troops down to the defense of a city. In addition, the power to surge onto the planet at any point up to two territories away from the Great Flat is both a source of significant extra mobility and the key to the surprise Fremen win (Sietch Tabr can actually be taken by the Fremen from off the board as a part of placing their reserves, while still leaving them a normal move.)

Finally, the Fremen’s close relationship to Shai-Hulud enables them to mount the lethal beasts and ride whither they will. Since the appearance of these great worms is also the signal for alliances, the Fremen ability to drop a force anywhere on the board gets them all due respect in the diplomatic councils that ensue.
Of course guerrilla armies also have one fatal flaw—their poverty. The Fremen starting the game with 3 spice might as well give up hope of buying a card for a round or two. To even get into the munitions market they will have to risk heavy casualties harvesting spice, unless they can luck into a blow so isolated that no other player can reach it. But then they don't have to worry about spending for shipment or to revive troops, so every precious bit of spice can be spent for their arsenal, which is as it should be.

Of course a Fremen force happening upon a weapon or defense in the initial deal is fortunate indeed. After watching a battle or two and finding out who has what, the crafty player can pull a surprise raid on an opponent with deadly effect and possibly even cart off the overthrown leader's value in spice for further weaponry.

Generally, it is best for the Fremen to lay back early in the game and get spice, converting it to weaponry. Large groups of Fremen are usually immune from attack (although watch out for the Laségan/Shield). In addition, going for the spice blows assures you of being there when the worm surfaces, to take advantage of its mobility and surprise.

As the game progresses, however, even poverty stricken Fremen will be able to buy treachery cards as most player's hands will be full. It's especially gratifying to see the great powers groan as you buy cards for one spice that they were bidding 7 or 8 for two rounds back. Also, toward the mid-game you will have a better idea of which players held traitors and which didn't, and you will be able to get rid of them one by one. Thus, you can engage him in battle confident that your larger force will not be lost through betrayal.

But the Fremen should not wait too long, biding their time. After a few false starts one player will break for the win—and it will almost always involve a surprise move into a Stitch in Fremen territory. Depending on the timing, you need either to be there waiting for him or able to get there fast and throw him out. It is often after just such a defensive victory that the Fremen have the best chance of consolidating their position and moving next turn for the win themselves.

In addition to the advantage in spice retrieval, possession of a city stronghold gives a player a movement advantage. Holding a city allows a player to move a group of tokens through up to three adjacent territories during the movement round. The rationale is that possession of a city gives a player control of ornhoppers for travel and of spice factories and carryalls for spice retrieval. A player who does not hold a city may only move a group of tokens from one territory to an adjacent territory. However, because of their desert experience, the Fremen can move through two adjacent territories. And the Guild with its space ships can move troops from any territory to any other territory.

In general, the movement system is designed to accomplish three things. First, it reproduces the enhanced ability of the Fremen, the Guild, and the ornhoppers to move troops across or over the unfriendly surface of Dune. Second, it relates the cost of transporting men onto Dune from off planet to the Guild monopoly on transportation. And finally, it represents the general difficulty of any movement on Dune.

A devastating Coriolis storm blows around the planet with awesome winds and blocks movement through one specific pie-slice shaped vector on each turn. When the storm is moved, any men or spice left in its path are eliminated. An additional hazard exists below the desert in the form of Shai Hulud, the giant sandworms. If a worm appears in a territory containing men or spice—all are lost.

The appearance of the worm also signals a NEXUS, a convergence of unalterable events which bring together the potential for a new unforeseen future. In game play, the nexus offers the opportunity for players to make alliances with one another. The alliances are binding until the next nexus occurs, at which time the alliances may be broken and new ones formed.

The treachery deck contains various cards allowing players to utilize special resources which can help them plan for conquest. Among the resources are the ability to control the weather, to gain extra movement, to revive dead leaders, and to prevent opponents from utilizing special abilities. The cards are played when appropriate as part of a players overall strategy.

Each of the six characters in the game has unique advantages related to the political advantages and inheritance of the characters in the novel. DUNE creates the feeling of the novel through play mechanisms rather than through a numerical duplication of specific characters. The dynamics of the interacting characters are crucial to maintaining the sense of intense struggle and intense personality which is the essence of the Dune novel.

THE CHARACTERS:

The Emperor Shaddam IV of House Corrino controls a cadre of leaders with a total fighting force value of 19 points. This is the third best value in the game. The Emperor begins the game with no troops on the planet but with a substantial amount of wealth and with immediate access to more, since all treachery cards are purchased with spice paid directly to the Emperor. The obvious advantage is that the Emperor can focus on capturing the strongholds without having to risk the hazards of harvesting spice on the planet. As the game progresses, the Emperor's perpetual wealth makes him a tempting ally.

Paul Muad'Dib of House Atreides possesses limited prescience and therefore can see ahead into the spice deck and the treachery deck. This allows Paul to plan ahead in movement—avoiding worms and getting a head start toward a spice blow. Additionally, his foreknowledge of the treachery cards allows him to avoid purchasing worthless cards or good cards already held, while providing him knowledge about opponents' resources. The prescience extends itself to the battle round where Paul may "see" one element of an opponent's battle plan. This advantage when coupled with prior knowledge of a player's other treachery cards gives Paul much potential. The Atreides leaders have a total fighting value of 17.

Liet Kynes of the Fremen has the advantage of being native to Dune. The Fremen are immune from the worm and, in fact, gain an extra move when the worm appears in their territory. In addition, they have enhanced movement ability, moving two territories instead of one. Their high revival rate is, perhaps their key advantage. Being native to the planet, they also never have to pay the Guild for transportation costs. The Fremen leaders are the second strongest force in the game with a fighting value of 23.

Baron Vladimir Harkonnen of House Harkonnen excels in treachery. As the game begins, Harkonnen may record the names of all opponents' leaders who fall into his clutches (all other players have only one traitor). The Baron may hold as many as four traitors. Additionally, the Harkonnen receives an extra treachery card with each one that is purchased. The Baron's leaders have a total value of 16.

Edric of the Guild represents a coalition between the smugglers and the Guild. His primary advantages relate to travel. The Guild collects from all other players who ship to the planet, while enjoying half price rates for shipping his own troops. In addition, the Guild has free movement on the planet itself which allows for surprise moves from distant locations. The Guild has a fighting force of only 14, but may adeptly avoid spice motivated battles when collection of fees provides sufficient income.

The Reverend Mother Gaius Helen Mohiam of the Bene Gesserit (BG). The BG represent the most subtle of all the characters, possessing the advantage of being able to predict the outcome of the game and, if correct, win the game instead of the apparent winner. The BG may also utilize the "voice", forcing their opponent to play (or not play) a certain item as part of their battle plan. The BG send in one special advisor to the planet along with every shipment by an opponent. Their fighting force is 25, the highest in the game.

THE PLAY:

Here is a typical opening round in a four player game involving the Emperor, the Harkonnen, the Guild and the Atreides.

Emperor is first player as the storm marker has been moved and stopped before the Emperor's player dot (one of six surrounding the map). The top spice card in the deck is flipped revealing six spice in Rock Outcroppings. Emperor is not particularly concerned with this information since he knows that he will collect sufficient spice during the bidding round which is about to take place.
The Guild

Spice is the key of the fate of the galaxy in DUNE, and the Guild player has spice aplenty. Indeed players who wish to play the role fully might consider the Guild monopoly as being akin to the OPEC oil cartel. The advantage is great wealth, the disadvantage is nobody loves you when you need allies. The wealth is, of course, dependent on a plentiful supply of units willing to be landed on Arrakis. Some players might play the game close to their chests in the early stages, but the Guild is likely to find the Empire (wealthy on all those early bidding rounds where everyone bids) providing him with plenty of spice as all his forces are off-planet. Indeed it is worth considering the difference in the two wealthiest sides in the game. The Empire is certainly militarily strong, but its wealth depends on how much spice the other players are willing to put into cards. The Guild however is not militarily powerful, but its source of income is pretty regular (as all revived units, bar the Fremen, must be landed by Guild ships). True, the Guild lacks the power to alter the rates as they did in Dune, but even their open-handed policy can yield the stuff of victory.

To say the Guild is not militarily powerful is to recognize that leaders are an immensely powerful part of one’s combat plans. The leaders of the Guild are, frankly, nothing to write home about. Staban Tuek is useful for the desperate battle, but if he turns traitor then the Guild must prepare by using what it has in abundance—spice. The spice can be usefully expended on treachery cards, indeed I suspect that the early wealth of the Guild should not tempt it into too precipitate a battle plan. Instead they should ensure that even if they lose they at least take the opposition leader with them. Obviously if one is using the supplied combat rule the Guild becomes immeasurably more powerful, and their lack of leaders is much less noticeable. The Guild must not only remember they are more likely to lose a combat, but that their free revival is limited and even their wealth is not without limit. The Guild attacking the Fremen is a sad affair, as the Fremen just keep on coming.

Of course, the Guild’s cheaper costs of landing mean they are very maneuverable and can maintain a much more credible threat with off-planet tokens. If they can acquire ornithopters they have an incredible flexibility which belies their weakness. The Guild actually starts with forces on the map and in a stronghold. This is an advantage that should not be overlooked because the Guild possess one final great advantage. They benefit from equilibrium, and equilibrium (especially in non-alliance games) can often be the order of the day. The automatic win tactic is very useful, it means that even a failed Guild attempt to win can lay the basis of victory by preventing other players establishing hegemony. The spoiling tactic can also be assiduously followed until the fatal moment when the Guild can suddenly “come out” and “go conventional”. The Guild player thus has all manner of lovely bluffs and double-bluffs available to him but he must realize that the automatic win conditions are automatic only if they occur, and to fulfill this he must work hard and carefully. The best thing about the residual victory is that there is not a thing the others can do. The only way they can stop you is to win themselves—and that is something the others are going to want to stop. There can be no defensive league against residual victory.

One of the Guild’s more useful powers in this game of brinkmanship is the ability to alter when it takes its turn. This allows the Guild to prevent some surprise victories, or seize sudden advantages which its weak forces would not, otherwise, do. It also infuriates the other players and is thus highly recommended. This ability, together with a Karama card can be most amusing. The sudden ability to close off space can be deadly, preventing the most careful plan coming to fruition. It is also most satisfying to the Guild player who has had to fly in Uncle Tom Cobley and all throughout the game. Worth the spice those Karama cards.

The Guild despite all its peculiar advantages and disadvantages must remember one important fact. The Fremen do not give a hoot for them! The Guild can no more threaten them than the Saudis can threaten bicyclists. With their powerful replacement values and good leaders the Fremen are an enemy not to be sneered at, and a friend to be cultivated. Further, although the Guild has a residual victory condition, so do the Fremen, and it is this factor which prevents the Guild from sitting up in space laughing. They must actually work against the Fremen, especially as the other players may not be too keen to do the work for them. Still plenty of treachery can defeat even Fedaykin under Stilgar.

The Guild player should be an experienced gamer with an ability to play with cunning and pursue many aims depending on the actions of his more powerful opponents. Such a player will find he has options that almost rival those of the Bene Gesserit.

The Guild

To the undiscerning eye the Guild would seem among the least powerful characters in the game. Its leaders are significantly weaker than those of any other player. It starts the game with only five tokens on the board, these in a Sietch rather than a city, providing no movement or spice collection value, and isolated at that, far from the center of action around Carthage and Arrakeen. Even its special advantage of mobility can only be exercised at a price, admittedly half the rate any other player would pay for such services, but then their unique abilities are at least inborn and free. Finally, its distinction of being the winner of the game if no one else has won by the end of 15 rounds the spice deck is exhausted seems almost to be adding insult to injury, saying here’s something to cheer you up for having such a lousy character.

And yet, a skilfully played Guild will win the game a disproportionate share of times, and not after fifteen rounds, either. How is this possible, and how can a player maximize his advantages as the Guild?

First, the Guild’s source of income is secure. It will not come in great piles, and then dry up for a round or two like the Emperor’s, but it will come in slowly and steadily as players strengthen their positions or need to develop...
a force in an area at the opposite end of the board from their existing tokens. The only way to do this, of course, is through the privilege of shipping in reserves via the Guild. Obviously, the more aggression and mayhem which occurs on the board, the faster tokens will have to be replaced and the richer the Guild gets. A clever Guildsman will foment clashes between the strongest players and keep a low, unthreatening profile himself.

Second, the Guild's extraordinary mobility makes its isolation a virtue. While it can instantly move wherever it chooses on the map, picking up inaccessible spice blows, daring to the other side of the storm by going around it, or striking at poorly defended strongholds while the occupants are off gathering spice, the Guild's opponents never seem to find the time to send an expedition across the board to raid Tuck's Sietch. The only real threat to the Guild home base is from wandering Fremen bands, and they usually concentrate nearer to the Great Flat and Sietch Tabr, and from opponents shipping a force directly into Tuck's Sietch. This latter is best avoided by keeping five or six tokens there—a number too low to tempt kamikazi raiders with a Lasegun, but high enough to make it very expensive for an opponent to drive a winning force from the skies.

Finally, the Guild is highly coveted as an ally because of the great free mobility it provides (the collective spice can be pooled and then be paid to the Guild for shipping, only to be reused once more) and its threat, if you don't ally, that it will drop into your most weakly defended stronghold with an army of tokens.

The best strategy for you in playing the Guild is generally to lay back in the early game keeping Tuck's Sietch moderately well defended and occasionally picking up some spice uncontested or, if you need to rid your hand of worthless cards, sending a nominal force against a force across the board. You should concentrate on building up spice and assembling a set of weapons and defenses in your hand. After a few rounds you will have the spice and equipment to be a threat, without giving that appearance. As soon as a city opens up (due to a Lasegun/Shield mishap, a Family Atomics explosion closely followed by a high wind, or a nearby spice blow tempting away most of the garrison) and you can beat the defender, if any, go in force. This puts you in a winning position by holding 2 strongholds and able to ship to a third and march to a fourth on the next turn, with the luxury of being able to lose a battle and still win.

 Needless to say this strategy is safest just after the storm has passed your players and you are the last to move, gaining the advantageous surprise attack and keeping the option of retreat if necessary. While you still have to worry about your low-valued leaders, if you have gone in sufficient strength, have good cards, and know your opponents, it is surprising how often a highly aggressive surprise attack like this will win the game for you.

**BIDDING ROUND**

Four cards are laid out and Atreides looks at the first card, seeing that it is a worthless Kulon. In this case Emperor has first bid and Atreides last. Emperor needs cards but at this point wants simply to drive the price up and so bids two spice. Harkonnen anticipates getting two cards for the price of one (excelling in treachery), and so bids three. This is too much for the Guild who would like to know which way Atreides is leaning before tossing four spice away, Atreides must now decide if he should bluff and bid on the worthless card or pass. His only hope is that Harkonnen greed will force him to stay in the bidding with a 'five' bid. (This would represent half Harkonnen's opening spice for the card plus the bonus card.) Atreides gambles and bids four. Emperor passes, Harkonnen considers for a moment and bids five, Guild and Atreides pass. Harkonnen has bought the card and pays five spice to Emperor for the Kulon (a wild ass). Harkonnen draws another card (bonus) which Atreides does not see. The second card is laid out with Atreides seeing that it is a Poison Weapon. Emperor now has extra spice from the previous payment, and opens with a 'four' bid hoping to drive everyone out. Harkonnen passes, Guild passes, Atreides bids five and Emperor six.

Emperor wins the bid paying six to the box. Third card: Emperor bids one, Harkonnen two, Guild two, Harkonnen two, Guild is nervous about getting a card and bids four trying to hold off Atreides. Atreides has seen that the card is another poison weapon and bids five winning the bid. Fourth card: Emperor wants to conserve spice for the cost of shipping troops onto Dune and opens with a 'three' bid just to up the ante. Harkonnen is driven off by this bid as he is also mindful of the need to pay for shipments. Guild would be willing to pay four for the card, and so bids. Atreides is in a bind. The card is useful, a shield, but a 'five' bid would seriously deplete his resources. Atreides decides to pass. Guild takes the shield. (As an afterthought, Atreides realizes that the Guild payment of four also enriches the Emperor to a point where he can bring in a larger number of troops on his first move—with all of the spice going back to Guild for transport fees. The Emperor/Guild inflation factor is at work.)

**REVIVAL AND MOVEMENT**

Emperor has first move. The board shows 10 Harkonnen in Carthag, 10 Atreides in Arrakeen, 5 Guild in Tuck's Sietch. Sietch Tabr and Habbanya Ridge Sietch are unoccupied. Emperor would like to hold Carthag or Arrakeen but doesn't have strong treachery cards and doesn't want to risk a battle. Emperor decides to land five troops in Sietch Tabr and bide his time. Emperor pays Guild five spice for the trip; play passes to Harkonnen.

Harkonnen needs spice and decides to use the remaining spice to strengthen the force is Carthag. Harkonnen pays five spice to Guild and lands five troops in Carthag. He then marches five troops to Rock Outcroppings (where the spice blow of six is located). The trek takes the troops through Tsinopo and Plastic Basin. Play passes.

Guild does not need spice, having already collected ten from the previous players' transportation fees. Guild would like to land troops in the unoccupied Habbanya Ridge Sietch, strengthening its position on the board. However, Guild had drawn a Lasegun weapon on the initial deal during the game setup and knows that because a Lasegun/Shield combination creates an atomic explosion, he can wipe out all of one of his opponent's troops while sacrificing but one of his own. Guild thus utilizes his ability to ship to any territory on the board and sends one token from his sietch into the Atreides held city of Arrakeen. The move is suspect to the

**The Sum of the Parts is Less Than the Whole**

Although the notes on the best tactics stand as basically correct one must remember above all that you are playing with five other people. No one player is strong enough to resist the might of the other five if he annoys them. The principle of "softie, softie, Catchee Monkee" applies here, and it is for this reason that the Emperor will inevitably find himself sadly unloved. The Fremen threat cannot be handled without alliances (given normal luck for all concerned), especially if the Family Atomics have been used on the Shield Wall, as these two strongholds tend to be the battleground of the Atreides and Harkonnen. With their bases gone they cease to be powerful forces (but must be a long time coming, something amusing like Lasegun the Kwisatz Haderach—always worth a cheer in my opinion).

Even without alliances the game requires some kind of sensible arrangement between players. At certain points of the game one player will become the likely winner. I remember once in KINGMAKER devising a Peace of God, during which the four players carved up the empire of an objectionable fifth player in an agreed manner without once turning on each other. Such a process does demand a certain maturity of the players, and it is this alone, which raises DUNE to the level of a 'serious' game. It may be fun, and it may be fast, but it's not facile. Those who say it is are usually found in the Bene Tleilaxu tanks berating the rules.

Certainly the strengths of each group wax and wane in time to the choice of rules or number of players. This factor should not be disregarded and players should not be afraid to change the conditions (find ways of balancing matters such as alliances, for example) in a game setup and knows that because a Lasegun/Shield combination creates an atomic explosion, he can wipe out all of one of his opponent's troops while sacrificing but one of his own. Guild thus utilizes his ability to ship to any territory on the board and sends one token from his sietch into the Atreides held city of Arrakeen. The move is suspect to the
The First Turn in a Four Player Sample Game of DUNE

Initial dispositions on the planet are underscored. Movements taking place as part of turn one are not underscored. Note that the Guild (orange) factor in Arrakeen was shipped from its initial disposition in Tuek's Sietch clockwise around the board to avoid the storm above Tuek's Sietch. The Atomic explosion in Arrakeen destroys not only the Atreides' ten troop factors there, but also the Guild factor which set it off. Harkonnen (black) is able to make the three area move from Carthag to Rock Outcroppings—the scene of his battle with Atreides—with the aid of ornithopters from Carthag. Harkonnen is defeated by Atreides however due to the intervention of a traitor, allowing Atreides to claim the six spice in Rock Outcroppings plus four spice—the value of the traitorous Harkonnen leader Beast Rabban.
House Harkonnen

The Harkonnen are generally regarded as a sub-species of the genus rai-
tus, and therefore any Harkonnen player labours under the bad publicity
given to his counterparts in the book. Everyone knows the Harkonnen are
treachery and generally nasty. Playing the Harkonnen does require con-
siderable skill in using both advantages and disadvantages and is not recom-
manded for the novice player (unless he is a good loser).

Militarily the Harkonnen are not powerful. They lack the special troops of
the Emperor and the Fremen; and their leaders are no great shakes, only
outpointing the miserable Guild. The mentat Piter de Vries is strangely
underpowered next to Thufir Hawat, but the na-Baron Feyd Rautha is still a
useful leader in any action. Unlike the Guild who can "break windows with
guineas" (as many wealthy countries have done before) the Harkonnen have
only enough spice as they can gather. When the supplied combat rules are in
play the Harkonnen are thus rendered very susceptible to the "Death of a
Thousand Combats". It is certainly a good thing that they start out with
planet-bound troops and the ornithopter mobility of Carthag. Even these are
minor advantages, and even the reasonable free revival rate is not of great use
as the troops must be landed by Guild flight.

All is not over for the Harkonnen, however, providing they spend money
wisely and keep grabbing spice, they have the use of their master
weapon—treachery. While a poor Harkonnen is an object of scorn, one with
enough money to purchase treachery cards will find himself given a wide
berth by the other players. Fighting Harkonnen can be like boxing against
Muhammed Ali—you do not see the one that got you. If ever anyone made a
virtue of their vices it is the Harkonnen. Their most useful ability concerns
the bidding rounds where they get double the number of cards (and this is a
swift trade in cards unless the second, unbidden, card is not
a mercy considering their spice position) and the second, unbidden, card is not
shown to the Atreides. This last factor is particularly useful. The Atreides
grow lazy in play, when one has oracular vision second-guessing
one's opponents becomes a little practised art. This means the Harkonnen
duplicate hand is that more difficult to spot—unless a swift trade in cards
allows the Atreides to make a guess from missing cards. These treachery
cards mean the Harkonnen player can take a terrible toll of one's leaders by
treachery. On a random deal, eight cards is going to produce plenty of
nasties.

To further aid the Harkonnen he gets four traitors to begin with. This is
not only useful perse, it is useful in making the other players worry. As soon
as traitors start being revealed one can start breathing safely except for the
worry about the Harkonnen. Can you imagine the pleasure of getting four
Bene Gesserit leaders as traitors?! Not only are the leaders riddled with
Harkonnen traitors (and how often does the Harkonnen forget he too may
suffer?) but they have a habit of capturing leaders. Losing to a Harkonnen
is not an enjoyable procedure, the Guild player is especially weak if he loses his
two best leaders. Thus although you can kick sand in the face of the Harkon-
nen weaking, it's likely he is about to poison you, have you murdered by
your friends, or simply capture you and send you to the tanks. The advice to
all gamers playing against the Harkonnen must be "Keep him away from the
spice". The Harkonnen player in return knows full well that he must gain
spice for his victory, and that initial cache can help him do this if he plans
well. It is this change from weakness to strength that makes the Harkonnen
player the ideal spot for the veteran gamer of some cunning. I will not even
mention the irritating Harkonnen trick of swapping cards for his own rub-
bish using a Karama card! Altogether an unspoken person, and rightly
 disliked by the other players.

House Harkonnen

Baron Vladimir Harkonnen is a master of treachery, and that is exactly
how you feel when you play that character. Since you will have up to four
leaders of other players secretly in your pay as traitors (depending on the in-
itial traitor draw) you start out with a tremendous psychological advantage
over the others. They know that in any battle with you, there is a real chance
they will play a hero who will betray them. This is especially true in large
games, when players may well not know if any of their leaders are safe, since
they drew none of their own at the start of the game. In this kind of a situa-
tion potential foes will prefer to attack someone else and let you lumber on
your way. Of course if it is a small game players will know one or two of their
own leaders who are safe, but they will still hate to play these and risk their
death from your powerful treachery hand.

Your ability to get and keep two cards for one is your second major asset..
Throughout the game you will have a wider range of options, and no one will
be sure of what you can do (even Paul). Besides having a better range of
weapons and defenses, you are likely to have a Truthtrance, Karama, Harj,
Family Atomics, or Weather Control stashed away for appropriate use. At
the right moment, appropriate use of these cards can decisively turn the
tables and bring you from obscurity to control of Dune. For this reason you
must be able to plot longer term strategies than the other players, if you are to
excel in treachery.

Your other advantages are significant: You have a free revival of two,
allowing you to bring back your tokens at a reasonable pace, and you start
the game well fortified in Carthag—one of the two cities on the board. The
Carthag start provides you right away with good mobility by being able to
move three territories instead of one and also lets you collect 50% more spice
per token when you harvest a blow.

For all these reasons you are generally at your strongest at the beginning
of the game. Exposure of traitors and some of your cards tends to lessen your
relative advantages as the game goes on. With your wealth and position early
in the game you would do well to move decisively as soon as an opportunity
presents itself to go for the win. Depending on the timing you can move some
forces to Arrakeen or Sietch Tabr when they are weakly defended and ship some reserves onto one of the other two sketches for a surprise winning position.

Several words of caution are in order, though. The Baron seems almost fated to spend too heavily early in the game for treachery. Perhaps the greed for two cards for the price of one is too strong to overcome, but it is usually not worth spending 8 to 10 spice for those cards unless certain you can get it back quickly. Your ability to ship more troops onto the planet in a strategic location is too important to compromise by early greed resulting in several turns of poverty.

Another problem facing the Harkonnen is that you will generally have several worthless cards in your hand at all times. While you could also make most of them and not be any worse off than other players with none, it's not a good position to be in. By playing them you free up positions in your limited hand for more valuable cards, and you also get them back into circulation for later purchase by your opponents, perhaps at such a time as a wasted purchase will badly hurt them. The problem with getting rid of them, of course, is that you must play them instead of a weapon or defense. You don't want to risk losing a leader by neglecting his defense, and you don't want to lose troops by failing to cut the opponent's leader down when you can, thus losing the battle. The best strategies seem to be either to drop one token into a stronghold defended by an opponent, and battle him with a cheap hero and two worthless cards—the most you lose is one token and a cheap hero—or to pick an opponent's leader cards you know from previous use and battle him playing a higher total and one or two worthless cards where you know they can be used safely.

Finally, you will want as a rule to pick on those players whose leaders are in your pay. They may be forced to play that traitor in battle with you. Early in the game, however, it is sometimes advisable to fail to announce a traitor played against you when your losses are slight enough, so that the opponent will now assume that leader is safe against you and give him a key role later when he can be far more useful as a turncoat working for you.

other players, since there is little chance for a Guild victory given the odds. But, they think, it may be a bluff, to get Atreides to leave. Play passes.

Atreides senses the potential for a suicide mission on the part of the Guild since Atreides knows that Guild purchased a shield during the bidding round. Atreides ponders the advisability of fleeing Arrakeen with all of the ten troops currently occupying the city, but figures that Guild is bluffing about the Lasegun and doesn't want to waste a turn. Atreides checks ahead in the spice deck (prescience) seeing that the next spice blow is in OH Gap which is next to Arrakeen. That information clinches the decision and the Atreides elects to stay. Atreides heads for the spice in Rock Outcroppings.

Atreides pays five spice to Guild, landing five troops in Sietch Tabr along with Emperor's five. He then immediately moves those troops directly into Rock Outcroppings—a move of one. The movement round is finished. The board shows five Emperor troops in Sietch Tabr, ten Harkonnen troops in Carthag and five in Rock Outcroppings, four Guild troops in Tuk's Sietch, and one in Arrakeen. There are ten Atreides in Arrakeen and five in Rock Outcroppings.

**BATTLE ROUND**

Emperor has no battles and play passes to Harkonnen. Harkonnen had not expected to have to battle on this round but has a good position with four treachery cards (two on the initial deal and two in the bidding round.) There will be only one battle for Harkonnen—against Atreides in Rock Outcroppings. Atreides is aware of Harkonnen's card advantage, but knows that one of the cards is a worthless Kulon and also knows that as Atreides, he will be able to see one element of Harkonnen's battle plan with his prescience. Both Atreides and Harkonnen will only have to leave two tokens behind in the battle to collect the spice, since the collection rate is three spice per token if the collecting player holds a city, and in this case, the opposing players hold the cities of Carthag and Arrakeen. Harkonnen completes a battle plan containing the following elements:

**OFFENSE:** Projectile Weapon

**DEFENSE:** Shield

**TROOPS:** 3 (leaving two troops to collect the spice)

**LEADER:** Beast Rabban (4). Harkonnen does not know if Rabban can be trusted, since this leader disk was not drawn by Harkonnen during the traitor selection, and thus Beast Rabban could be held by an opponent. Harkonnen has a problem, however, because his best leader, Feyd-Rautha, is also untrustworthy. Harkonnen elects to go with the leader of lesser value figuring that there is less chance that he would be picked as a traitor.

**TOTAL FORCE:** 7

Atreides asks to see Harkonnen's leader and gleefully realizes that Harkonnen is doomed since Beast Rabban is indeed a traitor in Atreides' pay. Atreides' battle plan contains these elements:

**OFFENSE:** None

**DEFENSE:** A worthless card (Trip to Gamont) picked on the initial setup. Note: the only way to get rid of worthless cards is to play them in battle, hopefully in expendable situations.

**LEADER:** Thurir Hawat (5), a trusted leader—no sense in risking an untrusted leader in this situation, especially against Harkonnen who holds more traitors than the other players.

**TROOPS:** 0

**TOTAL FORCE:** 5

Atreides is nervous, but can't do anything about it now that the movement round has passed. Atreides thinks that perhaps it would have been wiser to flee. Using prescience, Atreides asks to see what offensive weapon Guild is playing. Upon seeing the Lasegun, Atreides knows that all is lost and plays as follows:

**OFFENSE:** None

**DEFENSE:** None

**TROOPS:** 6 (just in case Guild bluffs and does not play the shield along with the Lasegun)

**LEADER:** Dr. Yueh (1)

**BATTLE OUTCOME**

The plans are revealed and all is lost. Both players lose all tokens, played cards, and leaders. No spice is collected for the dead leaders. The battle round is over with the board showing five Emperor troops in Sietch Tabr, ten Harkonnen in Carthag, four Guild in Tuk's Sietch and five Atreides in Rock Outcroppings.

**COLLECTION ROUND**

Atreides collects six spice from Rock Outcroppings. Guild and Atreides who hold the battle wheels now dial from 1-3, reveal the wheels, and move the storm to start the next sequence of play.

**ANALYSIS**

Emperor is in a good position. He has lost no troops and has revealed no secrets. He will clearly try to move to a city, utilizing a massive shipment after buying at least two cards on the next round.

Harkonnen is spice poor. He will start the round on CHOAM Charity (2 spice from the box). His best move will be to ship two troops to Carthag and move into Arrakeen hoping to draw an opponent whose traitor he holds. Harkonnen holds 1.*The Lasegun/Shield combination will cause an explosion which will destroy everything at stake in the battle and all troops in the territory, committed or not.*
The Bene Gesserit

I have this theory about the B.G. I suspect if you had never read the book they would appear a good deal less weak militarily than they do to those who have immersed themselves in Herbert’s novels. The approach is often to win by stealth with the B.G., when they sometimes possess the strength to kick the door down. I may be overstating things, but watch those little old ladies.

The B.G. are certainly not popular with the Guild as they can use the free-ride capability to land “spiritual advisors” in the Polar Sink. This is not only sanctuary, but is pleasingly near some possible spice blows. This does not prevent the B.G. troops from running out of the sky but it means that a B.G. player can always use CHOAM charity to repair losses and hope to fly them down with some other mission. This is a hidden advantage that over the course of a game must be worth a couple of spice blows.

Having landed, the B.G. troops find themselves able to co-exist. This ability can be most useful while plotting the door down. I may be overstating things, but watch those little old ladies. I have immersed myself in Herbert’s novels. The approach is often to win by stealth with undisguised annoyance. This is not, however, the way games are won. The B.G. require spice just as much as anyone if they are to win. Unfortunately for them they cannot pick up spice if they are pretending to be submissive women. Still it is up to the B.G. to choose his areas of co-existence with care, and not simply hide behind this barrier.

Just because you cannot attack the B.G. does not mean you would have beaten them had you been allowed to attack. Their troops contain no specials, true enough, but with their leaders one is faced with constant quality of the highest kind. True, they have no one to equal Stilgar, but then they have no lakin Nefuds either. Of course this does make them more likely to be picked as traitors, but that is hardly too high a price. Not only are the troops led by good leaders but the ability to “voice” can be vastly powerful. Possessed of a weapon you can assure your opponent’s leader’s death (and if you manage to acquire the hero/heroine cards the opponents are even weaker). The effect of this is not only to strengthen the B.G. troops, but to ensure your enemies have to spend more spice and lose more men to be sure of beating you. Cheap victories are unusual against the B.G. True, they do have a low revival rate, but they also have CHOAM charity. What they must not do is lose a lot of units at once as this may force them into co-existence at a vital moment.

One must not forget the ability of the B.G. to predict the victor and the turn of the game on which victory occurs. A lot of players assume this to be a guessing game of little value (five players and 15 turns is long odds). The more evil among us, however, soon spotted that if the mountain will not come to Mohammed, then Mohammed must go to the mountain. They began to help their chosen winner to win, and to win at the predicted time. Much in the manner of the oily big-shot helping the young prodigy, the B.G.’s generous aid proved far too costly. The trick is still difficult to perform, but all is not wasted. Even if you guessed wrong there is no need to despair, to the contrary you can have much fun by dropping hints that you feel one player will win. Played carefully this game can have the amusing effect of making players slow down from winning for fear of it being the predicted turn. Now that is some power, and can give the B.G. just the edge to win in their own right. The B.G. player must thus be very cunning, because if he tries the trick too often his cover will be blown.

As if the B.G. were not bad enough already they also possess the ability to use worthless cards as Karama cards. Taking a clue from the bidding of the Atreides the B.G. can often pick these up at bargain-basement prices, and then have great fun ruining the powers of the other players.

I think it must be agreed that the B.G. are one of the toughest groups in the game, and very difficult to defeat on your terms. Only the lack of spice is a real disadvantage. Played with cunning and the ability to lie convincingly they are very dangerous, but in the hands of a guileless player they tend to flounder as mere spectators. The B.G. are an intensely active group to play, and the power is as omnipresent in the game as in the book.

Bene Gesserit

Players who thrive on diplomacy and strength hidden in subtlety will most enjoy playing the Reverend Mother. While the Sisterhood’s leaders are all valuable and the Voice is highly effective in battle, the real charm of the Bene Gesserit piece lies in manipulation of the win prediction.

To make the prediction at the beginning of the game it is best to think about each of your opponent’s powers and proclivities. Are some well matched, so that they will play wisely? In the set of characters used that game are there likely to be early drives for the win, or will they lay back and build position and resources for a while? Are there particular players whom you know you can quietly influence to act as you wish? All these determinations and more go into picking the best player to select for the prediction, and the number of rounds it will take you to make him win.

Of course the most fun is being right on target with the prediction. Very few things in gaming earn you the level of immediate respect that will. But all the while it’s just plain enjoyable to have such an unsettling effect on the others. A furtive glance at the turn track followed by a few words of off-hand honest advice to a dominant player almost guarantee he’ll do something else, perhaps less to his advantage. Usually less experienced players will tend to forget about the Bene Gesserit prediction in the heat of play, so it’s best to bring it up one way or another every so often to keep them slightly worried and wondering. Once it’s on their minds, every act and statement you make will be analyzed for its various and conflicting possible meanings. Such befuddlement can only dull their wits for the times you do try to influence play in someone else’s interest. In the last analysis, if you just can’t bring your choice to suitable potentialities and the selected round is upon you, it’s always worth it to try to draw him out yourself. If the timing is right you can try going for the win in such a way that he must scurry to fight you in enough strongholds that he could, in theory, win himself. Then it is just a matter of...
throwing a crucial battle to him before he realizes he's been had. While this is difficult and not recommended unless absolutely necessary, your previous matter will have softened him up so that he won't know what to think anymore and will probably try to beat you in a straightforward manner.

Of course it does happen that no amount of help from you can bring the selector to the right spots at the time, and you have to win on your own. Your chances are good and the strategies involved in playing for your prediction and playing for yourself are parallel.

You want to build up a hand of at least two weapons and one defense, or vice versa, to get a good number of tokens into the Polar Sink while keeping some in your reserves for a surprise shipment, and keep enough spice to pay for that shipment.

Usually after several rounds the Bene Gesserit will have a respectable force in the Polar Sink simply from accompanying shipments to Dune. But your major problem will be getting enough spice to buy cards. If your initial card is a weapon it will be very easy to get early spice by picking a fight with a weak player, voicing him not to play the right defense, and carrying off his leader's value in spice. If you don't have a weapon and can't buy one with your initial five spice, your only resources are CHOAM Charity, which may allow you to buy a card once the other hands are full, or harvesting spice. Fortunately there are several spice locations near the Polar Sink which you can reach for this purpose. You may have to fight other players for it, though, and remembering which weapons they have from previous battles is crucial to your being able to voice them not to play them, so that your high leader values can come to your aid.

Once you have the weaponry and the spice, it is relatively easy to take over a city with the voice advantage, preparing next turn for the shipment into a stronghold and move to another which will put you in a winning position. Whether you now throw it to your favorite, or seize the direct win itself, a clear memory of what cards your opponent has will give the voice overwhelming chances in the ensuing battle.

Emperor traitors so the odds are good. The spice blow in nearby OH Gap will also be quite attractive and Harkonnen might do well to try and collect that instead. (But at this point, only Atreides knows that OH Gap will be the next spice blow.)

Guild is in excellent shape, particularly for this early in the game. He can expect a goodly amount of spice from a rich Emperor shipment, but since the storm has passed Emperor, Guild will be moving before Emperor, and so will not have the spice in hand for its own movement; and, of course, the bidding round will take place before Guild realizes his wealth from the transportation round. Guild will most likely hide his time for a round, experiencing a slight cash-flow problem.

Atreides is licking his wounds, and has only the five troops in Rock Outcroppings and the ten collected spice as a saving grace. Look for Atreides to move on Emperor in Stech Tabr, just to get a foothold somewhere. Atreides now has a logistics problem, since the loss of Arrakeen means a limited movement factor or one territory instead of three. On the plus side, Atreides will soon see that a worm will be lurking in OH Gap ready to devour any who venture there for spice.

**SUMMARY**

*DUNE* is a highly manipulative game. Planning and foresight are essential. Surprise moves are always possible, and disaster strikes quickly. Players often face high-risk/high-gain situations where bold play can be rewarded. Although caution must be observed, a player who hangs back too long may be allowing another to move quickly for victory.

The game changes subtly depending on the mix of characters, and economics are a key factor, especially with the Emperor/Guild inflation factor at work.

It has always been our goal to enhance the value of what people actually do when they play a game. Both our game mechanics and our game components are designed to lighten a player's excitement and involvement in what he is doing. For example, a player's reactions to specific leader disks helps bring the game alive as does the physical act of using the battle wheel, leaders, and treachery cards to plan a battle.

The planned beauty of the game's components reflect our own deep feeling for the game and the book which inspired it. We are grateful to the talented artists who produced the art for us. Linda Bound produced the final version of the game board with what we consider to be the perfect color scheme. She also did all the work on the cards and invented the clever "Dune" motif for the card borders. Rick Joachim produced the panoramic art on the major character shields. Joe Pearson and Mark Anthony produced the uncanny art for the 30 leader disks which add so much to the game. We consider these black and white ink drawings to be some of the best character art we have ever seen. Avalon Hill designed the box and commissioned Chris White to do the exciting action scene on the cover. We were very impressed by the high quality of materials and production design used by Avalon Hill in the finished product. Such excellence in game components is extremely rare.

Finally, for those of us who have read *DUNE*, the graphics help to create a special feeling of magic when the book again comes alive for us during a *DUNE* game.

A player does not have to read *DUNE* to enjoy playing the game or to play it well. But reading the book will enhance the experience.
The Empire

To be the Emperor is to be given some very great advantages, but one also acquires a rather subtle disadvantage. The Emperor is one of the most powerful teams in the game, and it is power he acquires early (unlike the Guild or the Fremen), this makes him the front-runner. Although a skillful player must remember this when playing, a little subtlety will allow him to use that excellent English play of "Divide and Rule".

His advantages are, indeed, great. The Imperial player can often be a novice and still survive despite his mistakes (unlike the Harkonnen or Atreides, for example) as his shield tells him he has the power of great wealth. Receiving the spice from the bidding rounds is indeed a rich harvest. It should be remembered, however, that the Imperial incomes are distinctly cyclical. Early turns will see most players bidding heavily, but this will begin to give way in the later moves. Further a sense of keen competition in the bidding rounds can give way to a 'ring' as the other players decide to keep the price low. Fortunately for the Imperial Chancellor such agreements require more long-term thought than most gamers can supply—the possibilities for crime being considerable.

Although his wealth rivals that of the Guild the Emperor is not nearly as weak as them. In his army of Sardaukar he has a mighty force, obliging his enemies to use their best leaders in every combat (when who knows what unpleasantness might strike them down?). True, the Imperial forces are all off-planet, and their landing will oblige the Emperor to hand a slice of his wealth over to the Guild, but the Emperor possesses the power of sudden vertical envelopment with crushing power.

The Emperor, like all tyrants, does lack a powerful group of leaders. Fenring and Aramsham hardly inspire one with terror, and if it was not for the Sardaukar and all that spice one might be able to snap one's fingers at the Padishah Emperor. The worry of having Fenring as a traitor is made worse by the low revival rate among the army in general and the Sardaukar in particular. True, a free revival rate of one a turn is not world-shattering, but with money all may be accomplished. The elite corps of Sardaukars, however, pose a different problem. A victory that costs heavily in Sardaukar lives may leave the Emperor open to counter-stroke and allow another player to take advantage. Like the Imperial Guard of Napoleon, one reserves one's elite forces for the final battle.

That having been said the Imperial position is not difficult to play. You have only to avoid being spotted early in the game and then use your immense advantages to smash smaller people into many pieces. Further, I do not really think the Emperor is a position for the more cunning player—he will find his powers too obvious. This is not to say that winning is easy, but when you are militarily powerful, possessed of many treachery cards, and wealthy you do not find yourself grubbing for spice in the desert! The Emperor, like Napoleon, is a mere pounder, but a damned efficient pounder at the same time.

House Corrino

The Emperor is by far the character which is most fun to play if you are at all given to swaggering. His virtually inexhaustible wealth is a constant thorn in the side of the other players who tend to be on the verge of bankruptcy all the time. It is also the best character to give to a new player unfamiliar with the game. It is easy and fun to play, its position can't be devastated early in the game, and its strategies do not require the subtlety of the other pieces, giving a chance to learn the depth of the game while not feeling too bumbling about it.

The emperor's leaders are strong, his wealth allows him to make large shipments anywhere on the planet, and his generally full hand of cards buys him respect in any battle situation. As Emperor, however, you will have your limits, too. If you want to fill your hand and buy all the treachery cards you can the first turn, you probably won't have the spice to ship with, and on the second turn the others will be able to buy cards cheaply since you are not in the market, and you won't have much of an income. If you choose to wait on buying cards, you can ship on a large force but may not be able to protect it well.

At the start of the game Paul and the Baron will have the cities well fortified, so you are probably wise to ship onto a sietch. But this, of course, gives you a very limited mobility with those troops, and you may see them sit there the whole game. At some point you will be forced to fight for a city if you want to be as strong on the board as you are off it.

Your reliance on shipping and poor mobility once on Dune will generally mean you have a mass of troops in one territory. This is a dangerous situation if you don't know the capabilities of your opponents. Hordes of imperial troops seem to attract death missions by players out to prove their mettle, and you may well have to defend your position with a leader you can't fully trust, or not knowing if you are up against a Lasegun/Shield suicide squad. Even victory in such a battle is often pyrrhic, having dialed high against any contingency.

Since your only real advantage is economic, it is best to play that to the hilt. Always buy up to your full limit of troops from the tanks, to keep your reserve potential strong. You also want to keep spice out of the hands of any strong player, to maximize your position relative to his. This means you may want to actually head for a spice blow if you think he will too, to make him pay dearly for the right to harvest it. Generally you want to see battles, death, and destruction divide and impoverish your subjects, taxing what spice they have just to ship back on the same tokens that were lost.

Your biggest strategic problem, however, is the democratic four-card limit. You will have no trouble achieving a full hand, but once you have it and can no longer bid, your wealth loses its importance. A clever Emperor will quickly recognize this and actively play so as to reduce his hand and stay in the bidding every turn. This will mean getting into minor skirmishes on almost every turn to dispose of worthless cards, cheap heros, and even duplicate weapons or defenses. It will also mean an activist position with
A.H. PHILOSOPHY .... Continued from Pg. 2

more wargames to an expert level, why not? And if you couldn't care less, then you are free to abstain.

One of the obstacles to organized and recognized wargaming competition is the great number of wargames. Playing many different games, and playing some games well, are often spoken of as mutually exclusive. I disagree. There is no reason why one cannot sample the incredible diversity of our hobby, while at the same time becoming an expert player in as many games as your time and interest permit.

Avalon Hill believes that expert play is one of the most rewarding aspects of our hobby. For that reason, they are organizing a series of tournaments, which will lead to selecting champion players for the following games:

1. AFRIKA KORPS 4. BULGE
2. ANZIO 1978 5. D-DAY 1977
3. BLITZKREIG 6. PANZERBLITZ
7. RUSSIAN CAMPAIGN
8. STALINGRAD
9. WATERLOO

This is obviously an incomplete list. Emphasized are suitability for PBM, relative simplicity, and familiarity. If these championships prove popular, successful, and above all, reasonably trouble-free, the list of games may be expanded.

In the interval between announcement of these tournaments, and their start, suggestions are welcomed for additions and deletions to this list, as well as improvements in the tournament rules.

BASIC RULES

1. Those eligible to participate must be members of the AREA top fifty ranking, as of July 1, 1981. The reason for the delay is to allow players not interested in AREA competition, but wishing to participate in championship play, to qualify. Between now and the start of the tournaments, further details will be published.

Once entered in the tournament process, a player must retain his AREA membership, but need not remain in the top fifty.

All tournament games, and championship games played after the tournament winner is chosen, must be AREA rated. This will encourage AREA play, particularly among the top fifty players.

Membership in the AREA top-fifty is a prerequisite to entry in these tournaments, because a really comprehensive play-off system would not only be impractical, but also unprecedented. Impractical, because there is no convenient way to organize a tournament for everyone wishing to participate. For the more popular games, they could number in the thousands. Unprecedented, because in all forms of competition where a large number of participants are possible, there are forms of qualification and screening. You cannot just come out of nowhere to play tennis at Forest Hills, compete in the Master's Golf Tournament, or participate in the Olympics, even if you have the skill to do so. You must first go through a screening process, one of the purposes of which is to reduce the number of participants to manageable proportions. These qualification procedures are no doubt imperfect, as in using the AREA list, but also serve their purpose, in the absence of a better idea.

There are other wargame player-ranking systems, such as that used by the oldest wargame club, AHKKS, but the AREA system has many times their numbers. If you consider yourself good enough to win a tournament in one of the games listed, you should be able to get into the AREA top fifty in the time provided.

2. The procedure by which a champion is selected for each game will be lengthy, and require playing a considerable number of games. In order not to make it even more burdensome, at several steps in the process a comparison of AREA ratings is used to determine eligibility, breakthroughs, etc. This comparison is made between the numerical portion of the AREA rating only, except in the event of identical numbers, in which case each of the three letter ratings is assigned a number (C = 3, Z = 26, etc.), and added together, the higher number taking precedence. In the event of ratings which are still identical, the tournament organizers will flip a coin.

To determine eligibility to enter a tournament, the date of the rating is as of the last day of eligibility to enter the tournament. To award byes, breakthroughs, etc., it would be the current rating, which of course might have changed from the start of the tournament. This is to encourage participants to improve their AREA ratings while the process goes on.

3. Rules of play governing AREA competition will apply, perhaps with stricter time limits. All participants must be AREA rated, but games may be played in any other mutually acceptable way.

4. In games with more than one scenario, and/or optional rules, the simplest and shortest version will be required. Both participants in a match may agree to another version, provided that it does not take longer. In the interval until the start of the tournaments, comments are invited as to the most suitable game version, and rules configuration. For example, the campaign game of RUSSIAN CAMPAIGN is obviously too long, perhaps even with the optional "Sudden Death" victory conditions. You are invited to express your opinion, particularly if you would want to compete for the championship of this game, as to the most desirable scenario for tournament play.

5. These tournaments will only work if they are largely self-policing. Avalon Hill reserves the right to alter or even cancel the tournaments. Because of the considerable time and effort involved, an entry fee will be charged to defray costs, and suitable recognition will be given to winners in each category.

THE FIRST ROUND OF COMPETITION

1. A date will be announced by which top-fifty members should have submitted their tournament entry requests. Details will be announced later, but these will probably take the form of a postcard giving name, address, AREA number, the name of the game involved, and also, the priority the entrant gives to that tournament. For example, if entry in only one tournament is desired, put number one. If entry in all nine is desired, rate them one through nine. The reason for this is that, for the sake of concluding the tournaments in years instead of decades, each one will be limited to a maximum twenty-five participants.

The first twenty-five ranked AREA members will be assured of entry in the tournament of their choice. Once so entered, the first choice of a lower-ranked AREA member will be given priority over the second choice of a higher-ranked member already seeded in his first-choice tournament. Therefore, even number fifty on the list is assured of a place in the tournament involving his second-choice game.

As mentioned, the maximum per tournament will be twenty-five, and no tournament will be organized which attracts less than ten participants. After entry for a tournament is closed, there will be a brief period in which entrants may withdraw without penalty. The purpose of this is to permit entry into, for example, six tournaments, when only four are really desired, but the entrant doesn't know which four he will get. After this brief period, withdrawal will mean forfeiture of all games and fees in that tournament, with the appropriate penalty in AREA points. This is an exception to the usual AREA prohibition of forfeitures, and is done to encourage participants who lose interest in a tournament to drop out, to avoid delay. Ordinarily, an AREA forfeiture means expulsion from the system.

3. First round competition will be organized in groups of five, by the following method. Sup-
A More Historical Variant for DIPLOMACY

7. Supply Costs of Combat. SP must also be expended to permit combat and retreats, as follows: one SP for each successful bombing raid; two SP for each defeated bombing raid (the player may instead allow his bomber to be destroyed); one SP for each defense of a center against bombing if an enemy bomber is actually defeated; one SP for each convoying fleet; one SP per unit per conflict, including all supporting units; if a country has no conflict there is no expenditure; one SP per attacking unit in a conflict, that is, a moving unit (additional to the SP cost of conflict itself); one SP per retreat (additional to the SP cost of conflict itself); and no movement without conflict requires no SP expenditure.

For example, Germany orders A Ruhr-Burgundy, a Munich SA, a Ruhr-Burgundy. France orders A Burgundy H (retreat to Paris). Germany pays three SP, one for each army plus one for the attacking A Ruhr. France pays two SP, one for the battle and one for the retreat. If France instead ordered A Gascony-Burgundy (no A Burgundy) it would pay just one SP (for the battle—a failed move is not a retreat).

8. Inadequate Supply. If a country lacks the SP required to permit an action, the action ordered does not take place, or the unit in battle has no combat strength, or the unit cannot retreat. The priority followed for allocating SP when an insufficient number are available is: 1. retreats; 2. defending (including supports), land before sea, stands before moves; 3. attacking, land before sea, moves before supports; 4. bombers, defending before attacking. For example, let us say France needs two SP for armies defending a space, one SP for a retreat, three SP for attacks (attack plus one support), and one SP for bombing.

A. If France has six SP, all but the bombing are supplied.
B. If five SP, in addition the unit supporting the attacking unit is unsupplied, so the support is invalid.
C. If four SP, in addition the attacking unit is unsupplied and consequently the move has no effect—it fails. The support for the attacking unit costs nothing, since there is no conflict, so France expends only three of the four SP available.
D. In cases of equal priority, the player expending the SPs decides which situation will lack supply. Obviously, it is important for every country to plan ahead to avoid a military collapse.

9. Supply Lines. The absence of supply line restrictions may be the greatest simulation failure of DIPLOMACY. In this variant, after the Fall adjustments but before Spring negotiations begin, a supply line must be found for every unit on the board. A unit without a supply line is eliminated.

A supply line is a contiguous line of land and sea spaces, unoccupied by any unit or occupied by a friendly unit and excluding unfriendly supply center spaces, of any length; no occupied non-center space in the supply line, except the first space and any spaces in the unit's home country, may be adjacent to a space occupied by a non-friendly unit which is able to move to the non-center space (in other words, an army doesn't block a sea supply line, nor a fleet an inland line); and the line must lead from the unit to the capital of the unit's country.
For example, Germany has A Gascony, A Ruhr, and owns all its home centers. France has F Mid-Atlantic, A Marseille, A Paris, and owns Brest. All pieces possess supply lines. If the French A Marseille was in Burgundy then the German A Gascony would not have a supply line (it cannot go through Mar-Pie-Tyr-Mun because Marseille is an enemy army). If A Ruhr were in Spain it would be unsupplied—the line can run to the first space, Gascony, even though an enemy unit is adjacent, but it cannot run through Burgundy as well. (The line might run through Lyon-Tyr-Ion-Adr if no fleets were adjacent, but thereafter unfriendly centers, it cannot run through it, either.)

For supply purposes, all countries controlled by a player are friendly to one another. A country is automatically friendly to its Ally. Finally, a player may order that a particular country he controls will be friendly, for supply purposes, to another.

10. Railways. An army may move by railroad. The provinces it begins and ends the move in may be outside its home country, but all other provinces it moves through must be in its home country. The provinces involved must be unoccupied at all times during the season except by the rail-travelling army or by bombers. If an army or fleet enters one of the provinces along the route, the rail army ends its move before it reaches this province—it exerts no influence on the other unit because an army moving by rail cannot pass space in any conflict. (If the army's move is entirely blocked it may still define the province it is in.)

For example, German A Warsaw RR-Silesia-Munich-Berlin. If Italy orders A Tyrolia-Munich, A Warsaw stops in Silesia and does not stand off the Italian. Supposing also that Russia orders A Galicia-Silesia, A Moscow-Warsaw, the German never gets going by rail, but it does defend itself (and Warsaw).

An army ordered to move by rail cannot be supported even if, as in the last example, the army isn't able to use the railways.

11. Sea Movement. Fleet movement is divided into two segments. The first segment is simultaneous with army and bomber movement. The second segment occurs thereafter, involving fleets only. The orders for both segments are written along with all orders for the move season. Conditional orders, that is, orders which vary with the results of the first segment, are not allowed.

A fleet may be given an order for the second segment only if its orders for both segments concern/ affect sea spaces only.

For example:
F Belgium (1)-English, (2)-MidAtlantic
F English (1) S F Edinburgh-North, (2) S F North but not F English (1) S F North-Belgium, (2)-Mid-Atlantic.

A convoy must take place in the first segment, of course, but a convoying fleet may do something else in the second segment even though its first segment order affected a land space (via the convoyed army).

A fleet dislodged in the first segment does not retreat until after the second segment. Standoffs in either segment prevent retreats, but units block retreat only in the spaces they occupy at the end of the second segment, not the first.

12. Fleets and Coastal Centers. A fleet cannot enter a non-friendly supply center unless it is supported by an army. This applies even (especially) to vacant centers. The fleet plus army will dislodge an enemy army just as in standard DIPLOMACY.

13. Retreats. A unit which retreated in the preceding move season may not attack or support an attack. This is a consequence of loss of morale caused by the earlier defeat. A unit may not retreat to a center owned by another country, unless that country gives written permission for the particular retreat to take place.

14. Center Ownership. If a country owning a center gives written permission for the move, another country's unit may choose to occupy a center owned by the country without capturing it. If during Fall adjustments two countries declare each other Allies, in the following year they cannot capture each other's centers, even if occupying them, and are automatically friendly for supply line purposes in the following Fall adjustments.

15. Bombers. No bombers may be built until the Fall 1917 adjustments. Only Great Powers may build bombers. A Great Power may build no more than one bomber each Fall, and no more than two in any following year. Bombers cost two SP to build, and three SP to maintain each year. Unlike other units, bombers may be built in any space occupied by the building country's units or in any center owned by the country.

A bomber may be in a province with another unit of the same country. Bombers cannot occupy sea spaces.

In each move season a bomber may do one of the following:
1) Change its base. The bomber moves to any friendly supply center, or province occupied by a friendly army or fleet, which is within twice its range.
2) Defend a center against bombing. The bomber remains where it is, but defends a center space within range.
3) Bomb another country's supply center. The bomber remains where it is, but bombs a center space within range.

Bomber range is two spaces in 1918 and 1919, three spaces thereafter.

For example, a German bomber in Burgundy in 1919 might change base to Livonia (if a German army or fleet occupies it at the end of the season), or Trieste (if Germany owns it or if the owner gives permission for the move), among others. It might defend Munich or Kiel (but not Berlin—it's too far away). It might bomb a French home center—all are in range—but not an English home center, since all are too far away. If it were 1920, however, London would be in range.

A defending bomber prevents one enemy bomber from bombing the defended center (a second bomber would succeed). A center which is successfully bombed produces no SP in the following Fall adjustments. Bombing does not affect supply lines or railroads.

Bombers cannot attack other units or give or receive support. A bomber is destroyed if dislodged, and cannot capture a center.

16. Control of Minor Countries. Players use political factors (PFs) representing a variety of influences to attempt to gain alliances with non-player countries ("minors"). The alliance is represented by control of the minor country by the player. When a player controls a minor he orders its units and makes its adjustments. Control is determined at the end of Fall adjustments.

17. Allocation of PFs
A. A supply point may be converted to a political factor. At the start of the game, some countries already have some PFs in minor countries, as shown in the Minor Countries Table. An initial round of PF allocation and determination of control precedes Spring 1914. Thereafter, PFs are allocated along with Fall adjustments orders.
B. PFs may be allocated to any minor country, subject to the restrictions noted below. Once allocated they may not be removed, and may be eliminated only by the player who allocated them, or as provided for below. A side record of the PF total of each player in each minor must be maintained. This can be accomplished using a simple chart with minors listed down one side and players across the top. The chart can be covered with transparent plastic and marked with crayon or china marker, or a new one can be made each year.

Controlling Minors
C. To gain control of a minor, a player must have a PF total in the country equal to the sum of the "activation level" and the PF total of the player with the next largest number of PFs in the minor. For example, if Germany has 7 PFs in Italy, England has 5, and France has 2, Germany needs 11 more to gain control (18 = 5 + 13). However, the activation level is reduced by one for each game year played—for example in Fall 1916 adjustments all levels are two lower than listed.

After a player gains control of a minor country, he retains control, regardless of changes in PF totals in the country, until his own country or the minor country loses a home supply center. At that time his PF total in the minor is reduced until it is no greater than some other country's total in the minor. (If it is already equal or lower there is no change.) The minor country is no longer controlled, and has an activation level of one. Any player, including the one who just lost control, may gain control when he fulfills the usual conditions.
D. Two players may jointly gain control of a minor country by combining their PF totals, but control must be assigned to one or the other thereafter, without change.
E. Because a player's own country and any minors he controls are automatically Allies, they may not capture one another's supply centers even when occupying them, and they are friendly for supply purposes.

Penalties
F. When a unit owned or controlled by a player attempts to enter a center or province, or attacks a unit, owned by a minor country, the player's PF

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**MINOR COUNTRIES TABLE**

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<th>Ger.</th>
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<td></td>
</tr>
<tr>
<td>Sweden</td>
<td>15</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Spain</td>
<td>13</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Turkey</td>
<td>9</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>
total in that country is reduced to zero. This does not apply to countries the player controls, only to those which are uncontrolled or which are controlled by another player. The same penalty applies when a player’s unit supports such an attack.

G. A player’s PF total in a minor is reduced to zero if he owns, or controls a minor which owns, one of the minor’s home centers.

H. Units of uncontrolled minors stand in civil disorder, with the exceptions mentioned in section M.

I. If a unit of a player’s own country attacks or supports an attack on any one of the following minor countries while it is uncontrolled, his PF total in all the minor countries in the group is reduced to zero. Group 1: Belgium, Denmark, Holland, Norway, Sweden. Group 2: Spain, Portugal.

**Minor Country Supply Points**

J. Minor countries do not begin accumulating SP until controlled. A minor country may receive, but cannot give, a loan.

K. A controlled minor begins play with sufficient supplies for its present units, plus two per supply center. Uncontrolled minors always have enough SP to pay for defensive combat.

**Miscellaneous**

L. Because of the extra activity required during Fall adjustments in this variant, players may negotiate before adjustments take place. Half the time given for Spring or Fall negotiations is sufficient.

M. Turkey and Italy are semi-active when uncontrolled. The two Turkish units move A Constantinople-Smyrna, A Ankara-Smyrna. Italian A Venice and F Naples both move to Rome. If one of either pair is dislodged, the other stands. Italian A Venice retreats to Rome, if possible, if dislodged.

N. Austria cannot control Italy or Serbia, but can prevent another player from controlling them. Similarly, Russia cannot control Turkey, nor Germany control Belgium.

Comments: Some excerpts from the Diplomacy Games and Variants booklet by Lewis Pulsipher are used with permission.

For a trenchant and eminently quotable account of European diplomacy leading to World War I, read the relevant sections of A. J. P. Taylor’s *The Struggle for Mastery in Europe 1848-1918*. For strategic bombing from the British viewpoint read Neville Jones, *The Origins of Strategic Bombing*. This is a policy study, not a "nuts and bolts" account of aerial adventure.

More restrictive alliance rules would give a better simulation, but interfere with the spirit of *Diplomacy*, which is of unfettered bargaining. Those who prefer more realism should write their own alliance rules, or use the Negotiations rules from Diplomacy Games and Variants.

You will find that each player must walk a supply tightrope. One cannot ignore the political arena (minor control), but SP converted to PF cannot be used by the military. One must have enough units to match the opposition, but enough SP must be saved to pay for the year’s battles. Promising offensives may fail for lack of supply; attack is more costly than defense, but attrition becomes a valid strategy if you have saved more SP than the enemy. A player who tries to be safe will find himself without controlled minors or without enough units. If everyone tries to play safe a true World War I stalemate can result, without Bolsheviks and Americans to break it.

Address all questions, accompanied by a stamped, self-addressed envelope, to Lew at his 209 Alexander, Apt. D, Durham, NC 27705 address.

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**THE ASYLUM, NO. 7**

by Alan R. Moon

My arrival at Avalon Hill was somewhat different from what I had expected. Not that I had expected any flag waving or ticker-tape, but the greetings had a long way to go to make it lukewarm. In the first few days I overheard several people say things like “Who’s he?” and “What’s an Alan Moon?” One semi-employee (that being a gamer who is always here but doesn't get paid for it) who had met me introduced me with: “He’s the guy who wrote The Asylum, and now he works in one.” Proving that the truth can be funny.

Many gamers that I talked to on the phone seemed stunned and confused. Their unspoken question: “How did you get the job?”, was clear. Rumors abounded. I was a company spy. I was an FBI spy. I was a spy for SPI. I heard one of my fellow workers tell another that I had been brought in to get rid of the whole staff in less than six months. After that, some seemed cautious. Some seemed scared. And no wonder. The closets are full of skeletons.

All benefits are great though. The medical plan is especially good, even though to keep things as economical as possible, we have a generic doctor. He’s never heard of any of the name diseases. Trench foot and pot belly are his specialties. Other benefits include a free PANZERBLITZ t-shirt that is required wearing apparel at conventions and a personalized waste paper basket made from a cardboard box and a plastic bag.

Some of my most enjoyable moments have been spent listening to design discussions. The following is a typical example:

**Moe:** I need an original hidden movement system that really works.

**Larry:** How about using 3D glasses.

**Curly:** We could call them fog-of-war glasses.

**Moe:** How about solid black glasses. The non-phasing player would wear them while the phasing player moves.

**Larry:** That’s good.

**Curly:** Yea, I like it.

**Moe:** How about this map. Do you think it’s too much like the PUNIC WARS map?

**Larry:** No, yours has all of Spain in it.

**Curly:** Sure, and you labeled the plains where the rain falls.

**Larry:** Besides, the guy who designed PUNIC WARS works here now. Doesn’t he?

**Moe:** Is he the guy who locks himself in that room in the back everyday?

**Larry:** I think so.

**Curly:** Boy, is he weird.

**Moe:** Well, I gotta go proofread these rules.

**Larry:** I don’t know if you’re well enough for that.

Another enjoyable moment came while working on *THE GENERAL* one day. I found the real list of upcoming titles, which included:

- **BEETLE BAILEY** (a SQUAD LEADER expansion kit)
- **DONNA SUMMER MEETS THE DISCO DUCK**
- **THE DEVIL’S BRIGADE WENT DOWN TO GEORGIA**
- **THE CREATURE THAT ATE CHARLOTTE AND HER WEB**
- **THE RISING SURF**

**PANTY RUNS**

**GI RUNS**

**THE HUNDRED YEARS PEACE**

**THE DEVIL’S BRIGADE WENT DOWN TO GEORGIA**

**CAESAR SALAD** (made with Roman ingredients)

**NO CAESAR TONIGHT**

**THE GREENER PASTURES GAMETTE**

**MAN OVERBOARD** (recreating the crossing of the Delaware)

**THE THIEF OF BAGPIPES**

**A BRIDGE TOFU** (a game about the first trans-Pacific railroad)**
It is evident that the popularity of role-playing games is on the increase. Many of Avalon Hill's latest releases are role-playing games, such as DUNE and MAGIC REALM. Games of this type are usually based upon some sort of fantasy or science-fiction theme, although even the immensely popular tactical wargame SQUAD LEADER has some appeal in this area, allowing the player to assume the identity of one of the officers or non-coms in the game. The big appeal of role-playing games is that the player is no longer merely the commander who simply pushes the pieces around the board. Now, the player actually becomes one of the pieces on the board. He is in the situation, not once removed from it.

Role-playing games are not all new. For some time now, Avalon Hill has published a very enjoyable role-playing game called OUTDOOR SURVIVAL. It is not a wargame, as it pits the player against the forces of nature in a struggle to accomplish a scenario-defined objective, and to survive while doing so. The board represents a wilderness area and each player is represented by one piece on the board. The player must do his best to meet his food and water requirements and cope with natural hazards, or suffer a slow, starving death. It makes for a suspenseful game for up to four players, and also provides one of the best solitary games around.

For some time, I puzzled over the obvious possibilities inherent in OUTDOOR SURVIVAL for a hunting scenario. Perhaps as a confirmed wargamer, I wasn't truly happy unless there was gunfire going on somewhere. The game rules give a few suggestions for a hunting scenario, but I am afraid I found them largely unsatisfactory, at least for my tastes. After working with it for some months, I believe I have a playable and quite realistic game which fairly accurately portrays the challenge of "the hunt" in an enjoyable, fast-moving game setting. I have tested it with some of the local hard-core hunters in my area, and they seem to agree.

In the following scenario, the board becomes a remote area of the Alaskan Wilderness or the Northwest Territory. Desert areas on the board become tundra (although treated no differently than the game rules for desert). Each game turn represents one week of real time in a quest for deer and bull elk. Unless noted otherwise, all regular rules apply.

**Scenario Rules of Play**

1. **Object:** accumulate more points than the other players by killing deer and elk. Score points for each kill as follows:
   - Deer = 5 points
   - Elk = 10 points

2. Each player must roll a die for each turn. The higher roll will be the one used.

3. **Food and Water Requirements:** Food requirements are automatically met every turn in the hex containing a river or catch basin. In addition, if the player successfully tracks the animal, he proceeds to the Range Table.

4. **Killing Animals:** In order to score a kill on an animal, the player must end his turn in the same hex as the animal, whether it is a deer, elk, or herd. He must then consult the "Hunting Tables" to discern whether or not he actually kills the animal in that turn.

First, he consults the Track Table under the type of terrain present in his hex. Animals located on trails are assumed to be located in the other type of terrain present in the trail hex. With one die, the player must roll within the range of numbers indicated in order to "track" the animal in his specific type of terrain. If the player successfully tracks the animal, he proceeds to the Find Table. Otherwise, he ends his turn.

**Hunting Tables**

<table>
<thead>
<tr>
<th>Track Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>Woods/Mtn. / Swamp</td>
</tr>
<tr>
<td>1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Range Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>Die Roll</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Die</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>100 ft.</td>
</tr>
<tr>
<td>2</td>
<td>200 ft.</td>
</tr>
<tr>
<td>3</td>
<td>300 ft.</td>
</tr>
<tr>
<td>4</td>
<td>400 ft.</td>
</tr>
<tr>
<td>5</td>
<td>500 ft.</td>
</tr>
<tr>
<td>6</td>
<td>600 ft.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Hit Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>Woods/Mtn./ Swamp</td>
</tr>
<tr>
<td>Range</td>
</tr>
<tr>
<td>100 ft.</td>
</tr>
<tr>
<td>200 ft.</td>
</tr>
<tr>
<td>300 ft.</td>
</tr>
<tr>
<td>400 ft.</td>
</tr>
<tr>
<td>500 ft.</td>
</tr>
<tr>
<td>600 ft.</td>
</tr>
</tbody>
</table>

| Other terrain: add to Roll Req'd. |

<table>
<thead>
<tr>
<th>Find Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>Woods/Mtn./ Swamp</td>
</tr>
<tr>
<td>1</td>
</tr>
</tbody>
</table>

**Scenario 4 Rescue card.**
The player rolls on the Range Table to determine the range to target. The player then rolls on the Hit Table under the proper terrain category to determine whether he indeed hits the animal. He rolls one die, and cross references the roll with the range determined from the Range Table. If the roll is less than the range of numbers indicated on the Hit Table, the animal is successfully killed, and the player scores points for it. Exception: If the player rolls exactly the number needed for a kill (for example, a roll of "3" in the 300 ft. woods/mtn./swamp category), then the animal is not killed outright, but is merely wounded. The player must "find" the animal by rolling on the Find Table under the proper terrain category. If the player rolls within the range indicated, he "finds" the animal and scores points for it. If he rolls hot, then the animal is "lost".

A spare counter is placed inverted over the symbol on the board, and no player may score points for that animal for the remainder of the game.

Whenever points are scored for an animal, a spare counter is placed inverted over its symbol. No player may score points for that animal for the remainder of the game.

If the animal is not killed in any given turn, the player may spend subsequent turns trying to do so, by beginning once again with the Track Table. A player may also refrain from shooting after he rolls on the Range Table, and may likewise begin again with the Track Table on his next turn.

7. Turn Limit: Play proceeds for 25 turns. If a player turns reduced below life level "0" before the end of 25 turns, he is removed from play.

Variations:
A. Reverse the initial set up locations of players and herds.
B. Use the Wilderness Encounter Chart on the back of the Scenario 4-Rescue card.
C. Players may change the turn limit for a longer or shorter game, as desired.

Concluding Remarks
The players will find themselves making various decisions, not the least of which is, "Which way should I go?" Apart from that, the player must decide whether he is going to risk going after one of the elusive herds, or try to track one of the animals which at least stays within its own hex-defined territory. If he finds himself at a long range from his target, he must decide whether to shoot and risk wounding (and possibly losing) the animal, or whether to track the animal to a possible closer range next turn. He must decide when to head for a base for rest and replenishment, and when to risk starvation to go after "one more animal". The game can become quite suspenseful when a player finds himself barely crawling into a base camp. All in all, players should find themselves challenged by the dual goals of hunting wild animals, and simply staying alive.

Figure 1: Optional Step Reduction Table

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1-4</th>
<th>1-3</th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
<th>7-1</th>
<th>8-1</th>
<th>9-1</th>
<th>10-16</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attacker</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Defender</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

For the past several years, I have made available about once a year an addendum to ANZIO, including a revised SRT. This was the SRT used in this issue's DIADEM four-player Series Replay and is reproduced here in Figure 2.

This SRT is basically quite similar to that sold with the game, but with the more extreme results smoothed out. The incidence of retreats is unchanged. The average step loss is also very little different. Suppose a series of seventy-two attacks, including one die roll (one through six) for each of the twelve odds columns. The total losses that would result for each SRT is shown in Figure 2.

Note that the ONLY difference is that in the optional SRT, at 8-1 and 9-1 odds, the defender loses one step less in each case. The only reason for this change of negligible significance in the game, is to "smooth out" the progression of losses. This "smoothing out" process can be illustrated by comparing one odds column, 2-1 in this case:

<table>
<thead>
<tr>
<th>DR</th>
<th>standard</th>
<th>optional</th>
<th>note</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1/2R</td>
<td>0/3R</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>0/1R</td>
<td>1/1R</td>
<td>K = retreat attackers</td>
</tr>
<tr>
<td>3</td>
<td>1/1</td>
<td>1/1</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>0/0</td>
<td>1/1</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>R2/1</td>
<td>R2/1</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>R3/1</td>
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<td></td>
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<td>0/0</td>
<td>1/1</td>
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<td>R3/1</td>
<td>R2/0</td>
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<td>3</td>
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<td>1/1</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>0/0</td>
<td>1/1</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>R2/1</td>
<td>R2/1</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>R3/1</td>
<td>R2/0</td>
<td></td>
</tr>
</tbody>
</table>

The range of loss to the attacker is reduced from 0-3 to 0-2. In order to do that, the number of die rolls at which the attacker suffers some loss is increased from four to five. The defenders results are not changed, just rearranged in order to make a more orderly progression from die roll one to die roll six. In the optional SRT, the results are rearranged not only to smooth out the extremes, but to make the progression from die roll one to die roll six increasingly worse for the attacker, and better for the defender. This same tendency is present in the standard SRT as well, but with certain discrepancies.

In my opinion, the revised SRT used in this issue's Series Replay is more logical than the standard SRT, and discarding the extreme three step loss improves the game. Allied losses are heavy enough without this disaster looming over them.
JUST ANOTHER PRETTY FACE
THE ‘OPPONENTS WANTED’ SURVEY REVISITED

By Woody Davis

Despite the author’s declared preferences for the SQUAD LEADER game system, this follow-up to the original Opponents Wanted survey is interesting to the extent that it sheds some light on the rising and falling tides of game popularity. Readers are warned however, that the predictions which follow are those of Mr. Davis and do not necessarily represent the opinions of the Avalon Hill Game Company or any of its staff.

More than a year has elapsed now since Gary Charbonneau’s original ‘Opponents Wanted’ Survey was published in Volume 25, Number 3 of the GENERAL magazine. I think it is now time to determine by a second effort how valid such a survey might be. If many titles remain in similar places on the chart and also maintain relative inter-relationship with each other, then we may start to view this survey as an accurate tool with which to gauge game popularity. With this in mind, I have gone ahead and tabulated the results of Volumes 15, Numbers 3-4 and 16, Numbers 1 and 2. These six issues will give us the most up to date findings as of this writing.

I have followed Gary Charbonneau’s format in that I have excluded non-wargames from the survey. Although I am not certain they really classify as wargames per se, I have extended the chart to include MAGIC REALM and FEUDAL.

One thing is sure. The great majority of people who submitted ads did not take to heart the findings of the previous survey, for the “quality” of the ads themselves has not improved. People are still guilty of the same imprecisions in their wording which caused Gary Charbonneau’s lament. It is still often difficult to determine just which games people desire to play by Mail and which ones they want to play Face To Face. I have handled this in the same fashion as did Mr. Charbonneau in his article. People are writing their ads just as they always have, and since that groundwork has been covered in the previous survey I will not try to repeat it here.

With the above out of the way just what (if anything) can we learn from the survey?

First of all, if you take the top ten rated games on the chart, you will find that seven of them were in the top ten last year. Further down the chart the ratio is not as high but it still has enough similarity to convince me of the merit of this type of survey as a popularity indicator. Although we can expect games to move around the chart somewhat over any given time period depending on who is sending in ads at any given time, the continuity of PANZERBLITZ, PANZER LEADER, and AFRIKA KORPS in the top five shows that certain games have such widespread popularity that their place on the chart is well defended against the whims of time.

Secondly, let us take a look at Mr. Charbonneau’s predictions for this chart. He predicted that RUSSIAN CAMPAIGN, previously in sixth place, would move up a notch or two. Actually, it moved up four notches to second place. He also predicted that SQUAD LEADER, in twenty-eighth place, would move to the top ten by this time and possibly even into the top five. As you can see from the chart it has outdone even Mr. Charbonneau’s expectations. I personally was not at all surprised by the phenomenal rise of SQUAD LEADER to its preeminent position on the chart. In fact, one of the reasons I undertook this project in the first place was that I found seeing SQUAD LEADER in twenty-eighth place too galling to let it stand. As a dyed-in-the-wool SQUAD LEADER system fanatic I could not sit still until ‘justice’ was done.

Ab-if only there were a Lt. Davis counter! Further evidence of the popularity of SL is the fact that the brand new gamette CROSS OF IRON which can’t be played without the parent game, shot to tenth place in less than a year. There have even been requests for CRESCENDO OF DOOM, the second gamette, which as of this writing has yet to be released. There can be no doubt that the SL system is the event in the history of wargaming. Looking beyond SL to a game which Mr. Charbonneau did not mention, we can see that VICTORY IN THE PACIFIC had a lot of potential that he did not foresee. Although it is not among the best games, it has still risen considerably over last year.

A third thing we might do is to take a look at the games that Avalon Hill has recently revitalized to see what effect this has had on their popularity. In the instance of D-DAY the new 1977 rules have obviously revived interest in an old classic, for it has risen from 4th to 6th place in the last year. On the other hand, all the effort put into completely remaking GETTYSBURG would seem to have been for naught as far as its popularity goes. Since it has appeared in the new format it has fallen from 20th to 25th place on the chart. One revitalized game, BISMARCK, has stayed in exactly the same position. It is only recently reissued, however, and may be expected to move up although in my opinion it will never make the top ten.

There is another side of the coin to all this however. For while some games are jumping by leaps and bounds to the top of the chart, there are others which would appear to be losing their following. MIDWAY dropped out of the top ten by eight points. 1776 dropped by twelve points and out of the top 10. FRANCE 1940, only in 17th place to start with, dropped by fourteen points to 31st place. CAESAR’S LEGIONS, which was a low 31st to start with dropped by nine to an even lower 40th. What with Avalon Hill’s announcement recently of the elimination of the ‘Mail Order Only’ category of merchandise FRANCE 1940 has been administered the coup-de-gras and may be expected to be followed by CAESAR’S LEGIONS shortly. Though slow sellers, STALINGRAD and ANZIO may stay on the market purely out of loyalty to their following.

What will the future bring? Certainly SQUAD LEADER will remain in the number one slot for the foreseeable future. CROSS OF IRON may even climb higher toward its predecessor, and when CRESCENDO OF DOOM is published it will soon follow it to the top displacing many less fortunate games. MAGIC REALM will certainly show its true colors and rise to the upper half of the chart and perhaps even to the society of the gods of the top ten.
FOUR-PLAYER DIADEM SCENARIO

ANZIO BASIC GAME III

By Tom Oleson

1. INTRODUCTION: This scenario covers just the last six turns of the other two new Basic Game scenarios whose rules were included in the May-June 1979 GENERAL (Vol. 16, No. 1), together with the basically similar rules to the two-player version of DIADEM.

The situation in Italy in May and June, 1944, lends itself to a four-player game. The Allied army commanders were the American General Mark Clark, 5th Army, and the British General Oliver Leese, 8th Army. Opposing them were 14th Army commander General Eberhard von Mackensen, and 10th Army commander General Heinrich von Vietinghoff.

The division of forces on each side was balanced such that a balanced four-player game is a real possibility. Once past the initial front line positions, the sector boundaries coincided (see map).

2. TIME SPAN & WEATHER: May II—June III, 1944. No mud.

3. RULES: Sections A through C, plus G (Appendix) as applicable. Changes to these rules specified here.

4. OOB IN GENERAL: In the Basic Games, there are no withdrawals, no Italians, and no replacement bonuses. In Diadem there are simplified garrison rules. OOBs for both sides are provided elsewhere in this issue, as well as a map of the front line, showing the sector boundaries separating each army.

5. GERMAN OOB: There are six parts:
   A. Units available at the start, with fixed location indicated. Historically, the 90th Panzergrenadier Division, although under 10th Army command was entirely (Basic Game) or partly (Advanced Game) in the 14th Army sector May II. The first German turn, the 10th Army commander may move this unit to his sector. If he does not, it reverts to 14th Army command.
   B. Eight units identified as Reserves. Each army may deploy just one of its reserve units anywhere in its sector on or behind the German side of the front line. The remaining six units must be at least one hex behind the front in their respective sectors. For example, Lido would not be permitted, Fiumicino would be.
   C. Four infantry replacements, as made available by the Time Track which also indicates to which army they pertain.
   D. At the start of the first German turn after the Allies invade, or use their Air Strike, or have a unit on a hex entirely north of the middle mapfold (at any time, even retreating), the Germans get a reaction:
      1. Five units stationed at fixed points in North Italy, from which they cannot move, unless and until released as part of this reaction.
      2. Six units entering as reinforcements off the German map edge, one turn later then the release of the five units above.
   E. It is probable that the Allies will trigger the German reaction in time for all units to enter, but they are not obliged to, therefore the Germans are not certain to get these units.
   F. Reinforcements and replacements may enter the game, if feasible, outside the sector of the army of whose OOB they form a part. During their first movement phase, they must move to their proper sector, or revert to the command of the army in whose sector they end their movement phase.

6. ALLIED OOB: There are three parts.
   A. Units shown on board at the start, including six replacements, three for each army.
   B. Four 5th Army units entering as reinforcements.
   C. The replacements received per the Time Track. May II, two of these go to 8th Army, one to 5th Army, May III, one to 8th Army, two to 5th, and so on, alternating until the end of the game.

7. STARTING THE GAME:
   A. The Germans first set up their May II units, including reserves, and also including the five units frozen in North Italy unless released by the reaction rule. With the exception of the 90th P.G. already noted, each army must confine its OOB to its own sector.
B. The Allies then set up their units on board May II, anywhere on their side of the front, not in German zone of control. The only restrictions on the Allied setup are that each army must be in its own sector, the usual stacking rules apply, and the 56 stacking point capacity of the Anzio beachhead must not be exceeded. The Allies then move first.

8. AIR STRIKE:
Any one Allied turn, the Allies are allowed an air strike, per rule E14. This is another departure from the usual Basic Game rules. The Allied players must agree on a single turn for the air strike. They cannot have it on different turns for each army. If they can’t agree, the player who has the initiative for that turn (see section 14) may call the air strike for both players that turn.

9. INVASIONS & SEA MOVEMENT:
A. Any Allied turn during the game, including the air strike turn, the Allies may invade once on the East Coast, and once on the West Coast; one invasion for each army. The two invasions may occur independently, or together. Each may lift no more than four stacking points, under the usual second invasion rules. Any invasion zone in the sector of the invading army is permitted.
B. There are eight port counters in the game. Ports already open with counters are: Napoli (city), Anzio (town), Roma (beachhead zone within the Allied front—the Anzio beachhead), all under 5th Army control; Termoli (town), and without counters, the two South End ports, all under 8th Army control. Each army has two port counters saved.
C. The Allies start the game with 100% Build-Up saved at each open port. Each army commander controls the sea movement and supply capacity of his sector, but may permit the other commander to use it. Any Naples supply capacity not used by 5th Army may be used by 8th Army.
D. If the Allies invade at a zone already partially theirs, and open with a port counter, such as the Roma zone in Diadem, which is friendly and in operation within the Anzio beachhead, they must expend a new counter to support the invasion. Nonetheless, they may have one BU for that entire zone, to apportion as they choose among beachhead zone hexes. Of course, they could open another port if there is more than one in the zone, as there is in the Roma zone. Such an Allied invasion could not exceed the zone capacity.

10. VICTORY CONDITIONS:
A. Rule Book C.15.C. The purpose of this victory condition is to oblige the Germans to end the game with a front line. Unless the Germans are careless, it is unlikely to decide the game.
B. Alternatively, to win, at the end of the game the Allies must:
1. Eliminate all supplied enemy units from all three Roma hexes, as well as the area on and south of the road from Lido to V39. Unsupplied enemy units in the above areas do not have to be eliminated by the Allies.
2. Have friendly, and in supply, at least one hex meeting the following definition:
   a. A city hex entirely north of the center fold (Ascoli would qualify, Teramo wouldn’t) or;
   c. Note that the requirement is not at least one hex of each sort, but one of either sort.
3. Allied failure to meet these conditions is a German victory.
C. In the four-player game, the above victory conditions may be used in case each player wins or loses with respect to the player in the sector opposing his own front. Example: Allies win; 14th Army has lost only to 5th Army, 10th Army only to 8th Army. Alternatively, the four-player game may be played with victory conditions that also permit a tie, and, in effect, pit each player against the other three. Victory, defeat, or a tie, is determined under these conditions as follows:
1. First, determine whether the Allies have won or lost, regardless of sector boundaries.
2. Presuming the Allies have won, there are two possibilities:
   a. Both Allied armies have fulfilled the victory conditions which can be fulfilled in their own sector. Example: In its sector, 5th Army has a hole in the German front (C.15.C), or as is more likely, it has eliminated all supplied enemy units from Roma, and the Lido-V39 road, and the area south of it, in its sector, and has friendly and in supply either a city north of the center fold, or has a hole in the German front (C.15.C). In this case, there is no possibility of a tie, and the result is that 14th Army has lost to 5th Army, 10th Army has lost to 8th Army.
   b. The other possibility is that although, taken as a whole, the Allies have won, only one army has satisfied all the victory conditions. Examples: the hole in the German line (C.15.C) may be only present in one sector, not the other, or the city or bridgehead north of the center fold may be in one sector, not the other. In this case, determine which Allied army has fulfilled all the conditions necessary and possible in its sector for an overall victory. That army has a victory over the opposite German army. The other Allied army has a tie with the German army opposite.
3. Presuming the Germans have won (taken as a whole, regardless of sector boundaries), there are also two possibilities:
   a. Both German armies have prevented the Allies from achieving their victory conditions in their sectors. Example: In its sector, 14th Army ends the game with a front line and has prevented 5th Army from getting a bridgehead over the Tiber, or a city north of the center fold, and it either has at least one Roma hex occupied by a unit in supply, or has a unit in supply on or south of the Lido-V39 road, in its sector, (either of the last two conditions is enough to prevent an overall Allied victory). For its part, in its sector, 10th Army has prevented 8th
Army from having a city north of the center fold friendly and in supply, and has at least one unit in supply as having a front-line at the end of the game. In this case, there is no possibility of a tie, and the result is that 3th Army has lost to 14th Army, 8th Army has lost to 10th Army.

D. The only possiblity is that although, taken as a whole, the Germans have won, only one army has prevented the Allies from satisfying their victory conditions. That army has a victory over the opposite Allied army. The other German army has a tie with the Allied army opposite.

11. SUPPLEMENTARY RULES: Diadem may be played with applicable parts of rule book section D, with the following notations:

A. The Germans receive one Tactical Air Factor in May, which they could use defensively as part of their May II deployment, or save for later, at the discretion of the 14th Army commander. The 10th Army commander gets one air factor in June. The Germans do not get extra factors as an invasion reaction, as the second invasion has already occurred. The Allied allocation explained in section D is unchanged. Note that the Allies do not get the naval factor during an invasion turn on either coast, nor the air factors during the air strike. The naval factor is at the disposition of the Allied Army commander having the initiative (section 14). The air factors are allocated on the same basis as replacements (alternating 2/1, 1/2, etc.).

B. Commandoes are not restricted to the southern half of the map. Commando raids are permitted, but not on invasion turns. There could be a raid on one coast if the invasion was on the other coast only. Commandoes may participate in an invasion, but as part of the four points Initial Lift permitted.

C. The Germans get the thirteen forts located as shown on the Advanced Game section of the Diadem Record Card, plus the only one they would get under the Time Record Card June I. Since there are only thirteen forts in the game, one of the original locations would have to be destroyed in order for it to be recovered and redeploed June I. This fort is at the disposition of 10th Army.

12. ADVANCED GAME: Diadem may also be played with applicable parts of rule book section E, with the following notations:

A. German OOB: an Italian unit is added to the German reserves available at the start (10th Army), but the restrictions on deployment of reserves are unchanged. Two divisions (90th and 15th) are split into regiments, deployed as shown. There are seven garrison divisions in the Advanced OOB. Five on board at the start react into the game as explained in the Basic Game version of Diadem, or by Allied proximity under standard garrison rules. The 34th and 42nd infantry divisions enter as reinforcements, but not for free use. They go to the garrison points shown, where they would follow standard garrison rules. Diadem garrisons have a ten hex reaction radius. If one is available, the German 10th Army gets another fort June I.

B. The player who has single command of both armies on one side, in the interests of play balance, should be the least experienced of the three. If he is playing the German side, in his initial setup, he must observe the same restrictions as though it were a four-player game. If he is playing the Allied side, he must do the same. In the first round of combat, each Allied army may attack from its own sector, although the German defender in a first combat attack could be in a sector different from that of its attacker(s). After the first round of Allied attacks in the May II turn, the single-command player is free from all restrictions peculiar to the four-player rules, and may dispose of his OOB exactly as though it were a two-player game.

C. The two players who are sharing command of one side follow the four-player rules already explained.

D. The victory conditions are the same as in section 10 above, including the alternative providing for a possible tie. Note that even though the single-command player has not had to observe sector boundaries since the start of the game, the boundaries in this sector are relevant for determining the victory conditions under rule 10.C.

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Hours: Monday thru Friday—10 A.M. to 4 P.M. Saturday—10 A.M. to 3 P.M.

1GB Playtesting—Saturday: 10 A.M. to 5 P.M.
Like their namesake's famed return to Capistrano, the Avalon Hill Swallows will return in force to Widener University this June 27th to do battle with the gnomes from Gotham in the annual Avalon Hill-SPI, grudge match, softball game. While there, we will also be hosting an expanded list of events including all our old favorites plus some new ones which promise to offer the ultimate in competition and fun for the AH devotee.

The listing of particulars for each event is in the following order: time and location, maximum number of participants, maximum number of rounds, estimated time per round, and entry fee. As usual, all Avalon Hill tournaments will offer the prized ORIGINS plaque as first prize with game and merchandise credits for runners-ups. The total number of alternate prizes will vary with the entry fee and number of entrants but in all cases prizes will be awarded to at least the top four finishers.

The listing of prizes for each event is standardized as follows: 1st plaque, $ = cash prize, M = Merchandise credits, G = GENERAL one year subscription, A = ALL STAR REPLAY one year subscription. Alternate prizes which are dependent on the number of entrants are signified by italic type.

Example: The prize list for the Avalon Hill 500 reads as follows: 1st: plaque plus $100, 2nd: $50, 3rd: $35, 4th: $25, 5th-8th: $15 certificate for AH merchandise; 1st-9th: one year subscription to THE GENERAL; 1st-32nd if field filled: $7 certificate for AH merchandise.

We advise readers to pre-register for these events with the pre-registration form inserted with Vol. 16, No. 5. Although you can sign up for events when you arrive, you chance long lines or your favorite being sold out by the time you arrive. Note that this order form must be returned to the convention organizers at P.O. Box 139, Middletown, NJ 07748. It is not to be sent to Avalon Hill under any circumstances.

During each tournament round, each pairing of players will play two games of the 1815 scenario with each player competing as the French player in one game and as the anti-French player in the other game. The French player will receive points for controlling Paris and preserving his army. After each pair of games is concluded, the player who achieved the higher total of French victory points will be considered the victor and will compete in two additional, identical rounds. The ultimate winners will be decided on a point basis through three rounds of play.

AVALON HILL CLASSIC 500
Fri 1800/Rm 216 & 217/128/7/3 hrs/$5

This year the format of the 500 will change to allow opponents to play any AH game that can be completed in a reasonable amount of time. A ten minute time limit will be observed for most of the tournament. Exceptions to this will occur, of course, depending on the round and the time of day. Contestants will submit a list of game preferences, and top choices will be given priority in arranging matches. In all cases, the list must include AFRICA KORPS. In addition to the classics, such games as ANZIO, MIDWAY, PANZERBLITZ and PANZERLEADER may be played. Any overflow from the RUSSIAN CAMPAIGN tournament may be accommodated in the 500. The judge for our premier event is last year's winner and the 1976 runner-up, Bruno Sinigaglio, who will be ably assisted by five-year Classic judges Doug Burke and Rich Hamblen. In addition, there will be a special prize for the highest placing entrant under 18 years of age. Watch out old-timers! Plaque + $100/$50/$35/$25/5th-8th: 15M/9th-16th: G/17th-32nd: 7M

FOOTBALL STRATEGY
Fri 1800/Rm 210/64/6/1 1/4 hrs/$1
Both Tom Shaw and Don Greenwood will be back with blood in their collective eye to regain the ORIGINS championship they dominated from 1975-76. This year a 30 second time limit per call will be enforced in an effort to bring 1976 champ Jim Reubal back into the pack in the sixth year of this single elimination event.
Plaque/15M/10M/A

WAR & PEACE
Fri 1800/Rm 209/40/3/3 hrs/$2
During each tournament round, each pairing of players will play two games of the 1815 scenario with each player competing as the French player in one game and as the anti-French player in the other game. The French player will receive points for controlling Paris and preserving his army. After each pair of games is concluded, the player who achieved the higher total of French victory points will be considered the victor and will compete in two additional, identical rounds. The ultimate winners will be decided on a point basis through three rounds of play.
Plaque/20M/15M/G

THE RUSSIAN CAMPAIGN
Fri 1800/Rm 211/64/6/3 hrs/$2
Dale Garbutt, 1976 winner of the Classic 500, hosts this very popular, single elimination event. The scenario to be played is Barbarossa with sudden death victory conditions and the game ending in Jul/Aug '43.
Plaque/20M/15M/10M/5th-8th: G

DUNE
Fri 1800/Rm 215/36/2/3 hrs/$2
Mick Uhl, AH developer of the game, hosts this two round multi-player tournament with the winner of each six player game advancing into a final round.
Plaque/20M/15M/G

MAGIC REALM
Fri 1900/Rm 208/64/2/4 hrs/$2
Jim Stahler, alias Lt. Stahler of SQUAD LEADER fame, hosts this two round, multi-player game tournament with assistance from the game's designer, Richard Hamblen. Up to eight players will participate per board with only the top eight advancing to the second and final round.
Plaque/20M/15M/10M/5th-8th: G

WOODEN SHIPS & IRON MEN
Sat 0900/Rm 210/64/6/2 hrs/$2
Wes Coates, captain of the Swallows, returns to host the WCS/M tourney for the sixth straight year. Each player will command several ships per round in single elimination competition.
Plaque/20M/15M/10M/5th-8th: G

KINGMAKER
Sat 0900/Rm 211 & 212/125/3/4 hrs/$1
Mick Uhl, developer of the AH version of the game, hosts our most popular multi-player tournament for the fifth straight year. Players will be split four, five, or six to a board depending on number of entrants, with only the winners advancing to the next round. Three rounds will be needed only if there are more than 36 entrants, but this event has traditionally drawn over 100 players.
Plaque/20M/15M/10M/5th-8th: G

CRESCENDO OF DOOM
Sat 0900/Rm 215/164/3 hrs/$4
Don Greenwood, designer of the game and developer of the entire SL series, game masters a single elimination tournament for the stout of heart among the SL set. All players must be familiar with all rules of play through and including scenario 25.
Plaque/20M/15M/G

WAR AT SEA
Sat 1130/Rm 210/64/6/2 hrs/$2
Alan Moon hosts our 4th running of the WAS tournament in a restricted field of 64, down from a previous maximum of 128, so be sure to pre-register for this very popular event to assure a chance to participate. As was the case in the past, all ties will be resolved in favor of the Allied player, and the rules of entry for American ships will be altered to add a
For the non-competitive types there are always seminars and we will be offering three this year. The first is at 4 PM Saturday in LH#1 of the Louis Kapelski Learning Center. NAPOLEON'S SYSTEM OF MANEUVER will feature noted Napoleonic game designers Frank Davis, Mark McLaughlin, and Kevin Zucker. The discussion will center on principles of Napoleonic strategy; the Central Position and The Maneuver against Enemy Communications with Historical Examples. Discussion of how these principles have been included, or avoided, in published wargames, and how they might be effectively employed by the player in both solitary study and in competition. An attendance fee of $1.00 is charged for the 90 minute session.

Later that evening at 9 PM in the same room interested parties can attend the Avalon Hill Staff Meeting for free. We wouldn't dare charge anything—your questions would be more hostile. A Q&A session with the assembled AH R&D staff—at least those of the staff we can round up.

Last, and probably least, on 1130 Sunday morning in Alumni Auditorium, those following the evolution of the SQUAD LEADER game system can pin Don Greenwood into a corner for all the questions/brickbats/assorted comments they can hurl after being ripped off for a buck. Actually, the dollar is his idea—he thinks by charging a buck there will be less of you around to throw things at him. "SQUAD LEADER—What's Left" will be your chance to see what's ahead in the SL game system and possibly guide those developments by making your feelings known.

There will also be a DIPLOMACY tournament and in keeping with the six year history of DIPLOMACY tournaments at ORIGINS it will probably be a doozy with over 100 entrants. Robert Sacks of the IDA will be representing postal DIPLOMACY by gamesmastering the event with help from Greg Costikyan. It is scheduled for two rounds of five hours each beginning on Saturday at 4 PM and Sunday at 10 AM. There will be a $2 entry fee which will be used to defray expenses and subsidize the Boardman Numbers project, the Miller Numbers project, and the Orphan Game Project. Prizes will be given for Ist, 2nd, and 3rd place as well as best performance in each of the seven countries.

Rounding out the competitions involving AH games (to our knowledge) will be a special miniaturized version of CIRCUS MAXIMUS hosted by TSR's Tim Sack. Check the pre-registration form for details.

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**AREA TOP 50**

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<td>1068DFH</td>
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<td>10</td>
<td>1056GFC</td>
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<td>1060RCE</td>
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<td>1038CIE</td>
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<td>J. Cornell</td>
<td>1</td>
<td>1080CEF</td>
<td>50</td>
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</table>

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**NEW KINGMAKER EVENT CARDS**

Are your Kingmaker games getting a bit dull? You can spice them up with the new Event Cards described in Vol. 14, No. 3. Avalon Hill is making available in a special expansion kit a new deck of 48 Events cards including 25 printed Treachery, Gales At Sea, Refugee, Vacillating Allegiance, Catastrophe, and Royal Death cards as well as 23 blanks for use in your own variants. The entire deck is backed by the same rich KINGMAKER design which makes the game such a joy to play and cards from the two decks will be indistinguishable from the rear. This special card deck is available for $4.00 plus postage. Maryland residents please add 5% sales tax.
Using probability tables for two successive attacks will assist the attacker in allocating his limited resources, attack factors (AF), to maximize the occurrence of desired combat results, either dispersion or elimination of the defending unit. The text that follows is intended to explain the significance of a probability table and its use.

For a single attack at given odds with appropriate terrain die roll modification, the probability of an elimination result is the number of X's that could occur divided by 6 and multiplied by 100. The probability of a special dispersal is computed from the number of DD's. The probability of a dispersal (D) and no effect (-) are also computed in a similar manner. Therefore, for a 4-1 attack the probability of elimination (E) is (3/6) (100) = 50% = P(X). Of either a special dispersal or dispersal 0% and of a no effect (1/6) (100) = 17% = P(-). If the probability of an event is 0% then this event cannot and will not occur. For an attack 2-1: neither a special dispersal or a dispersal will occur. A probability of 17% signifies that if the attacker made several, 6 for example, 4-1:1 attacks he can expect that (17%) (6) = 1 attack will have the result no effect. For the same 6 attacks the expected number of eliminations is (83%) (6) = 5. The attacker can expect more eliminations than 'no effect' results. An elimination is the more likely event of all events possible as indicated by P(X) = 83%; P(-) = 17% = P(DD) = P(D) = 0%. The sum of the probabilities is 100% which means that an event will occur.

For the six 4-1:1 attacks from the previous paragraph we stated that the expected number of eliminations is 5 and the expected number of no effect results is 1. However, in real life the number of elimination results may be less than 5 ("bad luck") or greater than 5 ("good luck"). There is no way to predict these slight deviations. Probability theory merely states that in the long run we can expect that (17%) (6) = 1 attack will have the result no effect. In the long run we can expect more eliminations than 'no effect' results. An elimination is the more likely event of all events possible as indicated by P(X) = 83%; P(-) = 17% = P(DD) = P(D) = 0%. The sum of the probabilities is 100% which means that an event will occur.

When considering two successive attacks it is possible to compute the probability that at the conclusion of both attacks the unit will be eliminated, P(X), dispersed, P(D), or no effect, P(-). Basically this involves a multiplication of the probability tables for each successive attack while correcting for the possible die roll modification, -1, resulting from a D or DD result in the first attack. The P(D) is the probability that any of the following sequences of results occur: D, D, DD, D, DD, DD, D. The net result of all these sequences of results is a dispersed defending unit. Thus in the tables that follow the probabilities listed are those for two successive attacks as planned or as listed when playing by mail. Also taken into account are the terrain die roll modifications and the types of attacks possible on that terrain.

In the upper right corner of each table the terrain of the defending unit hex is noted. For both the first and second attack the types of attack; direct/indirect, mine, OVR, or CAT are noted. The odds of the first attack are listed across the top of the table and the odds of the second attack are listed on the left. The probabilities of each combat result for a given pair of attacks are found at the intersection of the odds of the first and second attacks. Therefore, if the defending unit is located in a woods hex, and the first attack is a direct 3-1:-1, and the second attack is CAT 1-2:-1, then P(X) = 44%, P(D) = 39%, and P(-) = 17%.

## Probability Table 1

<table>
<thead>
<tr>
<th>First Attack is 2-1:0 Mine Attack</th>
<th>Defending Hex</th>
<th>Odd 1-4</th>
<th>Odd 1-3</th>
<th>Odd 1-2</th>
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<th>Odd 3-1</th>
<th>Odd 3-2</th>
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## Probability Table 2

<table>
<thead>
<tr>
<th>Two IS BETTER THAN ONE PROBABILITY TABLES FOR TWO SUCCESSIVE ATTACKS IN PANZERBLITZ</th>
</tr>
</thead>
<tbody>
<tr>
<td>By Andrew Katsampes</td>
</tr>
</tbody>
</table>

Continued on Page 46, Column 1
RULES OF CONDUCT
by Tom Olson
OFFICIAL AVALON HILL RULES FOR AREA PBM PLAY

The AREA pool is now entering its sixth year of existence. Although it can’t be said to have achieved its purpose of completely cutting the bad guys from the ranks of postal play, neither has it been a complete failure. There are still incidents of poor sportsmanship and outright fraud, not to mention disappearing opponents as evidenced by the 62 who have been evicted from the pool to date. But 62 is not so many when measured against the almost 5,000 members of the pool. Admittedly, a few of these members may not be the degree of a Tom Olson and others are loath to report the improprieties of a fellow member, but the contrast between the present postal waters and those of years gone by, leaves one with a halcyon impression of the current state of affairs. Whether this relative calm upon the waters is simply a matter of the growing maturity of the hobby or purely coincidental is a matter of opinion. It seems likely, however, that the publication and wide spread acceptance of a code of ethics regarding postal play where none existed previously has had at least a contributing effect. No matter how disguised it may be, “Judge” Tom has undertaken to see that there can be no denying that the possibility of being reported to some higher authority and dismissed in disgrace must hold at least some weight for the number of disappearing opponents is diminishing. While an AREA opponent is by no means a guarantee of a game satisfactorily played to a conclusion, it is certainly a better percentage bet as the bad seeds are weeded out and left to their own devices.

To the best of my knowledge, no one is better qualified to author a code of conduct for postal play than Tom Olson. A gentleman gamer in his 40’s whose love of wargames is exceeded only by his passion for Ferraris and beautiful women, Tom has been playing postal longer than most of us have been in the hobby, and is a widely recognized connoisseur of good games. His experience is by no means limited to Avalon Hill games, having sampled a wide range of what the hobby has to offer in terms of varying publishers and periods. He leads the AREA rating pool in number of postal games played with over 95 and that reflects only his AH gaming of the past 5 years! At one point he performed the “judge” duties for over 200 games for the AHIS postal club—a thankless task if ever there was one. Despite himself, he has been a witness to more than he’d care to remember. Having remained in the Top Ten of the Area listings for all of the approximately two dozen lists published to date, he stands out as the preeminent authority on AREA competition. Even more impressive is that unlike certain individuals in the higher rankings, his score has been amassed while playing a wide range of skilled opponents at their own game. Occasionally embarrassed by his easy wins over a certain player of lesser caliber, he even grants him an occasional second chance die roll for the sake of an exciting game. Why, then, do I keep getting blown away playing ANZIO with him?

THE CASE FOR PLAYING BY MAIL (PBM)

Playing games by long-distance communication goes back farther than most people realize, at least as far back as the medieval troubadours, who carried chess moves with them as they wandered from castle to castle. PBM has at least three important advantages over face-to-face (FTF) play:

1. Convenience

Unless FTF opponents live very close together, when you consider travel time, most such sessions last 2-3 hours. When the number of wargamers in your life may have other plans for you! Then, too, many gamers just don’t have the many hours to spend all at one time. You can schedule your PBM precisely to suit your convenience. Many gamers find it quite relaxing, after the day or the week’s work, to unwind with a PBM turn.

But isn’t it simpler to finish a game FTF, put it away, and not risk having the board jostled, presuming in the first place you can find a place to leave it? Not necessarily. The number of games which can’t be finished in an afternoon FTF session is growing rapidly. Then, too, the ingenuity of PBMers has come up with many ways to eliminate the inconvenience of leaving a game set up. For those games with PBM kits, with pads of reduced-size mapboards, such as ANZIO and PANZERBLITZ, the game can be PBM’d right on the spot. Some individual gamers have made their own reduced maps of quite large and complex games, containing that they are easier played PBM, using these relatively small maps, then FTF using the original components.

If this approach doesn’t appeal to you, storage of PBM games left set up can be reduced to a problem of manageable proportions. Past issues of THE GENERAL, Volume 11, No. 1 in particular, have published detailed plans for storage cabinets, or trays which you can put under a bed, in a closet, or any place out of the way. To prevent counters shifting their position, it’s possible to magnetize both board, and loose counters. Magnets are available at most hobby stores.

Even more popular are magnetic maps and counters. A number of PBM clubs keep a pool of these available to their members. For some games you can take your own maps and store them in a box. A long trip, but unremarkable in this day and age, unless you consider that Bernie has spent his whole life in a wheel chair, because of muscular dystrophy. Through PBM, you can make friends and acquaintances with whom you would never meet FTF. Once they get to know other PBMing, many wargamers eventually make it a point to meet FTF. Many gamers have told me that their chief motive for attending the ORIGINS convention was to finally meet long-time PBM opponents.

2. Skill

A widespread circle of opponents is not just a social pleasure. It leads to improved play, by matching your ability against others who may have very different ideas. It’s also not uncommon that your local FTF circle has misinterpreted the rules. Playing FTF, however tolerant your opponent, you are under a certain time pressure. Not so in PBM. Take all the time you want to weigh alternative strategies, set up the turn several ways, and restudy the rules. As a result, you improve your play. And because the starting locations of your units are recorded you can’t be guilty of the creative “shift” so prevalent in FTF play where a unit is moved, the other changes his mind, returns it and moves again. “Let’s see now, the 16th Panzer was here, right?”

Of course, PBM is not without its disadvantages. One is the cost of postage. However, when you calculate the hours of enjoyment to be had by PBMing, the cost for regular, those hours is cheaper than just about any other form of entertainment.

A bad opponent is the biggest disadvantage of PBM; bad when, because his turns are a mess, his idea of fair-play differs from yours, he isn’t prompt, or disappears altogether. These problems, while still present, are less prevalent than in the past, as a glance at the PBM want-ads of old GENERALS illustrates. Gone are the days of warning PBM clubs, boasting domination over various areas, and claiming to have perfect records. Those who challenged those “infallible” players, found that the secret of their success was dropping out of any match they stood to lose! As a veteran of hundreds of postal games over more than a decade, with opponents in Asia, Africa, Europe (including behind the Iron Curtain), and the U.S., I have been impressed with the generally high level of sportsmanship in gaming. Even the best of friends can’t entirely avoid dif-


1. Time limits for returning each turn:
   a. Before starting play, you should agree with your opponent on two things:
      1) The maximum interval between the receipt of the letter containing your opponent’s turn, and your reply, is one week. A common and customary interval is one week, but it can be whatever you agree to, but do agree!
      2) How many “time-outs” are allowed, and for how long? It is not at all uncommon for a delay in PBM to occur for a variety of reasons. Generally, it is normal to expect opponents to tolerate a reasonable number and duration of such delays, but it is not reasonable to expect a game to be concluded in the hereafter. What is “reasonable”? That is for both of you to agree on, before play begins. It is essential that you do.
   b. If you violate the agreed-on time limits, even for good reason, consider that you have lost, and send your opponent a signed victory slip. If you freely agree to time limits in advance, you have no cause to resent the consequences of violating them.
   c. Hopefully, the above procedure will encourage you and your opponent to amicably resolve any problem about time limits. If not, and you must resort to Avalon Hill, please bear in mind that regardless of the interval you have accepted, no official complaint will be considered until two weeks have elapsed without reply to a warning sent to a tardy opponent. If your letter has been sent, and two weeks have elapsed without reply, a forfeiture claim can be made to Avalon Hill. No such claim will be considered unless a carbon copy is sent to the offending opponent. Also keep in mind that if you expect a reply, you need to include a SASE. It should be treated like a rules enquiry. You must include your opponent’s complete address, including zip code, or AREA membership number. Name alone is not enough. AREA records are kept by membership number—not alphabetically. If you don’t have your opponent’s AREA number, Avalon Hill can’t act on a complaint. For this reason it is always wise to exchange AREA numbers at the outset of any match. Note that because all domestic AREA numbers are based on Zip Codes it is easy to verify if your opponent is giving you his correct number. If his number and Zip Code do not agree he is either pulling one over on you or is using an invalid number which he hasn’t bothered to change since changing his address. It is imperative that he have his Area number changed to agree with his current address. If the AREA technician can’t locate his card, then any claim you post against him is worthless.

2. The typical PBM game sails along smoothly with no one involved losing, neither can it be a bore. But if it results in confusion on the part of your opponent, it may cost him hours, or even a turn returned to you for explanation.

3. The typical PBM game sails along smoothly with no one losing, neither can it be a bore. But if it results in confusion on the part of your opponent, it may cost him hours, or even a turn returned to you for explanation.
do this very seldom. Your PBM opponent is just as interested in having fun as you are, so you should very rarely have to get legalistic. But if you do, that's when you need that legible copy in ink, so there's no question of alteration by either party.

4. There are as many different PBM turn orders as there are players, in traditional or casual styles, using any scrap of paper. At the opposite extreme, an erstwhile ANZIO opponent of mine sent me 75 typewritten pages of instructions on how to properly PBM ANZIO. He soon agreed with me that he set a PBM standard way beyond my reach!

Between these extremes, the use of PBM OOB sheets is popular. The oldest wargaming club, to my knowledge, is AHIKS, Membership Secretary Bruce Maston, 1404 Union St., Schenectady, N.Y. 12308. It provides its members with OOB sheets without charge. Many are tailored to specific games, while universal OOBs are supplied for less popular games. Even better are the Avalon Hill PBMs.

5. Apart from the different ways in which you may record your turn, there are different ways in which a PBM turn may be played. Avalon Hill supplies general PBM instructions, and specific instructions for many of their games. You should clarify in advance if these apply.

One of the differences between FTF and PBM is that, in FTF, you must decide the consequences of each combat, such as casualties, advances, retreats, etc., before proceeding to the next, although you could vary the order in which you resolve a series of combats, as you proceed with combat resolution. When the FTF turn is done, it may become apparent that the decisions you made as combat resolution proceeded were not optimum, based on the results of later attacks.

PBM allows all combat to be resolved simultaneously. Therefore, at least in theory, one could decide the results of each individual combat with the advantage in hand of knowing the results of all combats. Also theoretically, one could, after the fact, consider each combat to be taken in the most convenient order. To my knowledge, no one actually does this way. Rather, it is customary to arrange the PBM turn to approximate a FTF game as nearly as possible. Therefore, when you mail your PBM turn, you should:

a. List the order in which combat will be resolved. The order of resolution may make this the most advantageous order.

b. List in advance all the possible results of each combat. This can be quite elaborate, particularly in a complex game with a number of combats. If you do not mention a possibility, you lose it. For example, if you intend to advance after combat, you must specify in advance. Another example would be in ANZIO, where if you foresee a second combat possibility, you must specify it in advance. If not, the other player is justified in ignoring the possibility, and proceeding to his next turn.

6. As you are participating all results are recorded simultaneously, you may agree on one of the following alternatives:

1) A separate mailing for each combat. This is so inconvenient that it is rarely done. Often or always done, however, is a separate mailing for games with more than one combat phase.

2) Permitting the player whose turn it is to mail his turn, leaving to specify later the results of one, or more, combats. He then consults the newspaper for combat results (or uses whatever system is agreed), and enjoys the convenience of specifying the outcome of one or more combats, after knowing the results of a group of combats. This is a reasonable compromise between the flow of FTF play, and PBM. It is common to permit this "after the fact" delineation of just the final combat. However, if a number of combats can be separated into groups which are independent, perhaps because of geographic separation, there is no reason why the final combat in each such group could not be left for specification after other results are known.

This is to try to make the flow of a PBM turn similar to a FTF turn, to the extent convenient.

6. As the design of wargames has evolved, there has come to be a greater degree of interaction between players during the turn. The older, simpler games specifically divided each player's responsibilities. During your turn, all your opponent had to do was watch. Sometimes, the highest degree of player interaction, some quite sophisticated PBM systems have been designed. When such systems are used in AREA play, Avalon Hill is unable to sort out problems arising from the system itself. Why? I don't work for Avalon Hill, but I know that for those who do, the hours are long, and the pay not lavish. Sorting out problems is strictly a labor of love. Therefore, they can only resolve disputes stemming from standard Avalon Hill PBM procedures, not special systems worked out by the players themselves.

7. The loser should submit his signed AREA slip directly and promptly to the winner. Remember that a victory claim submitted thirty days beyond the concession date is worthless. Do not send in the claim yourself. There is a presumption of trust in any PBM match, or it likely would not have been started in the first place, but it is unnecessary to take it on faith that your victory has been recorded.

RESOLVING COMBAT

1. There are several forms of honor system. Two of them are either just to "roll your own", or to select a newspaper stock sheet, and from that, calculate die rolls (DRs) by some pre-arranged procedure. There is one weighs disadvantage to any honor system, PBM, and also a decided advantage to an experienced wargamer that knows bizarre streaks of good and bad luck occur. If, at a key moment, you roll a trio of "1's", what do you do? If you honestly report them to your opponent, you can lose the trust and respect of a friend, or sow a seed of doubt. It has happened. If you "average-down" your own DRs, you are cheating yourself. Then if you then roll 3 "6's"?

For that reason, if you insist on using the honor system, please do not complain about it to Avalon Hill.

Random number sheets are available commercial from several sources, or free of charge to AHIKSers, for use in club matches. These come with instructions for their use. Here again, if you have a complaint stemming from use of these sheets, please do not refer it to Avalon Hill, which has quite enough to do resolving its own game-related problems, without taking on problems generated by the use of non-Avalon Hill products or systems.

You can also obtain your own random number sheet for the price of a newspaper. As explained earlier, you can use the New York Stock Exchange transactions, printed in most papers, can easily be used to generate DRs. Combat resolution using the newspaper usually depends on a stock list which will be printed after you mail your turn, so that you don't know what figures the list contains. Here again, you don't want to use a newspaper stock list that has been printed before you even start your game. Here's how:

a. Start the habit, if you anticipate using this system, of saving a few newspaper stock lists. Pick one out, the older the better.

b. You are advised to specify on your list of opponent's results of four stocks on your list. Say, for example, that on your list the following stocks traded the following number of shares:

Zapatia 1100
Zaye 400
Zinn 1000
Zurn 700

If you look at a newspaper, you will notice that the zeros are not listed. I put them here just to make the point that the digits you see in the paper are hundreds. When it says Zapatia 110, it doesn't mean 110 shares traded, but 1,100.

The above is like a "fingerprint" for your newspaper sheet. It is very unlikely that any two stock lists for different days will have this same combination. The disadvantage to this system is that it can tempt an dishonest but unscrupulous player to cheat, by spending some hours in the library, to search your newspaper sheet. This provides him with a copy of your random number sheet, so that he can pick his own DRs. This is cheating: don't do it! Despite this problem, this system is used because it is vulnerable only to a really determined cheater.

I have explained this method of generating a stock sheet "fingerprint" because it is the one most commonly used, but here is what I believe is a better alternative: the stock sheet also has a list of the ten or fifteen most active stocks. You will know which, because you will have agreed on exactly which newspaper you are using, although not the exact date. Add up the total volume of shares traded. This generates a large number which undoubtedly will be unique to that one day. It is also a number which your opponent cannot change by an opponent- determined cheat. Note the four "Z"'s stocks listed above. One could leaf through a stack of newspapers fairly quickly searching for that "fingerprint", but imagine having to add up scores or hundreds of columns of figures, as would be necessary for the second system. Still possible, but much more difficult.

But even if your opponent despair at identifying the fingerprint given him before play starts, there is another problem. He is naming stocks for you to use to generate results. The pattern of these chosen by your opponent. Avoid this by doing the following:

1) Don't specify stocks by name. Instead, say something like this: "Start in the A column with the first six sales in hundreds of at least three digits, and proceed from there, with one such stock for each combat." This way, you don't know the name of each stock being used. On the next turn you repeat the instructions for any needed dice rolls but make them applicable to the round of play. In this way your opponent cannot control your stock selection.

2) The date of publication of the newspaper will be on the stock sheet. The first digit of that date is zero (first through the ninth of the month), one, two, or three. You could agree to use stocks from top to bottom of the list, each time skipping a number of stocks corresponding to the first digit in the date, as explained above.

As with any random number sheet, when it is no longer needed for combat resolution, you submit a copy of it to your opponent for verification.

b. Whatever method you use you fingerprinting a stock sheet, the "I.D." numbers must be exchanged before the first round of combat. Also, as you go down the sheet resolving combat, you should clearly mark off the stocks used, and perhaps draw a line after each group pertaining to each turn. This will aid your opponent in his evaluation of the game. Be sure to do this verification at the end of the game; don't just presume the DRs were correctly generated. Needless to say, if your opponent discovers an error in your generating his DRs, you have lost the game.

Suppose that it is a "true" error, have you still lost the game? Yes. These AREA rules are intended to be rigid in defining questions such as this, because Avalon Hill cannot get into the business of separating the trivial from the significant errors. You and your opponent are free to do so, but you will not then bring such disputes to Avalon Hill.
d. There has been much discussion of possible pitfalls in using the "do-it-yourself" random number sheet. If the precautions above are taken—and they only require a few minutes per game—they are not minimized. The advantages of this system are that it is cheap, and very convenient. If you happen to be playing several people simultaneously you don’t have to worry about them picking the same CTD requiring you to buy extra copies of the same paper as verification. Regardless of any delay in receiving your opponent’s turn, your DR sheet is right there waiting. Furthermore, you only exchange verification just once, at game end. As described below, in some cases verification is necessarily every turn when combat occurs.

3. One part of the AREA rating concerns the number of PBM games played. A game played by telephone is not considered PBM, but TTF. However, PBMers may legitimately use the phone to resolve combat. Here are two ways:

a) You call your opponent, and ask him to bring the phone into his house. It is a convenient way to use this to generate a DR. One is to divide the last four digits by six, with the remainder being the DR (remainder of zero = six). Another is to take the last digit, skipping to the previous phone call number in the list, if the last digit is not from 1-6. If you both have the same phone book, verification is no problem. If not, photocopies would have to be exchanged. Don’t use the same phone book listing twice. With most phone books, it wouldn’t even be necessary to use the same page twice.

4. The combat result systems described above are much less common than using a fresh stock exchange list for each turn. There is more than one way to generate DRs from the list of stocks published in the paper, but the only one considered by Avalon Hill as official is the "divide by six" method. Again, it is worth repeating that it is not the intention of Avalon Hill to dictate to you how you prefer to play. Use whatever system you and your opponent prefer. However, if it is not one of the standard Avalon Hill procedures, as explained in this article, you must arbitrate your own disputes. No other way is feasible.

As already described, this system works as follows, using as an example the Zapata listing of 11 cited above. Eleven divided by six leaves a remainder of five. That remainder is the DR. If Zapata’s sales in hundreds that day had been the last digit is not from 1-6. If you both have the same phone book, verification is no problem. If not, photocopies would have to be exchanged. Don’t use the same phone book listing twice. With most phone books, it wouldn’t even be necessary to use the same page twice.

A number of older Avalon Hill games have alternate Combat Results Tables based on DRs of 09, that is, ten digits instead of six. Unless both players agree to use these CRTs, it is understood that the six-digit CRTs apply.

The following procedures are essential to trouble-free use of this method.

a. Agree in advance exactly which edition of which newspaper is to be used. It is not enough to say "your morning paper". Also, keep in mind different time zones: be sure that the newspaper you specify will have stock results printed after the person using it has mailed his letter selecting which stocks to use. The reason why you must be specific about the paper is that the same stock will not always show the same sales in hundreds, in different papers, or even different editions of the same paper. If you just say "Friday's paper", you are giving an unscrupulous opponent the opportunity to pick and choose among several different DRs, not every time, but often enough to matter.

b. When you send your opponent the newspaper clipping verifying the DRs, be sure to include the date and name of the paper, which appears in the margin of the newspaper clippings of your stocks together, to avoid having to stuff an entire sheet of the newspaper in an envelope. Selecting stocks which are usually posted near the date of the paper is also a convenience for the same reasons.

c. Decide whether you are to send your opponent your turn, for him to resolve combat, at his end, using his paper, or whether you may first mail your turn, a few days later resolving combat at your end, then mailing him the results, with a copy of your paper. In the latter case, it is a good idea to include a second copy of your turn when you mail the DR. As you may have had difficulty in the mail before, you’ve gotten a letter like this: “What an exciting situation! With the first DR a one, and the second a two, you’re really in a tough spot!” Since I hadn’t gotten the turn yet, I could only chew my fingernails, wondering what sort of horrible fate might befall me next turn.

d. Experienced PBMers know that the acronym CTD stands for Closing Transactions Date, and means that combat will be resolved using the sales figures at the close of business for the date specified. The paper will state "closing prices", or a similar phrase. This phrase should be included in the part you clip out to mail.

Some newspapers go to press at an hour when closing prices are unavailable, so they print volume figures corresponding to another hour, perhaps noon, or 3PM. It may be inconvenient to get a paper with closing prices. You can use the transactions at an hour other than the close, if it is clearly agreed to in advance. It happens fairly often that a PBMer will use a non-closing stock list, without prior agreement with his opponent. This is not allowed, and can lead to unfortunate misunderstandings.

e. Sometimes there is an unexpected problem: the market may close early, there are transmission problems, etc. It is understood that in such a case, you will use whatever figures are published. Invariably the paper will note on the stock sheet the reason for the discrepancy: "We apologize to our readers for failure to print the closing prices because of . . . ". You must include this part in your verification clipping.

f. A horse of a different color is telling your opponent that you have sent him a clipping from the newspaper. If the paper unexpectedly prints results from a different hour, that was unanticipated, and verifiable. Even if you genuinely couldn't get the paper, you can’t prove it. The only solution is to look it up in the library, and use their photocopier. If this kind of thing happens frequently, it is a good idea to build a random number sheet and not the daily paper.

There are three ways to facilitate your opponent getting the stocks results:

1) Check in advance how long it usually takes your letter to reach him. You need to know this, anyway, to observe time limits. If four days, allow six; if seven days, allow eight. If the letter has been mailed, you must get the paper, to check stocks. That way, he knows a day or two in advance that he must get the paper.

2) It’s surprising to me how many wargamers don’t get a daily paper, but if your opponent does, ask him to save just the page or pages with the stock list. Saving entire newspapers can be bulky, but if you just tear out the stock page, only a few inches of space are required.

3) Use the back-issue stock list-cum-random number sheet, as already explained.

The essential difference between using stocks to generate DRs, and an honor system, is that you must select the stocks before knowing what their sales-in-hundreds will be. Therefore, it is essential that you mail your turn so that the envelope will be postmarked at least the day before the date chosen to generate DRs. Again, keep in mind the problems which may arise between players in New York, for example, and Hawaii or Alaska. The key thing is that you should not have another game in progress in which the result is needed, in which a player can find out the stock results before the postmark which his letter bears. No way, including a long-distance phone call to a stockbroker in New York.

As postal service gradually deteriorates, the custom of postmarking the hour on a letter has been dropped. In some places, A.M. or P.M. is still shown, but in most places you can only count on the date and not even that with absolute certainty. Be sure that you agree on the acceptable interval between postmark and CTD. Some opponents prefer more than the minimum.

In frequently (thank goodness!), the postmark is illegible. In such a case, photocopy the front of the unopened letter (not forgetting to check for a postmark on the back), and return it—still unopened—to your opponent. Less common is for the letter bearing the results to arrive after the stock listing, not your opponent's fault, and you have no cause for complaint. If the postmarks prove that the proper interval between turn and results has not been observed, return to your opponent for a complete redo of the turn.

There is no reason not to use the weekly summary of stock transactions appearing in the Sunday paper. It is quite convenient, as many Sunday papers are available Saturday, so it gives your opponent most of the weekend to do his turn, if he wishes. When using a Sunday summary, your letter should be postmarked no later than the preceding Thursday, because you will have to allow for the impression, the inter­val, because so much depends on where the two of you are located. The ideal is the shortest interval needed to be sure the DRs can’t be known in advance, in order not to delay the game unduly.

Sometimes a stock date is selected for which there are no figures, because it is not a working day. In this instance, it is understood that the same stocks should be used, but for the very next day that the market trades.

Another time-saver is to write on the outside front of your envelope the stock date used. If your opponent has to wait until the next available date that by the agreed interval, he can return the envelope to you unopened, unless you have agreed on some other procedure, such as taking the next available date. For example, if the CTD is Friday, October 14th, the envelope ordinarily should be postmarked Monday, October 17th. In this case, the same would apply if Sunday figures were used. If you agree in advance to use the next date in case an invalid date is used (late postmark, holiday, etc.), then the CTD would automatically be Monday, October 17th. East of California, that would be in the morn­ing.

Another common error is forgetting to name a CTD. If your opponent saves the newspaper, you can agree in this case to use the next available date after the postmark on the letter in which the turn was mailed. If he does not, it must be returned for a complete redo.
Be prepared to prove to your opponent your reason for using a date other than the one he expected, or to prove that he omitted to choose a date. It makes a difference which stocks you choose to generate DRS. There are several things you should agree on. First, it is understood that the list used is that of the New York Stock Exchange, and will be agreed to the contrary.

As before mentioned, it is convenient to choose stocks located close together in the paper. To avoid confusion, use stocks which appear only once. For example, if you have only one Playbox, but there are seven different classes of Philadelphia Electric stock traded. Of course, if you do not name stocks, but describe how to find them (in the "P" column and proceed, using only stocks with at least three digits sales-in-hundreds, for example), you can and will confuse many of the many classes of Philadelphia Electric.

It has been alleged that certain lightly-traded stocks generate non-random DRS. There are several ways to avoid this:

1. It is understood that if a stock is chosen as sales-in-hundreds less than 20 (—— 2000 shares), it is discarded. As a replacement, agree with your opponent on advance on "emergency" stocks. These also come into play when the stock chosen is garbled, or deleted.

2. In my opinion, naming stocks has several advantages over advantages, compared with specifying a place on the sheet to start, and what stocks to use after that starting place. In this way, you avoid automatically light-traded and garbled or deleted stocks.

HOW TO HANDLE MISTAKES

1. A number of systems have been used by wargamers to cope with errors committed both in PBMB and FTP. Behind these systems are two basic philosophies. At one extreme are those who argue that if you make a mistake, you are stuck with it. War is an unforgiving business. If a commander writes down an order incorrectly, he is responsible for the disaster that may result. Wargames simulate war, so one should be punished for any sort of error.

At the other extreme are those who say that the important thing in wargaming is the quality of one's tactics and strategy, not the precision with which it is recorded. Therefore, mistakes should be corrected, not punished. Of course, most wargamers are inbetween these extremes, and agree with each other.

The AREA PBMB code is that if you receive a turn with an error in it, you must return it for correction. Sounds simple, but it requires some elaboration.

2. The AREA definition of a legal turn is this: a. All units in the OOB of the player whose turn it is are located, and only those units. b. The location of all units conforms to the rules of the game. c. All combat, or other events requiring DRS, are correctly listed, correctly calculated, and conform to the rules. d. Any other information required in the turn in question, for example, declaration of a game option, is listed. e. The turn is done in the agreed form, as already explained in detail.

Note: A legal turn is not necessarily a well-done turn. If you send your opponent a turn conforming to the above definition, but containing an error in judgement, he is under no obligation to return it. The reason is that errors in judgement are not always clear. For example, you may mis-note the number of units, or forget that a unit is a legal move which leaves a gap in your front. Among opponents who are also friends, it is customary to return such a move for correction, even though it is a legal move. Suppose, however, that you failed to attack a weak point, which your opponent had feared you would. This may be as silly as a mistake, but it is much less obvious that your best friend should return that turn for a redo. Even the U.S. Supreme Court might have trouble deciding just which legal turns should, on moral grounds, be returned, so Avalon Hill certainly can't. If your opponent doesn't allow you to redo a turn conforming to the above definition, please don't complain to Avalon Hill.

3. If you receive a turn not conforming exactly to the definition above, it is an illegal turn, and you are obliged to return it for a complete redo, including complete new combat results. Changes to all legal parts of the turn are permitted as well: it may be completely or partly redone, as the player prefers. The reason why all new combat results are mandatory is that it would give a player an unfair advantage to be able to redo just part of a turn, while knowing already how the rest came out.

The word exactly is stressed because turn mistakes come in all shapes and sizes. Some are great whales, others, tiny minnows. Avalon Hill can't get into the swamp of deciding what is a trivial mistake, and what is significant. In AREA, a mistake is a mistake: all are equal.

4. Suppose that you receive an illegal turn, but do not realize that it is illegal, or prefer to deliberately ignore it, perhaps because the illegality is in your favor. You then play on that turn, sending your own turn to your opponent. There are two possible results:

a. If your turn is legal, or has an error that could be corrected independently of your opponent's turn preceding it, then you have lost your chance to insist that your opponent correct his immediately preceding, illegal, turn. By using it as the basis for your own move, you approved it.

b. If your turn is not legal, and you can prove that it can't be corrected without the preceding opponent's turn to which it is a sequel, then your turn, and the preceding opponent's turn must both be corrected.

To put it another way, the maximum number of turns which may have to be redone as the consequence of an illegal turn is two, one by each player. Errors going further back than that are no longer grounds for complaint.

Sometimes it is hard enough to notice your own mistakes, let alone your opponent's, which may be overlooked, and not because it helps to do so. Nonetheless, it is clearly understood that when you receive an AREA PBMB turn which is obviously illegal, you are morally obliged to conscientiously check it for mistakes, and return it for a complete redo if any turn up. The word morally is stressed because there is no practical way to prove whether you failed to notice an error deliberately, or inadvertently.

5. If you have to return the same turn more than twice for correction, even if not for the same error each time, your error-prone opponent has just lost the game to you. No one wants to serve as a free rules lawyer, and you have inconvenienced your opponent to that degree you deserve to lose.

6. In the accompanying insert of this issue is a check-list which summarizes the rules which have just been explained. When you start an AREA game, you and your opponent should by mutual agreement fill out this list, and exchange signed copies. A photostat of the signed checklist should be enclosed with any complaint to Avalon Hill.

Best for last department: AREA PBMB in general is trouble-free. If that weren't so, it would not be as popular as it has become. For the typical player, hassles are the rare exception, not the rule. These rules are elaborate in order to prevent misunderstandings, not in the expectation that they will be frequent.

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.

MAY 16-17-18-19
CAN GAMES '80, Ottawa, ON
Contact: Can Games '80, 201-360 Dundas St., Vanier, Ontario K1L 7W7. NOTE: SL, RB, KM, WAS, VITP, XS&IM

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

MAY 25-26-27-28
GRIMCON II, Oakland, CA
Contact: William Voorhees, 1749 Sonoma Ave., Berkeley, CA 94703

JUNE 6-7-8
MICHICON XIII GAMEFEST, Detroit, MI
Contact: Metro Detroit Gamers, P.O. Box 787, Troy, MI 48099

JUNE 20-21-22
STRATACON ONE, Vancouver, B.C.
Contact: Allan J. Wooton, 326 Greensboro Place, Vancouver, B.C., Canada V5X 4M4
NOTE: Miniatures emphasis

JUNE 27-28-29
ORIGINS VI, Widener, PA
Contact: ORIGINS '80, P.O. Box 139, Middle­­ton, N.J. 07748

JULY 4-5-6
NANCION 88-III, Houston, TX
Contact: Nan's Toys, 1335 Galleria Mall, 5015 Westheimer, Houston, TX 77056
NOTE: AK, KM tournaments

JULY 4-5-6
EMPIRICON II/Conspairacy, New York, NY
Contact: POB 682, Church Street Station, New York, NY 10008. NOTE: SF emphasis & DIP

JULY 11-12-13
MINNESOTA CAMPAIGN IV, Minneapolis, MN
Contact: Jeff Berry, 343 E. 19th St., Minneapolis, MN 55409 (612) 871-6144 NOTE: RAIL BARON

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

AUGUST 1-2-3

AUGUST 2-3
BANGOR AREA CON, Orono, ME
Contact: Ed Stevens, 13 South St., ME 04841

AUGUST 21-22-23-24
GEN CON XIII, Parkside, WI
Contact: Gen Con, P.O. Box 756, Lake Geneva, WI 53147. NOTE: DUNE, fantasy emphasis

AUG 30-31, SEPT 1
PACIFICON, San Mateo, CA
Contact: David G. Hinkley, PACIFICON, P.O. Box 533, San Jose, CA 95150
NOTE: SL, KM, & DIP tournaments.
Reinforcing E46 isn’t a bad idea, but it could be carried a step further by using Frascati, with 2DF, raising the total there to 11DF. The Allies can attack this with 22AF, but it makes it even harder.

Defending the hill behind Civitavecchia is advisable, but I believe 2DF (1 x 2) is adequate. The Allies can get good odds on 2DF, but they have a 5/6th chance of losing two steps in the attack. As in Genova, this leaves them defenseless against a counterattack. I believe the only really vulnerable invasion point on the 14th Army flank the first turn is just north of the Tiber River, and they have sealed that off. Apart from that, I believe it benefits the Germans to get the Allied invasion over and done with.

If this were a two-player game, I would put 7 + 9 at D44, for the reason explained above, and place the Panther tanks where they could counterattack on the first turn, to hold the line of the lower Pescara River. This isn’t possible in the four-player game, as each army’s reserves must setup in their sector. Even so, 14th Army could have stationed the Panthers on one of the main roads east of Roma, where its counterattack potential is highest.

10th Army

Even in a campaign as thoroughly documented as was the Italian campaign, presumably authoritative accounts differ, and sometimes on important points. Therefore, I hate to be dogmatic about any historical fact, but my research indicates that even at this time in the war, the Allies were prepared to lift one division, or its equivalent, on each coast. The Germans feared they could do much more.

I playtested DIADEM using an historical Allied setup, but unless Allied movement would also be restricted, the Allied player could rearrange his attacks to achieve the same result as with a less restrictive setup. Of course, I could have devised rules forcing the Allies to attack where they historically did, but I decided not to, as it would make the game less interesting. It is true that the Allies in the DIADEM game invariably do more on the Adriatic flank than they did historically, but I would argue, not more than they were capable of doing. It is also true that the German OOB includes units, such as the 76th Infantry which are in the ANZIO OOB, but were not historically present during DIADEM.

In the four-player game, the Allies can’t attack as strongly on their right flank as they could in the two-player game.

The only change I would make in this army’s setup would be to bring the Doehla brigade south, so that it could assist in holding the line of the lower Pescara. Losing that river line opens up a large area of open terrain along the Adriatic. Nonetheless, because of the wider beachhead, and better defensive positions for an Allied invasion, I am less certain about a weak Rimini defense, than about any historical fact, but my research indicates that even at this time in the war, the Allies were prepared to lift one division, or its equivalent, on each coast. The Germans feared they could do much more.

Neutral Comment on Allied First Turn

The division of forces in the four-player game changes the options available to each side. Coordination is more difficult.

For the Germans, it prevents them from putting 2DF at K52. This is in the 10th Army sector, and the only unit they can put right on the front must go at Chieti. Garrisoning K52 is by no means mandatory for the Germans, but without it, the Allied 5th Army has an easier initial attack.

The 8th Army’s decision to avoid Cassino is a viable option, but there are two arguments against it:

a. By not attacking from N49, the 8th Mountain Division is left a retreat route. Otherwise, it could only retreat one hex due north, due to High Apennine. It would probably be destroyed by an Allied advance to 047. In the Advanced Game, or Basic Game with supplementary rules, the 8th Mountain unit could retreat two hexes through High Apennine.

b. Strong initial attacks on K51 and M49, with a 1-4 on L50, leave L50 for a second combat, which can result in an advance which cuts off the escape of the divisions around Terracina.

There is also something to be said for invading on the air strike turn.

3. Allied May II Comments

We have three goals the first turn:

a. Link-up our two separated forces by making it too risky for the Germans to hold on to the Terracina area.

b. Lengthen their force by forcing them out of the strong defensive positions they now hold.
The Allied turn was well-done, and it accomplished its objectives, but there are other possibilities.

Tactically, the Allies took their losses and advanced well. It is convenient to take losses in brigades and regiments, for several reasons:

a. While building up with 8th replacements, they can pose an invasion threat at no loss to Allied strength.

b. They leave the elite Allied units intact. I consider an elite unit one in which the attack factor exceeds the stacking factor, such as the Canadian Infantry Division, and the US 1st Armored, among others. With these units, the Allies can achieve higher odds, and they should not be used for casualties, where possible.

c. They reduce Allied combat factors as little as possible.

An example of an astute Allied advance is that of the Indian 8th division to R44. The South African division could also have advanced. It was important to take this hex, but with only the weaker of the two available units, because a unit in R44 is “stuck”, by the High Apennine terrain.

It was also clever of the Allies to kill two birds with one stone by leaving a US division along the coast, from which it could invade. ANZIO has been criticized for permitting invasions from beachhead control, but not the high value that the Allies had from the port of Anzio, and I consider it a move superior to the US 4th Division stationed one hex inland, adjacent to Anzio, is not permitted to invade. Realistically, it could. Permitting an invasion to be launched from a beachhead hex compensates for the restriction on invading with units near the port, but inland.

I believe the Germans were correct in destroying the 94th Division, in order to keep their combat strength as high as possible, but I disagree on taking a step from the 3rd Panzer Grenadier. The Germans have no other elite units with three stacking points (SP) than they do with two. Stacking limit per hex is eight points, hence a pair of 3SP divisions + one 2SP division. I would have preferred to reduce 26th Panzer two steps, and leave the handy little 3PG untouched.

5. German Comment on the May II Allied Turn 14th ARMY

With the Allies rolling a six against E64, and a two against Frascati, it’s a pity 1026 wasn’t at Frascati. The Allies still could have goten 3-1 there, but 1026 would’ve been useful for us.

It’s hard for the Germans to build up victories counters in DIADEM, so I try not to create them. For that reason, I stepped down 4 Para, and eliminated Lehr 309.

In general, I was satisfied with the results of the Allied attack, except for the 3-1 against Frascati. I had a 2/3 chance there of not losing more than one step, and I hated to weaken my elite units. I may need them later for counterattacks.

On my half of the May II turn, I set up a beach defense in the areas I consider more crucial. I’m not too afraid of an invasion. The invadable coast is so long here, that I can’t stop it, anyway. If he invades, it will release the units tied up along my flank, and would also weaken the main thrust against Rome. This should be 5th Army’s main objective.

10th ARMY

I agree with the Allied players that the first turn is when they should take their air strike. All their units are at top strength, and the German setup is fixed, so there’s nothing we can do about it. I do think they should have used the invasion together with the air strike. Later, it won’t be so easy. Their prime target in my sector was Rimini, with five AF.

I couldn’t have prevented this, but at least I could seal off the beachhead. I consider myself lucky they didn’t invade at Rimini. A 1-1 (= 4-1) against the
6. Neutral Comment on German First Turn

An interesting, daring, and sometimes effective German strategy is to try to keep separate the Allied beachhead and main front for a turn or two, but I agree that in this case, it would have been dangerously risky. The general outline of the German front is correct.

4th ARMY

As I mentioned in commenting on their setup, Pesciaty should have been put on the front, and 1026 used as a reserve, thereby gaining one DF. This shows up again this turn. The Germans have three DF sealing off the Genova zone. Only two are needed.

The Allied 5th Army has just one division able to invade. In DIADEM, an invasion should be made with four regiments or brigades, or one of the strong British divisions, and a small unit. Just one division poses a threat, but it can’t form a defensive perimeter against the inevitable German counterattack. Therefore, I believe the western flank defense is unnecessarily strong. However, I have noticed in DIADEM that the Germans worry more about the strongest Allied invasion potential than I would.

The main front of 14th Army is just four hexes: D44 - F44 - H44 - I45. The 5th Army maximum attack potential is:

\[
\begin{align*}
A^4 F^1 I^1 + 10 I^2 + 10 = 21 + 10 = 31 \\
\text{hexes} & 1 \quad 2 \quad 3
\end{align*}
\]

In order as above, the Germans have the following DF (maximum possible Allied attack): I4 (1-2), 13 (1-1), 12 (1-1), 12 (2-1). Since D44 and I45 are doubled positions, a net of 38DF is deployed along the main front.

A better deployment would be as follows:

D44 - 6DF (x2 = 12) (1-2) E44 - 11DF (1-1) G44 - 11DF (1-1) -12 DF (x2 = 16) (1-1)

This yields no terrain, has three doubled positions instead of two, and doesn’t permit a 2-1 attack, while using 36DF instead of 38.

10th ARMY

Since more reinforcements arrive next turn, I would defend Rimini with just one unit.

Hans mentioned to me after his turn that he was mistaken to build up the 5th Mountain Division where he did, because it “defends” a hex the Allies can’t attack. K48 might have been a better hex, but Q42 is a well located hex from which to reinforce any part of the awkward 10th Army front. This division is worth building up from an inverted counter, as its weakest step has three DF. I believe that this German front suffers even worse from a maldistribution of DF than does the 14th Army front. The two defensive positions on the lower Pescara River, a vital defensive line, can be attacked at 2-1 without any problem. They could have been reinforced to make a 1-1 the best possible, particularly since the German front still holds the key bridge at Q43. P44 can only be attacked from one hex, and is proof against anything better than a 1-2. I would have weakened this to permit a 1-1 or even a 2-1. The Allies are not strong enough to attack every defensive hex. It is a safe bet that they will attack along the Pescara River, so other less crucial areas can safely be weaker. Another overly strong position is K48, with 18DF (9 x 2). Just north of this part of the front, there is no natural line of defense, so K48 can’t be held long. For that reason, the Allies would be foolish even to attack it. Why attack positions from which the enemy is nearly certain to withdraw, anyway? Why defend those positions strongly?

The German front is well-drawn, and there are certainly no blunders, but it isn't the strongest possible alignment.

7. Allied May III Comment

Our goals for this turn:

A. Cross the lower Pescara River. This would strengthen their front greatly, and threaten Ascoli, capture of which would satisfy one of our victory conditions. If we get at least a four on even one of our two attacks, we will be across, because their counterattack potential is negligible.

B. Keep a significant part of their force tied up guarding against an invasion, without weakening our own OOB, by using units taking replacements.

C. Lengthen the 10th Army front. The two German armies are nearly equal in strength, but the 10th Army front is twice as long, and suffers from poor communications. This was the reason we attacked at 1-2 near Tivoli. A 1-2 has a ½ chance to succeed, and if even one of those attacks succeeded, we would push the 10th Army back against the mountains east of Frosinone. As it turned out, they both worked.

8. Neutral comment on Allied May III turn

The Allies should have a basic strategy, but often their attacks are largely shaped by what the Germans offer them. This turn, there were twelve front-line hexes. The Allies attacked seven, probably the maximum possible.

Of those seven, the two along the lower Pescara River were obvious.

The 2-1 against M48 was also logical, and probably could have, and should have, been a 3-1. This attack forms the southern half of a pincers designed to isolate the single strongest German division: 1 Para.

The northern half of the pincers is another rarity, a 3-1 basic odds attack against J46. The 3-1 had to be accompanied by a soakoff against I45. This could’ve been a 1-4 instead of a 1-2, but at the lower odds, a six might’ve resulted in destroyed units.

An attack against Roma was also advisable. Perhaps the only attack which didn’t virtually arrange itself was the other 1-2 against H44.
The Allied invasion threat is weaker than it could be, probably because the Allied players felt that the Germans were determined to put up a strong defense, even against a weak threat.

The German 14th Army losses could have been taken in a more efficient manner:

A. 29 PG is another elite division with only 2SP. I would've preferred to leave this unit intact for its counterattack potential, and take another step from 26 PZ.

B. Taking a step from 4 Para results in the loss of three combat factors. Inverting 1028, only two. 1028 could then be built up while garrisoning the coast, or be taken as a loss in a defensive stack.

9. German May III Comments 14th Army

To counterattack, I had to weaken my defenses. The Allies can get 2-1 at J44, 1-1 at Fiumicino. I felt that the chance of eliminating the elite British 5th Division entirely, or for two turns while rebuilding, was worth the risk. This division is particularly useful invading. Another advantage of my counterattack is that it strengthens my line in the Tivoli area. By advancing through the plain terrain here, the Allies can reach the Tiber River along a wide front.

10th Army

The 8th Army paid dearly to cross the Pescura River: loss of six steps, to my two.

On my right flank, the successful attack against M48 is very unfortunate for my strongest division, 1 Para. It can only retreat to L47, where it could be surrounded at 1-1 odds. I also have to use strong force to protect its supply line.

I continue to leave my left flank relatively weak. The purpose of this calculated risk is to divert his forces from the central mountains. He must clear this area to win. It isn't easy, and time is too short to do it by outflanking, as opposed to direct assault.

10. Neutral Comment on the German May III Turn

14th Army

Historically, the Germans counterattacked memorably at this stage of the war. They also can and should in the DIADEM game, so I agree with Juan Carlos' decision. There is a risk, however, in leaving his units adjacent. By advancing, the Allies could surround a stack, but because of the German defensive strength, the chance is small.

Now that the ISSF is back in action, Allied attack potential is one AF greater from two hexes (assuming they don't "pull a fast one" by switching more elite units by sea from the 6th Army sector): 1 hex-11AF, 2 hexes-22AF, 3 hexes-31AF

The German position at Fiumicino is just right to prevent a 1-1 (6 x 2 = 12DF), although they didn't realize it. F44 and J44 are also just right. Use of reinforcements to garrison the coast, as they approach the front, is also a smart tactic. The voluntary 1-4 soakoff is designed to insure a retreat and be sure no weak spot is left on the front.

My only criticism of the 14th Army turn is taking a step loss from the 715th Division instead of the 65th Infantry or 1028. Rarely is it a good idea to stepdown divisions whose AF exceeds their SP, when less powerful units are available.

10th Army

In retrospect, the partial isolation of 1 Para was one of the most important events in the game. Hans might have left a weak infantry division to its fate, but not 1 Para. He was already disposed to defend the central mountain area, so once 1 Para became entangled, with other units necessary to protect its escape, this tendency was reinforced. Along route 82 south of Avezzano, 10th Army has four divisions with 22 DF. From Route 17 to the Adriatic, they only have 16 DF. I believe that Hans' strategy could have been implemented with less strength. For example, putting the 44th division at L46 doesn't protect 1 Para at L47, it is isolated. With no unit at L46, there would be no way for the Allies to occupy that hex. Since the 44th Inf has only one step up from inverted counter status, a 1-2 attack would have a 33% chance of occupying L46, probably destroying the infantry division (depending on how the attack was mounted), and isolating 1 Para. On the other side of 1 Para, 76th Infantry is another division which only has one step above inverted counter status, and can't withdraw.

Just as the Allied commanders, from what they know of their opponents, were confident that they would strongly garrison the coast even against a weak threat, the German commanders rightly suspected that the Allies would prefer to avoid frontal attacks, in favor of flank maneuvers.

11. Allied May IV Comments

Particularly up to the fourth turn of DIADEM, two things we feel the Allies can't afford to pass up are 3-1 odds, and undoubled defenders. Once opportunities such as these are taken care of, it becomes a question of the best place to allocate what's left over. During the last turns, the Allies may have to pass up desirable odds, in order to concentrate on their victory conditions.

8th Army

I couldn't pass up the 3-1 on the east coast. Had they distributed their strength more efficiently, only a 2-1 would've been possible. This attack fits in with our direct approach of capturing Avezzano, and clearing the coast-to-coast road. The 2-1 against S40 complemented the 3-1 attack, and was designed to prevent the Germans from retreating to the virtually invulnerable R40 position. These two attacks used up my offensive capability.

We don't plan to invade until the fourth or fifth turn. Hopefully, they will be stretched to the limit then.

5th Army

I have two priorities on my front: push on to Rome, and outflank Avezzano, by pushing northeast.

The Germans left us three undoubled positions (F44, H44, and Tivoli), to attack in the direction of Rome, and a relatively good odds attack (2-1) heading northeast of Avezzano, so we took what they offered us. The results didn't permit us to accomplish either one of two spectacular results, which might've won the game right there:

a. Had we taken H44 as well as the J44 position we could take, we would've trapped three divisions at Tivoli.

b. Had he retreated due north from J44, we could have taken a voluntary 1-4 second combat J44 vs. Tivoli, retreating to L43.

I am really disappointed not to have taken Roma. The Allies took it just before D-Day, and we will be lucky to do as well.
12. Neutral Comment on the Allied May IV Turn

Not having taken their invasion the Air Strike turn, I believe the Allies are doing the right thing to hold off. They are draining German strength away from the front, and presumably as the Germans fall back, they will eventually have to weaken their flanks.

Their plan is a good one, but not the only one. An alternative would have been to attack the three German divisions in a line along row L, especially the 44th, and perhaps 76th Infantry. They had a chance to destroy two infantry divisions, and trap 1 Para, which would've crippled 10th Army badly.

They are following the strategy of the indirect approach, and the tactic of attacking the weaker points. I favor this approach myself, but this game is so short, that soon they may have to make direct attacks against strong defenses.

This time German losses were taken wisely. They also did well to retreat the 278th inverted coastal mountain, permitting it to use strategic movement the next turn.

13. German May IV Comment

14th ARM

My counterattack had the results I hoped for, but the Allies were then able to successfully attack the weak position I had to leave: J44. On the other hand, I still hold Roma.

I am being threatened with an invasion, so I will rebuild 4 Para, for a possible invasion counterattack. I expect to be able to contain an invasion without difficulty.

Stacking problems prevent me from using my inverted counters to absorb potential losses if they attack F44 and I45, where it would be useful to do so, so I will lend one inverted counter to 10th Army. They have no stacking problems.

F44 probably can't hold out much longer, but I have to defend it as strongly as possible. With 16DF against three attack hexes, they would have to send 8th Army units by sea to the 5th Army front, to get a 2-1. With the British 5th division which I just put out of action, a 2-1 would've just been possible.

10th ARM

The Allied 8th Army is stretching my left flank, but I think I can hold Ascoli at least two more turns. I am short of units for such a long front. To make my situation worse, there is an invasion threat. Therefore, I am pulling back a bit from the central mountains, to make 1 Para available for redeployment next turn. On my right, their best odds are I-1, O on my left, 2-1, and against Rimini, 1-1.

If the 5th Army concentrates against Roma, because of the way the 8th Army is concentrated on my Adriatic flank, I would weaken my defense just west of Avezzano, to strengthen the rest of my line. This could be crucial for final victory. It depends on the extent to which 5th Army is willing to attack into the 8th Army sector.

14. Neutral Comment on German May IV Turn

As Hans points out, there could be some conflict between the two Allied players as to the best strategy. The same is true to an even greater extent for the Germans. That’s part of the purpose of the four-player game. Analyzed from the viewpoint of atwo-player game, the Germans from the start have been too strong on their right, and too weak, and mal-distributed, on their left. This isn’t really their fault, as it is understandable that each commander wants to retain his forces.

14th ARM

The Allied invasion force at Napoli is 6AF. The German defense is 18DF! Also, there is no need for 2 DF at D45, one is enough.

The four hexes along their main front have their DF well calculated.

10th ARM

Extricating 1 Para is a good idea, but I believe that the rest of this front leaves a lot to be desired.

Instead of two divisions at O45, better one each at N46 and P44. Withdrawing to O45 permits the Allies to advance unopposed to N47 and P44. Yielding the latter hex jeopardizes control of the important bridge at Q43, capture of which would ease the Allied communication problem.

Part of the 10th Army problem in calculating DF at each position is a shortage of units. 14th Army has defensive stacks of as many as five units of varying strengths, permitting just the most efficient arrangement. 10th Army usually has just one or two units per stack. Even so, I still believe their Adriatic flank is too weak.

15. Allied June I Comments

Our front is symmetrical in shape. In the middle, a defensive position. On each side of that, each army has a pincers movement designed to close north of Avezzano, trapping the German defenders of route five. We have to clear this road, and one can certainly see why, as it completely separates the two Allied armies. Continuing outward from the center, each army has a thrust northward up each seaward flank, backed up with an invasion threat. Our attacks this turn was designed to further the plan explained above. Tactically, we took the odds the German defense gave us. The results were mixed, and our losses, heavy. The pincers on Avezzano is closing, but not fast enough. Next time we may have to decide on a risky frontal attack, presuming they don’t withdraw from this nearly cut-off salient. Either that, or continue closing the pincers in the direction of Rieti, leaving the frontal attack for the last turn.

The repulse along the Tordino River was a bad set-back. It makes the capture of Ascoli by turn six difficult. In compensation, it looks as though Roma finally will fall. The Germans will also have to counterattack to hold the Tiber. This probably means a weakening of their extravagant coastal defense. Good, because we have to invade next time.

16. Neutral Comment on Allied June I Turn

I believe the basic Allied plan is sound. DIADEM is so short that there is no time for a change in direction. Had the Allies switched one turn to a direct frontal attack on the developing Avezzano pocket, and had it failed, the lost momentum in their northward drives could have been fatal.

German losses were efficiently taken this time. The Allied 5th Army had to reduce some divisions, because they did not spread out their brigades and regiments enough. The 8th Army destroyed two units. Some day I would like to play a 79-turn ANZIO game without losing a single unit. Of course,
there would be casualties, but it's always regrettable when units have to be destroyed. In this short DIADEM scenario, it is inevitable that both sides will destroy units. To do otherwise would be to end the game with useless inverted counters.

The Allies are right that they must invade next time. Apart from protecting their immediate front line flank, the Germans don't even have to defend against a sixth-turn invasion. The city which the Allies must capture north of the center line, must also be in supply. On the invasion turn, the invasion port is not yet constructed, and therefore can't provide supply. Of course, the Allied 5th Army can win with a Tiber bridgehead, instead of a city, but the 8th Army needs a city, if they want a win instead of a tie.

10th ARMY

Disaster struck me in two very important positions. I had to abandon L44, and can't hold Q42. He gains the important bridge at Q43. Now he can shift his units much more freely. To make it even worse, my mobility is greatly reduced, and will be even worse next turn. To have a chance to hold route five another two turns, I must hold N42, N43, and O42.

Their drive towards Ascoli failed, except for their lucky 1-2 against R39. They have been very lucky with their 1-2 attacks, but since I can't afford to counterattack, such an attack has a ½ chance to succeed. 8th Army has two turns, and still lacks both its victory conditions: town north of the middle fold, and clearing route five. I didn't defend the very strong S36 hex for several reasons. Dochia is only one step away from an inverted counter, making the position easier to take than it would seem. S36 would also put them next to Ascoli.

18. Neutral Comment on the German June I Turn

A more measured beach defense this time, although having Frascati at D43 is still wasting one DF. Frascati and T026 should've changed places. This wouldn't change the odds the Allies could achieve, but would cost them two more AF to do so. Even though J41 is not a doubled hex, at first glance it might seem that it would make for a better line than K40. Not so, because the Allies could attack J41 from I42, a Tiber River hex, thereby improving their chances of getting a toe-hold on the river.

Twice Juan Carlos has made 3-1 counterattacks. Favoring the tactic is that at those odds, the attacker can't retreat. Against it is that in both cases the Germans have been left defending at basic odds against the next Allied turn. During play-testing, I played dozens of games of DIADEM, most of them the two-player version. German counterattacks were present in every game, but rare above 1-1, and absent above 2-1. The difference in the four-player game is that the 14th Army retains an offensive capability which in the two-player version didn't exist along the front.

10th ARMY

I have criticized Hans for concentrating his best units around Avezzano, but I have to admit that since he has chosen a "circle the wagons" defense, he needs those units there.

Now that all of his reinforcements have come down from the north, his hefty Rimini defense is needed.

19. Allied June II Comments

5th ARMY

In this game 14th Army has shown me an unusual number of undoubled defensive hexes, for ANZIO. My usual reaction is to "hit first, and ask questions later", so when I started planning my turn, it included a 2-1 against Fiumicino, just as Juan Carlos expected. When I realized I would need 10AF just for a 1-4 soakoff vs. E44, I decided to think again. All the more so because the next turn, particularly because of my invasion, the Germans would withdraw from Fiumicino, and weaken E44.

Why try to force them back where they will voluntarily pull back? I felt that a 1-1 further east along the Tiber would, if successful, accomplish more, at least cost.
I don't expect my invasion to survive. Four stacking points is more of an annoyance than a threat. I'd expect to draw German units away from Roma. This is the key point on my front, both to capture the city itself, and to cross the river. I played with the idea of invading further south. Since he is weak in the north, I could've taken defensive positions on the north bank of the Ombrone River, and sent one unit north along the coastal road. I finally decided that by invading as far north as feasible, I force him to send units just that much farther from Roma, I also continue to push forward my half of the pinchers heading towards Rieti. As Rafael says: "The French and the Poles will shake hands in Rieti."

8th ARMY

The German defense at Rimini is so tight that my only hope is to create a distraction, either by hanging grinningly onto the beach, or in a "head for the hills" retreat forward, to Ravenna, for example. Regrettably, I wasn't able to do either one. Another big disappointment was the tenacity of the German 18th Division, which prevented my half of the pinchers from advancing towards Rieti. We may not meet there, but our chances are still good to cut off the Germans around Avezzano. The hills and High Apennine north of there now work in our favor, because it effectively cuts them off. Although we have more chance to win by crossing the Tiber than taking a northern city, I will still continue to threaten Ascoli, to give him more things to worry about.

20. Neutral Comment on Allied June II Turn

5th ARMY

Good decision to avoid the traffic jam west of Roma. They persist in heading northeast towards Rieti. The advantage is that this also takes them further along the Tiber, stretching the German line. The disadvantage is that they could have taken Avezzano, with a 1-1 attack directly on 1 Para. Right now in Spain there is a lot of interest in their Civil War (1936-39), because under the new constitutional monarchy, all opinions about it can freely be published. During the Civil War, General Franco earned a reputation for surrounding and isolating pockets of enemy troops. I think this tactic is one the Allied players in this game would like to duplicate, which should not be construed as a hint about their politics, one way or the other! They aren't content with just a small or medium-sized pocket: they want the whole thing!

The two best turns for invading are either the first, with the air strike, or the fifth, after the Germans are tested to the limit. Of course, the airstrike need not be the first turn, but it usually will be. If their invasion had been B34, D33, and D32, they would have been better positioned against a counterattack coming up the road from Roma.

5th ARMY

The Allies have made excellent use of worn-out units, and units taking replacements, both to pose an invasion threat, and to hold quiet sections of the line. 5th Army's strength is concentrated from L42 west, 8th Army's from Q40 east. The 15th front in between is economically held by three stepped-down divisions, and three small units. Particularly combined with a 5th Army attack on 1 Para, 8th Army could have attacked D44 at 2-1. Less elegant than closing the circle at Rieti, but perhaps more effective.

Hans has wryly commented about the Allied back at 1-2, but this has certainly been amply compensated for by the good luck of the 18th Division, this time getting off a 3-1 attack. Perhaps a better place for their invasion would have been Rimini itself. Had they just stayed there, the route south for the two units north of Rimini would've been closed. Had they retreated, they could've done so to T22. The purpose of such a retreat would be just to annoy the Germans by obliging them to use three units to seal off the Allied units there. Otherwise, the Allies could use strategic movement to roam the map. Having used strategic movement, they couldn't attack, and being excessively supplied, they couldn't capture a town for the victory conditions, but they could block a German retreat, or German movement.

21. German June II Comments

14th ARMY

I was never afraid of an invasion, and I shall show why 5th Army never attempted another invasion after Anzio. My 7-1 Automatic Victory against the 18th brigade is certain to destroy the beachhead, even with DR6.

To regain H42, I will use that hex as part of two separate counterattacks at 1-1, in the hope that at least one of the two will retain H42 (75% probability). This would leave TDF behind the river, with a 2/3 chance of keeping the river line on turn six. Since one of these counterattacks is also from F44, I have a 50% chance of keeping that Roma hex at the end of this turn.

The results were satisfactory. I have 14DF (7 x 2) protecting the line of the Tiber at H42. I also retook the northern third of Roma. 5th Army is back where they started from. They still must clear Roma, and regain a bridgehead on the north bank of the Tiber. On the bad side, F44 is quite exposed. It can be surrounded at 2-1 or even 3-1. Even if my Infantry divisions there hold out, they would not be in supply, and therefore would not count for my invasion.
Allied June III

The German 14th Army counterattack during their June II turn was strong enough to recapture the northern third of Rome, but too weak to protect the flank of the three infantry divisions involved. On their last (June II) turn, the 5th Army destroys those three divisions in a 3-1 surrounded attack, opening the way for the US 5th Army to “back into” a Tiber bridgehead. Using mainly French units, 5th Army also slams shut the side of the trap on the cream of the German 10th Army. The other side is held by the 8th Army with an unopposed crossing of the upper Pescara River. 8th Army’s attack on Ascoli fails. At the end of the last Allied turn, they have a win in their 8th Army sector, but only a tie by 5th Army, which failed to take a city north of the center line.

More specifically, north of the front at the Cecina beachhead the SSF is eliminated in a 1-1 vs. the 26th Panzer. But the real attack is the 3-1 surrounded at Roma which eliminates three German divisions at the cost of only one step from the British 9th Bde. The British advance into the vacated hex, but more importantly the US 45th Div. now takes a voluntary 1-4 vs. Herman Göring, “retreating” to E44 where it shreds the Ist Armored Division from any possible attempt to push it back across the Tiber in the German turn. The Fr. 44th Div. is eliminated taking a two step loss for the soakoff. The 5th Army continues its successful final turn with a 2-1 vs. N41 which holds its ground while extracting a step from the 15th PG at the cost of one step from the Fr. 261.

The 8th Army is less successful in its final drive. The 2-1 on the tripled hill south of Ascoli only holds its ground, trades steps lost, and fails to dislodge the 65th Division which would have enabled the 5A Division to “retreat” into Ascoli. That being the case, a planned voluntary 1-4 by the 5A across the Tiber is taken as a 1-2 instead. Ironically, the attack holds its ground and eliminates the 11 East replacement unit.
defending Ascoli, in an attempt to push it back far enough so that the South African armored division could brush past the weak German coastal defense, and reach Ascoli:"

Throughout the game both Allied players have made maximum use of every factor. The same is true of this turn, when one considers each sector. The 5th Army had made maximum use of terrain, and a few weak units, to seal off the lower half of the Avezzano pocket. Unlike more advanced versions of ANZIO, in this game any supply line free of enemy zones of control is valid, however unrealistic and circuitous. For this reason, the two Polish divisions south of the Tordino River, on 8th Army's right flank, form a second barrier to German supply, together with 5th Army's 101st Division at J43. At first glance, Q40 would have seemed a better location for the Polish 5th Division, providing flank protection to the divisions astride the upper Pescara River. This is not so, because any attack on this division costing it one step—not hard—would have opened a supply line to Avezzano via Q39.

From an overall standpoint, perhaps the 8th Army commander should have forgotten Ascoli and done two things: reinforced the Pescara River crossing, and sent units to strengthen the attack on H42. I happen to know that Rafael didn't do this, not because the difference between a win and a tie in his sector really mattered to him, but because, like the other three players, he felt that playing as though it did matter, made for a more interesting game.

At the end of the Allied turn, 5th Army has a win (Roma, bridgehead, route 5), 8th Army a tie (route five, but nothing north of the line).

25. German JUNE III Comment 14th ARMY

The U.S. 45th Division was able to secure a bridgehead over the Tiber. I must attempt to throw it back. A 3-1 against it gives me a 2/3 chance of capturing E44. This would assure me of a tie in my sector, even if the 10th Army loses Ascoli. If this attack succeeds, I could advance for a second combat against F44, a Rome hex. This attack would be from only one hex, that vacated by the 45th, and I would have to also attack U.S. 1 Armory at Ostia, so the best I could manage, thanks to the tank battalions, would be a 1-1. This would give me a 1/6 chance of retaking a Rome hex, assuring me of a win, and 10th Army of no worse than a tie.

My next priority was to loan a few units to 10th Army, without which they would have had little chance to break out of the Avezzano pocket. After that, and because several of my units had to use strategic movement to reach the front, and therefore couldn't attack, all I could do was form the front line which the Germans are required to have at the end of the game.

The above comments were made before combat resolution. Afterwards, reflecting on the game as a whole, my thoughts were as follows: I lost Rome on the fourth turn, giving 5th Army just two turns to get across the Tiber. I was able to hold the river line during turn five. On his last turn, he crossed the Tiber unexpectedly, but I still had a good chance to throw him back. It just didn't come off. The result: 5th Army achieved all three of its victory conditions on my side of the board (Route Five cleared, Rome captured, and a bridge over the Tiber). The fact that 10th Army fared better gives me a tie, but in my opinion, Antonio scored a moral victory.

10th ARMY

The Allied 1-1 attack against N41 left my units around Avezzano out of supply. On the other hand, the attack against S26 went well for me, and I kept Ascoli. To win the game in my sector, and assure 14th Army of no worse than a tie, I need to open a supply line to Route Five. My plan to do this is as follows:

1. 3-1 against the weakened Indian 4th Division, with a 5/6 chance of success.
2. A 2-1 against the two divisions on P41, with a 1/3 chance of success.
3. If neither attack succeeds, then I will have failed to reopen a supply line, but if either attack succeeds, then by advancing into the vacated hex, a second combat, with another chance of success, is possible.

After resolving combat, I looked back on the game as follows:

The Allied 8th Army stretched my left (Adriatic Sea) flank considerably. My strategy favored this tactic, as I kept my better units centrally located, to keep Route Five open as long as possible.

On turn four, I suffered severely by the simultaneous loss of L44 and Q42. This left my movement greatly restricted, and forced me to abandon the High Apennine area south of Route Five, withdrawing some units northward, to avoid being cutoff.

Turn five went in my favor. By throwing back the invasion, and retaining Q39, my chance of keeping the units around Avezzano supplied were quite good.

Their turn six went against me, with their 50/50 attack by the French units paying off, although their attack on Ascoli failed. My final counterattacks went down to the wire, with the final attack succeeding, despite only a 1/6 chance of doing so. I don't find a victory through this kind of luck very satisfactory, but it certainly shows that the game was very close, and could have gone either way.

26. Allied Conclusions

We decided to comment after our last turn, but before knowing the German results. Although our chances look good, whichever way it goes, we consider the true result a tie, and feel that the victory conditions should have more gradations, permitting all four players to tie, or defining a marginal victory.

We feel our opponents played well. The 10th Army especially used the terrain well, and prevented loss of any important units. The 14th Army could have been a little more generous with its partner. (Later— we consider it ironic that 10th Army finally "saved" the 14th).

We were glad to see what we regarded as an excessive beach defense, which tied up large parts of their forces, at little cost to us.

One criticism we can make of 10th Army is failure to use two strong divisions offensively: 15th PG and 1st Para.

We did not want to make frontal attacks against strong defensive positions. Instead, we wanted to shorten the front until it broke. Perhaps if our invasions had not suffered such very bad luck, we would have accomplished our aim. We do feel that our collaboration was very good.

GERMAN JUNE III

The 14th Army fails to eliminate the Allied bridgehead over the Tiber as their 3-1 vs. the 45th only trades step losses with the 45th holding its ground and preventing any second combat possibilities. Seventh Army enjoys better luck however, a 3-1 vs. the Indian 4th Division eliminates it outright enabling the 1st Para and 44th Division to advance into a second combat opportunity. The 2-1 vs. the other two Allied Divisions astride the upper Pescara River does not dislodge them but nonetheless plays a crucial role. Not only do the attackers hold their positions, but they extract a step loss from the Br. 52nd Division. This enables the German 1 Para and 44th Divisions to make their second combat a 1-1 surrounded attack which they win—eliminating both Allied divisions. This successful counterattack opens a supply line along minor route 17, resulting in a victory for 10th Army against 8th Army, and a tie between the 5th and 14th.
27. Neutral Conclusions
I won't repeat the comments on tactics made as the game proceed, except to say that both sides played well, with the Allies perhaps making somewhat better tactical use of their forces.

There are many ways to win and lose the DIADEM scenario, and that forces both sides to make quite a few choices.

For the Allies, the first choice is when to have the air strike. If not the first turn, then surely the second. Here I believe the Allies made the best choice. As for the invasions, if not the first turn, then probably the fifth, which is what they chose.

Two things I admire about the way the German side played are their willingness to counterattack, and their tenacious defense. There are two places on the map where a tenacious German defense in DIADEM poses a tense situation, likely to go right down to the wire, ending with the loss of half-a-dozen German divisions, and the game, or their narrow escape, winning the game. One of these two places is the precarious narrow band of German-held territory reaching the sea at Terracina. When the Germans try to hold this for more than a turn, tension mounts, particularly since they have only one escape road (minor Route 82). Hans and Juan Carlos didn't try this, which is probably wise in the context of the game and certainly wasn't too much for either and it paid off.

The role played by luck, while considerable, was not any more lopsided than could be expected in any given game and certainly wasn't too much for either and it paid off.

The two Allied air strikes, one in 1944, and the second in 1945, at about the times when the defensive "log-jam" broke up. During an air strike, the special defensive benefits of forts are cancelled. All Allied attacks are raised three columns, e.g., a 1-2 becomes a 3-1, equivalent to a many-fold multiplication of Allied strength. Such attack force would be impossible any other way in ANZIO. Even if the Allies had a much larger OOB, stacking rules alone would prevent them from achieving the odds enjoyed during the airstrike.

The new DIADEM scenario of ANZIO focuses attention on the air strike. In this short six-turn game, the Allies will nearly always start right off with the airstrike, or at the latest, use it the second turn. The airstrike shapes the rest of the game, as the Germans try to recover from the Allied momentum generated by it, while the Allies try to retain that momentum.

To disgress briefly, in every issue of THE GENERAL, the readers rate all of Avalon Hill's wargames. For a time after the 1974 edition of ANZIO came out, it was rated #1, and has gradually sunk to fifth place, under the pressure of blockbusters like RUSSIAN CAMPAIGN, and SQUAD LEADER. On a list of forty-six games, that's not bad for a game entering its second decade, in an extremely field of games, in new packaging featuring the artwork of Rodger MacGowan, but that this packaging does not ensure that the 4th edition rules are necessarily inside.

THIRD EDITION COI

The CROSS OF IRON rulebook is now in its third edition. The changes therein are restricted to those amendments listed in the CRESCENDO OF DOOM Rules Amendments section. Purists who would find it convenient to have a COI rulebook with these changes actually printed in the appropriate rule sections may find it worth the $2.00 purchase price plus the customary 10% postage charge. Maryland residents please add 5% state sales tax.

4th EDITION ANZIO RULES

Yet another edition of the ANZIO rules is available. As is our custom, whenever we rerun a game requiring new plates, we make whatever changes we have uncovered since the last edition which might improve the game. Ever watchful Tom Olson supplied us with a few minor corrections so we updated the rules accordingly.

Possession of the 4th edition is by no means a necessity but for those purists who absolutely must have the latest edition you are hereby advised of its availability for $2.00 plus 10% postage and handling. Maryland residents please add 5% state sales tax. Be advised that ANZIO is now available in new packaging featuring the artwork of Rodger MacGowan, but that this packaging does not ensure that the 4th edition rules are necessarily inside.
Letters to the Editor

Dear Editor:

As a fan of the PB, PL, and AW1 system, I must air some frustrations and share some thoughts from a mind eager to find solutions and quality. My addiction to this tactical game system came about in perhaps unusual circumstances—I was about to design a company-level game to give support to a number of 1/24th scale, played as parts of the same operation, when someone suggested I buy PB and PL to provide the necessary commodity. Of course, I just had to try them out when I bought them, and I have been sold on them ever since—even in the face of the gaming problems which arose as I became more familiar with the rules.

I tackled PB. Initially, I was thrilled—here at last I could experience the coordination of combined-arms operations at regimental, brigade, or divisional level, the way I had enjoyed my miniatures gaming up to almost a couple of years ago. Then, conflicts occurred in my mind and imagination, the real and the abstract, and I interpreted it from my reading of military engagements in World War II. My enthusiasm remained intact despite the apparent anomalies, however.

Then, I put PL to the test—enjoying the themes immersing myself to the extent I had used them for PB situations as well. After gaining some experience, I found that, although many PB problems had been ironed out, there were some that hadn’t, and that PL had some “bugs” of its own. Again, the credits still outweighed the detriments and I was still impressed.

Plotting a graph of PB and PL scaled-up movements rates against table, I realized that the line of best fit was a straight-line relationship between movement points and maximum road speeds, which I was expecting a relationship between cross-country data and movement rates. I shuddered off this however until I read the designer’s notes in my latest addition to this system—AW1.

Sincerely,
Gene Rogers

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Gentlemen:

I am enclosing a playing aid for THE RUSSIAN CAMPAIGN; it is a sheet on which one can keep track of which player currently has possession of each city on the board, and it also enables one to tell at a glance on which turn each city was acquired by each player. I have constructed this chart primarily to facilitate play-by-mail games of TRC; if the battles oscillate back and forth, the players then face the onerous task of searching through all the records of previous moves (providing a check on the health and fighting ability of the units that the designer worked were self-imposed. All AW1 designers and developers are encouraged to use blind playtests. Failure to do so is a matter of personal choice by individual members of the staff.

THE RUSSIAN CAMPAIGN
City Ownership Chart

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<th>CITY</th>
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John Dusch
Milton, CT

BHT

Letters to the Editor

Dear Mr. Greenwood:

First, I must prefix my letter with the following remarks. Avalon Hill is in my opinion a quality company with an excellent reputation. I have purchased a large quantity of games released by Avalon Hill and will continue to do so.

I would like to comment on the opinion expressed in this letter to be considered as negative criticism and not a personal vendetta against Mr. Hambleton. A company has an obligation to the consumer. A product released for use by the public should be tested prior to release. I have discovered in the past that Avalon Hill may build a “track record” in which the consuming public fails. It also protects the company from releasing an inferior product that may have been released prior to release

To release an untested product could be, and is considered in most quarters, unethical and morally wrong.

A case in point is MAGIC REALM. I purchased the game when it was first released. The rules were baffling. The game concept seemed to be stagnating. The game concepts looked to be interesting and fun. After a couple of weeks, I gave up. I wrote letters to Mr. Hambleton stating my displeasure with the game as sold. Mr. Hambleton did respond, a fact I deeply appreciated. However, the problem with MAGIC REALM remained.

I imagine my surprise when in Vol. 16, No. 4 of THE GENERAL, an advertisement appeared that MAGIC REALM was released without “blind” playtests. I no longer thought that it was just me! I noticed that my thoughts, that particular game was broken. I had purchased a product in which I was to be a tester.

I am not, and you should not have been, surprised at the poor showing by MAGIC REALM on the RBG Rating Chart. My first glance on the chart was the 45th slot. I personally thought the Ease of Understanding and Completeness of Rules ratings were high for the game. These two areas should have a higher rating.

I suppose the point of this letter is a recommendation. That recommendation is that the supervisor personnel at Avalon Hill must be made aware that all products must undergo the usual development, which includes playtesting before release. I believe the majority of the consumers, if they have not, will sit patiently for the release of a proven quality product, rather than purchase the premature release of an inferior product.

The game has the potential to be a great one. I do hope that the game will be permitted to ripen fruit. However, the underlying issue is one of consumer protection. Never take the public for granted.

John Dusch
Milton, CT

Never let it be said that I only print complimentary letters. I won’t defend our stance here because I tend to agree with some of the conclusions, however, should be made known. It is important to distinguish between an untested product and one which has been left to develop at the consumer level. MAGIC REALM was tested. It is not box theory straight from the designer’s hand. The problem is that it was the game system which was tested and not the rules. As the game evolved, it was tested as “live” tests conducted by the designer who worked as a sort of gamemaster and explained the rules as he went along. This is okay as an evolving systems goes, but a poorly implemented systems of game development, because they rules as written receive to baptism of fire at all. Normally, once a game system has evolved, we then proceed to a blind playtesting for the final tuning. Unfortunately, in the case of MAGIC REALM, the designer became so hopefully behind his own tune schedule that the

BHT
PANZERBLITZ... Continued from Page 29

Assuming the attacking units are properly positioned these same fictional units as in the previous paragraph could also execute a direct 2-1-1, CAT 1-1-1, for which P(X) = .369, PD(X) = .561, and P(Y) = .187. From a comparison of the probabilities of each attack scenario, it is clear that the sequence yields a greater likelihood of the unit being eliminated (47% vs 36%) but also a greater likelihood of the unit surviving both attacks (17% > 3%). Also the same units would attack only once at 4-1-1 odds. P(X) = .368, P(Y) = .179. Here again P(X) = .179 which is greater than P(Y) = .179 for the sequence 2-1-1, 1-2-1. Comparison of the probabilities for the possible attacks makes it clear that prior to deciding which attacks to use, individually we must each first define our goals.

If our goal is to maximize the P(X) then the preferred attack is 2-1-1, however, if our goal is to maximize the probability that a unit will not be able to spot on the following turn, either by a net dispersal result or elimination, then the preferred attack sequence is 2-1-1, 1-2-1, 1-1-1, which is less than P(X) = .179 for both 4-1-1 and 1-2-1.

This set of tables is merely a playing aid. The players must decide which of the potential targets is a greater threat. As an example consider Russian units 1-1-1, 1-2-1, and 1-2-1. With the possible attack plans possible, five are listed below: 2-1-1, 2-2-1, 2-1-2, and 2-2-2. For each of these plans, P(X) = .179, and P(Y) = .179, for each of 3.5-1-1, 2-2-1.

The games are ranked by their cumulative scores which is an average of the 9 categories for physical and logical strategy, past performance, realism, average units, and surprise.

The games are ranked by their cumulative scores which is an average of the 9 categories for physical and logical strategy, past performance, realism, average units, and surprise.


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<th>Subject</th>
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DUNE is the 46th game to undergo analysis in the RGG. With a cumulative rating of 2.76 it ranks 21st which is better than we anticipated considering the game's complexity. The general reader, however, may enjoy game for fantasy or anything other than hard core wargame.

Still, DUNE is a fine game and a unique one as well. The real problem may be its lack of extensive exposure. It is hoped that the lead articles in this issue will inspire more of you to try it. Its combination of components, including fate, the unpredictable nature of leaders and men, changing alliances, and the high mobility and flow of the game make it interesting and challenging, different, and totally enjoyable game.

DUNE garnered its best rating for Ease of Understanding, 1.98. Along with a good rating for Completeness of Rules, 2.43, this indicates an indication of the game's fine development and rules.

Other better than average ratings are for Physical Quality, 2.45, and Mapboard, 2.40. The rating for Components, 3.00, seems a little low and surprising in contrast to some. Of the best artwork went into the leader counters, although this may have been overshadowed by the plain army counters. The battle wheels and player shields were put in a little too late to the game.
Vol. 16, No. 4 had an overall rating of 3.23 making it the 4th most favorably received issue of the preceding six. This non-commercial response to our first fantasy feature issue probably means that the wargamers who rated the issue very poorly and those who like fantasy (and were in the majority of respondents due to the nature of the puzzle) probably manage the issue. The best individual article was, as expected, Richard Hamblen's feature "Magical Mystery Tour" which topped his own supplementary article in second place. The rest of the voting on our 1200 point scale was as follows:

- Magical Mystery Tour: 420
- Additional Rules Systems for Magic Realm: 189
- SERERSREPLAY THE Russian Campaign: 152
- EastFront Aides: 136
- Third Reich With Finesse: 134
- Thai Miniatures: 75
- Design Analysis: Magic Realm Errata: 60
- Avalon Hill Philosophy: 16

The late change of date for ORIGINS has caused plans to go somewhat awry for Pat Flory's annual bus pilgrimage to ORIGINS. The bus will be between $13 and $25 depending on number of riders. A $15 deposit holds seat on a first-come, first-served basis. If interested, send checks and self-addressed, stamped envelope to: The Citadel, 171 Bridge St., Groton, CT 06340.

Publicizing the results of surveys or awards presentations in which we do well always smacks of "blowing your own horn" to my way of thinking. Nonetheless, I couldn't resist reporting the outcome of a study conducted by Don Eisner— a regional director of AHIKS—the country's oldest postal gaming club. In an effort to discover what the membership really liked in games they compiled a list of official club games played by mail over the past four years, as well as making use of surveys conducted over the same period of time. Of over 160 titles mentioned, just ten games represented nearly 60% of the total and nine of those ten were AH games. The study was composed of two parts. In the "MOST POPULAR PBF GAMES" category, AH games garnered 63% of the 1711 responses—and took the top seven places with SL, TRC, PL, PB, 3R, WS&B&I, and KM in that order. When the study switched emphasis to "MOST POPULAR PBM GAMES" AH topped 66.5% of the 1711 responses and still held on to the top seven places with TRC, BB, BK, AK, STAL, ANZIO and PL in that order. When combining the two studies to obtain a "MOST POPULAR ALL AROUND GAME" category AH was able to improve its position to nail down the top eight places with TRC, BB, BK, AK, SL, STAL, ANZIO and PL in that order. Those wishing a more complete breakdown (the study was carried out to the top 50 places for all categories) should send Don a SASE and sufficient funds to cover photo copies. Don can be reached at 12115 Snow White Dr., Dallas, TX 75234.

Avalon Hill was once again well represented in the Silver Hexagon Awards—the British version of the Charles Roberts Awards which are voted on during the London gaming BATTLEFIELD convention. CROSS OF IRON took top honors in the Second World War (Tactical) category as did our Battline acquisition TRIGRIME in the Ancients category.

SQUAD LEADER enthusiasts in the Trenton, NJ area should contact John Kane. His Greater Trenton Area Wargamers have been meeting regularly over five years every Tuesday night from 7 to 11 P.M. Lately, they've been specializing in multi-player scenarios of the SQUAD LEADER game system. John can be reached at 48 Willis Ave., Trenton, NJ 08628 or (609) 771-0118.

ANZIO purists may be interested to know that the game is now available in a new box featuring the artwork of Rodger MacGowan which appeared in the Vol. 16, No. 1 issue of the GENERAL. The box is available separately for $13.00 plus 10% postage charge, but be sure to specify that you want the new ANZIO box featuring Rodger MacGowan's artwork or they may send you an older version. Maryland residents please add 5% state sales tax.

Your contest editor would like to apologize for any confusion he might have caused with his comments about the Bashkar in last issue's solution to Contest No. 92— and, incidentally, don't forget to know where he got the idea that the 'B5' Bashkar had an M3 'Star' attack on the reverse side. Fortunately, the weakness of the Bashkar merely means that the contest is easier to solve; all entries were checked for validity, and the first ten correct answers, picked at random, were those of: D. Del Grande, Greenbrae, CA; Z. Pennington, Zanesville, OH; A. Van Zante, Pella, IA; T. Prokott, Maplewood, MN; C. Farrum, Holt, MI; B. Hinkle, Litchfield Park, AZ; J. Doughan, Franklin Lakes, NJ; K. Chase, Shrewsbury, MA; and J. Purvis, Memphis, TN.

The most popular errors involved the following points: an 'M5' move is not strong enough to move the Black Knight while he is wearing armor (an 'H' move is needed). If there is a time number on a weapon then that weapon time is used instead of the number on the FIGHT counter (remember, the Weapon Times Option rule was being used). Weapon Length means that the archer will always attack first and the Dragon Head will attack before the Berserker's Axe so the Dragon Head will always get in one attack.

Some final notes: the Troll is supposed to be armored, but this was indicated only in the MAGIC REALM issue of the GENERAL (it was not in the rulebook), so no entries were invalidated on this account; this made the contest even easier to solve. The most notable change that the Bashkar's weakness and the Troll's unarmored status made as far as solving the puzzle was that the Swordsman and Black Knight could attack the archer together, forcing him to attack in the Shield's direction or be killed, which leaves the Black Knight with the ability to make a fast MOVE to evade being undercut by any of the other attacks—so there are a large number of solutions built around having the archer and Dragon head (or some goblin) attack the Black Knight from the same box. Undoubtedly the most novel solution seen was to have the Swordsman be attacked by every attacker except the archer (who attack the White Knight and is attacked by the Black Knight with FIGHT M3); thereafter the Berserker can swing the goblin's staff at the Black Knight swinging the archer and the White Knight eventually gets the Troll (the Bashkar is free to keep beating futilely at somebody's armor), and after the Troll is gone the three characters have plenty of armor to survive while swinging up one of the lighter enemies after another (first the archer, then the two goblins, and finally the Bashkar).
CONTEST NO. 94

It is the start of the movement phase of an Advanced game of DUNE. Although it looks as if none of the four players can win this turn, one player has a guaranteed victory, no matter what the other players may do. It is up to you to determine who will win and the winning line.

All optional and advanced rules except "XVIII Longer Game" are in use. The situation is as follows. The Kwisatz Haderach has not yet appeared although the Ratha needs one more loss to reach seven casualties. The Bene Gesserit prediction does not occur this turn. The storm is currently in the Sihaya Ridge section. The following leaders have been killed: Feyd Rautha, Unman Kudu, Esmar Tuck, Soo Soo Sook, Lady Jessica, Duncan Idaho, Wanna Marcus and Lady Fenring. The Bene Gesserit have announced they’re no longer in coexistence in Sietch Tabr or Habbanya Ridge Sietch. There are twelve spice in Cielago South and six spice in the Rock Outcroppings.

The Atreides player has four tokens in Carthag, four tokens in Arrakeen, four tokens in Cielago South, six tokens in the tanks and the remaining two tokens in reserve. He has two spice. His traitor is Beast Rabban. He has poison, cheap hero, snooper and shield treachery cards in his hand.

The Harkonnen player has four tokens in Tuck’s Sietch, four tokens in Hagga Basin, four tokens in Sietch Tabr, two tokens in reserve and the remaining six tokens in the tanks. He has four spice. His traitors are Gurney Halbeck, Princess Irulan, Alia and Guild Representative. He holds a shield, poison, projectile, truthtrance, cheap hero, snooper and La La La treachery cards.

The Blue Gerrerit player has one token in Habbanya Ridge Sietch, four tokens in Sietch Tabr, one token in Hole in the Rock, five tokens in the Polar Sink and nine tokens in reserve. She has twenty-five spice and her traitor is Thurfir Hawat. She holds the Hajr, weather control and family atoms treachery cards.

The Guild player has seven tokens in Habbanya Ridge Sietch, eight tokens in the Imperial Basin and five tokens in reserve. He has three spice and his traitor is Thurfir Hawat. He holds a Karama, snooper, projectile and poison treachery cards.

The Atreides player is scheduled to move first followed by Harkonnen, Bene Gesserit and, finally, the Guild.

In the spaces provided, you are to name the player with the guaranteed win, plus the final locations of his men and battle plans which will give him the win. If you feel that the winning player’s moves and battles may vary depending upon what the other players do, reveal the moves and battle plans against what you consider the most potent defense. Also indicate any special moves or comments in the Notes section.

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Notes:

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. Include a numerical rating for the issue on a whole as well as list the best 3 articles. The selection will be announced in the next issue and the winners in the following issue.

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)

Best 3 Articles

1.  
2.  
3.  

NAME

ADDRESS

CITY   STATE   ZIP

NAME

ADDRESS

CITY   STATE   ZIP
GERMAN DIadem GAME RECORD CARD

BASIC GAME: At Start: May II, 1944

10th ARMY
- M49
- O48
- Q46
- S44
- K51
- L50

14th ARMY
- F40
- D43
- E46
- G50

Reserves
- Chieti
- Fiumicino

*May be withdrawn to 14th Army on first turn

Verona
- Rimini

Reinforcements
- D24
- Cecina
- Genova

1st Turn
- Entering 2nd Turn
- Entering 3rd Turn

TIME TRACK—1944

ADVANCED GAME CHANGES: At Start: May II, 1944

Reinforcement Changes:
- Fiumicino
- Frosinone
- H51
- Gaeta
- L50

Add to Reserve:
- (10th Army) ×13
- E48, Frascati, H47, G50, J51, Formia, K51, L50, M49, O46, Q46, S44, Chieti

(deletes 90th & 15th PG divisions)
ALLIED DIADEM GAME RECORD CARD

BASIC GAME: At Start, May II, 1944:

5th ARMY

GREAT BRITAIN

3
4-5-12 4-5-12

1-1-12

UNITED STATES

5
7-7-12 5-6-12

4-5-12 4-5-12

FRANCE

3 3 3 3 3 3 4-5-12

INDIA

3 3 3 3 3 4-5-12

POLAND

3 3 3 3 3 4-5-12

REPLACEMENTS:

0-0-12 0-0-12 0-0-12

Entering May II, 1944:

June I

2-1-12 2-1-12 2-1-12

8th ARMY

GREAT BRITAIN

3 3 3 3 3 3 4-5-12

1-1-12 1-1-12

CANADA

3 3 3 3 3 4-5-12

NEW ZEALAND

5 6-6-12 2-1-12

SOUTH AFRICA

3 3 3 3 3 4-5-12

REPLACEMENTS:

0-0-12 0-0-12 0-0-12

Port Port Port

TIME TRACK—1944

1 2 3 1 2 1 2 3

MAY JUNE

ADVANCED GAME CHANGES:

May II, 1944:

Entering

2-2-12 2-2-12

City Grid Coordinates

C27 Cecina K47 Frosinone
U41 Chieti I52 Gaeta
D45 Fiumicino A14 Genova
J52 Formia U21 Rimini
G16 Frascati US Verona

DESIGN CREDITS

Four Player DIADEM Scenario
Scenario Design: Tom Oleson
Playtesting: Nicholas Barker,
Antonio Barrera,
Don Burdick,
Bob Cato,
Robert Corbett,
Rafael Diaz,
Hans Duerr,
Juan Duerr,
James Frediani,
Richard Logsden,
Don Lowry,
Henry Milanski,
Steve Spoulos
# THE GENERAL

## CODE OF CONDUCT

Official AREA check list for AREA matches

Avalon Hill suggests you make photocopies of this form to fill out and exchange with your opponent prior to the start of every AREA postal match.

<table>
<thead>
<tr>
<th>Name</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Address</td>
<td>Address</td>
</tr>
<tr>
<td>AREA Number:</td>
<td>AREA Number:</td>
</tr>
<tr>
<td>Phone Number:</td>
<td>Phone Number:</td>
</tr>
<tr>
<td>(Include Area code &amp; preferred local time to call)</td>
<td>(Include Area code &amp; preferred local time to call)</td>
</tr>
<tr>
<td>Date:</td>
<td>Date:</td>
</tr>
<tr>
<td>Approximate AREA rating:</td>
<td>Approximate AREA rating:</td>
</tr>
</tbody>
</table>

I have read the article “RULES OF CONDUCT” by Tom Olson, which appeared in Vol. 16, No. 6 of *THE GENERAL*, and agree to abide by its rules for good postal play. Apart from the general rules, we agree to the following specific arrangements:

1. Game & Edition: ____________
2. Scenario & applicable options: ____________
3. Side each is playing: ____________
4. Errata agreed to: ____________
5. Other Agreements (such as second game w/exchange of sides):
6. Judge to handle disputes if other than AH: ____________
7. Permitted time limit between the receipt of your opponent’s turn, and the postmark of your reply:
   - ☐ 1 week
   - ☐ 2 weeks
   - ☐ 3 weeks
   - ☐ 4 weeks
   - ☐ other (specify):
8. Timeouts allowed to each side:
   - ☐ one
   - ☐ two
   - ☐ three
   - ☐ other (specify):
9. Time Span of timeouts:
   - ☐ 2 weeks
   - ☐ 4 weeks
   - ☐ 2 months
   - ☐ 3 months
   - ☐ other (specify):
   - It is understood that violation of the above agreed upon time limits will be cause for a concession and signed victory slip regardless of cause.
10. The possible combat and movement thereafter results of each turn must be fully specified in advance when the turn is mailed. Note here any deviation permitted from this rule:

11. Combat Resolution System:
   - ☐ divide by 6
   - ☐ special PBM base 10 table
   - ☐ other (specify):
12. If using a back issue newspaper stock sheet:
   - ☐ as a random number sheet, specify: ____________
   - A. Name & edition of newspaper:
   - B. “Fingerprint” of sheet you are using:
   - C. Any special procedure for selecting stocks: ____________
13. If using a current date newspaper stock sheet:
   - ☐ as a random number sheet, specify: ____________
   - A. Name & edition of newspaper:
   - B. Minimum interval between postmark of letter and CTD of stocks:
   - C. Alternative CTD if invalid CTD chosen:
   - ☐ next valid CTD
   - ☐ other (specify):
   - D. Alternative stocks if stocks chosen are not usable (in order) 1.
   - 2. ____________
   - 3. ____________
   - 4. ____________
   - 5. ____________
   - 6. ____________
   - 7. ____________
   - 8. ____________
   - 9. ____________
14. Attacks to be resolved by:
   - ☐ defender
   - ☐ attacker
   - ☐ in subsequent letter using CTD after postmark of last letter
   - ☐ other (specify):
   - It is understood that if one of my moves has to be returned to me *more* than two times for correction (i.e., the same move), I will concede the game.
15. Special Arrangements not covered above: ____________
16. Signatures of both players:

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# THE LAST RESORT

Official AREA Complaint Form

All complaints regarding AREA play are to be filed on a photocopy of this form or a typed or printed facsimile. All information contained on this form is required to fill a grievance with AREA. All AREA grievances are resolved in accordance with the Code of Good Conduct article printed in Vol. 16, No. 6 of *THE GENERAL*. Do not expect help from AREA if your problem is caused by conduct other than that listed in the aforementioned article.

**ACTION TAKEN:** I understand that I cannot gain AREA points by gaining a forfeit win over my opponent. All that can be gained is a possible prompting of my opponent to fulfill his AREA obligations and consequently resume our game, or failing that, his disqualification from the AREA rating pool.

**REQUIREMENTS:**
1. To file a complaint you must first have written your opponent trying to resolve your problem at least twice without success at two week intervals and must send him a copy of this complaint.
2. Do not file more than one complaint per form or per attached separate piece of correspondence.
3. If an AREA response is requested, a SASE is necessary. Please print or type

<table>
<thead>
<tr>
<th>Your Name</th>
<th>Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>AREA Number</td>
<td>Opponent’s Name</td>
</tr>
<tr>
<td>Address</td>
<td></td>
</tr>
</tbody>
</table>

**NATURE OF COMPLAINT:**

<table>
<thead>
<tr>
<th>Name of Claim Being Played</th>
<th>Date Began</th>
<th>Number of Turns Played</th>
</tr>
</thead>
<tbody>
<tr>
<td>Date of last correspondence from opponent</td>
<td>Date of last unanswered correspondence to opponent</td>
<td>Number of unanswered inquiries sent at bi-weekly intervals</td>
</tr>
</tbody>
</table>

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I certify that the above information is correct to the best of my knowledge, and that this claim is filed as a last resort and in the best interest of fair play in the AREA Rating Pool.

Signature