Avalon Hill Philosophy Part 79

Those of you who pay any attention to the credits (left) already realize that I have been given an "assistant" in the form of Alan R. Moon. Aside from his zany attempts at humor with the now institutionalized "ASYLUM" column and hosting the newer Staff Briefing Interviews, Alan has been responsible for a number of behind-the-scenes efforts in his few brief months here. As our repertoire of games increases, I find myself less and less capable of sitting in judgement of articles about all of them. Fortunately, Alan's tastes are somewhat different from my own and therefore we have been able to split game responsibilities to some degree—he editing articles on games I know little about and vice versa. Similarly, Alan will occasionally write the RBG commentary when he is closer to the reviewed game than I. Perhaps you've already noticed a change in style there occasionally. It, therefore, seems only right that he should get his chance to write the Philosophy occasionally and what follows constitutes his maiden voyage.

This is the first AH Philosophy to be written by any AH employee other than Don Greenwood since Don took over in Vol. 9, No. 2 (Jul-Aug 72). It's about time. The previous editor of THE GENERAL, his majesty Tom Shaw (who can still be found lurking in the shadows around here), was the only other person to act as company spokesman. So I'm number three. What an honor! Sort of like being given a Purple Heart for getting wounded.

Before I came to work at AH in September, I was a member of the wargaming hobby. Though I am now a member of the AH staff, I have not left the hobby. While being a hobby member and being an AH staff member are two entirely different things, they are not mutually exclusive; a person...
NAPOLEON’S EMPIRE

A TOUR DE FORCE OF WAR AND PEACE

by Mark G. McLaughlin

To many, war is the crashing sound of multi-engined Allied bombers devastating German cities, the noiseless prowl of U-Boats seeking heavily-laden North Atlantic tankers or the grinding might of the panzer armies crushing their way across the endless Russian steppes. There are some of us, however, who tire of these constant replays of the late night movie and prefer to recall the days when war at least seemed more glorious, more civilized and more manageable. To this group, war is more fondly fantasized as the martial beat of a thousand massed drums, the terrific thunder of brass cannon in battery, the staccato of regiments of gaily-tailored cavalry and the bright gleam reflected off raised saber and brandished bayonets: For us, war is Napoleon.

WAR AND PEACE (with apologies to Mr. Tolstoy for borrowing his catchy title) is the first boardgame which presents this era of war not as an endless Russian steppes. There are several dozen board and miniatures games which deal with varying aspects of the period, and every gamer who has ever played one of those games or painted a battalion of figures has his own idea on how those wars should have, could have and were fought. With all of this wealth of information available, certain common denominators had to be found.

As with most games, the first requirement for W&P was a mapboard. AH’s decree that it would have to fit the dimensions of a bookcase game box happily narrowed down the overblown “monster-game” options to a more workable proportion. A map of Europe was sectioned off to exclude those areas marginally affected by the Napoleonic Wars, reduced to a playable surface and then “tilted” to make maximum use of the gameable areas (the arrow which marks North on the mapboard is actually northwest). Borders, physical features, cities and some artwork completed the board. The superimposed grid set a diameter per hex of 40 miles.

Napoleonic armies maneuvered in large corps-sized formations. This formation, however, became too restrictive for the game, as armies tended to be massed in one or two huge stacks and all maneuver became incidental. To allow more flexibility and “feel” in the game, the scale for units was dropped from the cumbersome corps to the more maneuverable division. Each strength point represents 5,000 men—roughly the size of a division or brigade, depending upon the army. Cavalry strength points resemble corps, since a cavalry division rarely exceeded 2,000 men.

This level of representation made research much easier—although on occasion a strength point has been rounded up or down, especially for special units and some satellite forces—but there were too many independent units of march around. The introduction of leaders (which, in effect, act as corps headquarters) solved that misrepresentation. Leaders move infantry units, which do not possess independent movement capabilities, and thus corps and armies can be formed and split up at will by the players, each force tailored for its own strategic purpose. Cavalry, already in corps-like formations, retains independent movement so it can screen, guard supply lines and race ahead to secure important positions, as did Napoleon cavalry.

The rate of movement was based on the combination of three factors: (1) how far a unit could march in a month, (2) how many months it actually took a unit in a real Napoleonic campaign to go from one point depicted on the board to another and, (3) the road conditions in early 19th century Europe. The month-long turns were chosen to allow for several short scenarios as well as the multi-year campaigns, and because they seemed to fit well with the scale of hexes and units. The second factor was easily determined from historical performance and the third, road conditions, was a matter of record in first-hand accounts, both military and civilian. These were tempered with the necessity for units to stop, rest, forage and, to a lesser extent, with reasons of playability. As pointed out in the

The difficulties in designing a game which lent itself both to the short and long term struggles for control of Europe were problems of exclusion, not inclusion. There are more books on Napoleon (c. 250,000 according to the Library of Congress) than on any other figure in history, with the possible exception of Jesus. There are several dozen board and miniatures games which deal with varying aspects of the period, and every gamer who has ever played one of those games or painted a battalion of figures has his own idea on how those wars should have, could have and were fought. With all of this wealth of information available, certain common denominators had to be found.

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Despite popular opinion, Napoleonic warfare was not just a series of one-battle campaigns. True, each campaign which Napoleon embarked upon had its decisive battles, but in between there were many smaller engagements—most of which did not include the Emperor himself—which set the stage for the climactic grand battle. These smaller fights ranged from the cavalry and rear guard skirmishes between small divisions to sieges and full set piece battles between large armies. The famous “battalion square” order of march by which four or more corps moved within half-a-day’s march of each other was designed to enable the corps to fight these types of combats with the security of knowing they could be rapidly reinforced by an adjacent corps. The corps itself was a combined arms unit set up to fight on its own for a day or more to gain time for the rest of the army to come to its aid.

The combat system in W&P reflects this type of maneuver. Corps travel in stacks of 5-10 strength points to allow for greater frontage to minimize the tactical impact and to engage enemy forces, fortresses or other obstacles in their path. Combat is between adjacent stacks. After each round of combat (i.e., one roll of the dice) adjacent corps have an opportunity to reinforce each other and thus broaden the scale of the fighting: this chance is increased by the value of the corps commander who is attempting to join the battle. A combat can go on for several rounds and draw several stacks into the inferno, thus creating the meeting engagements and reinforcing battles so common to the era.

The combat resolution itself depends partially on numbers, but morale, terrain, leadership and other factors are equally important. The Combat Results Table is set up in a manner that one level of numerical superiority (i.e., 3:2, 2:1) is equivalent to a difference of one in morale, leadership or terrain factors. Combat results are set up to prevent one side from becoming completely annihilated in a single battle (demoralization eventually forces retreats) but allow for crushing victories in which one side takes far fewer casualties than the opposition. Even a victor loses men, however, and there are very few combat results that leave the winner unscathed.

Cavalry pursuit flavors players who keep their cavalry as a reserve: superior cavalry allows a beaten player to freely retreat from a battle or grants the victor the bonus of riding down his enemy’s stragglers. When the tactical matrix optional rule is used, the use of cavalry for covering withdrawals becomes even more pronounced because a force outnumbered in cavalry can literally be eliminated as it is unable to escape from a victorious enemy (as were the Prussians in 1806).

The morale factor which separates the armies is based on several factors: public opinion, the morale level, performance in combat, motivation of the individual soldiers and the training and doctrine of the combat units of an army. There are four levels of morale: Poor (untrained militia, semi-trained Landwehr and nearly anarchic Cossack units), Regular (average military units), Superior (troops of 25,000 men or more national army units, with good training, motivation, etc. clearly outmatched those of the average armies) and Elite (Guard). These levels of morale are represented on a scale of 1 to 5 (lowest to highest). Spanish, Prussian, Austrian and satellite armies are regulars (morale of 1) while the forces of Britain, France and Russia are considered superior (morale 2). French and Russian Guards are morale grade 3. The tenacity displayed by the Russians in defense of their homeland (mapboard “4”) merited a special morale grade of 3 inside Russia.

The leadership value of the generals who are represented in the game varies from strong to weak. Napoleon and Wellington were unquestionably in a class by themselves and thus deserved a rating of 3. A number of French marshals and allied generals showed remarkable strategic or tactical talents and thus received a 2 rating. Other generals received this rating either on the merit of their outstanding leadership ability (such as Barclay) or for tenacity (Blucher). Many generals were granted a rating of 1 (albeit some received this rating as a playbalance gruity). The unidified leaders who have a 0 rating represent the constantly changing pool of corps-grade officers whose contribution to battles was either minimal or unpredictable. Joseph Bonaparte, sometime king of Spain, and several of the Spanish generals (a term I apply to them loosely) were given a zero rating based on their incompetence. They were named and included in the game for color.

The other matters which affect a battle—terrain, entrenchments, supply and fortifications—are self-explanatory.

Continual battles will, of course, leave an army too exhausted to fight the climactic battle of a campaign (unless the battles have all been victories up to this point), but can be managed carefully, as did the soldiers of the era. Continual battles force players to keep massing their troops in large stacks which suffer horribly from attrition. Corps movement helps reduce losses from attrition.

Supply lines, which were extremely important to how an army lived and fought, are based on supply maps (i.e., major cities) and on local depots and routes of march, which are represented by “stringing” units behind an advancing army. This simple rule also takes care of representing supply columns, garrisons, stragglers, reserves which constantly flow up to the front and other facets of an army on the march. This strategy lends itself to the army advancing into hostile territory, the weaker it becomes. Armies which fight at home thus receive a tangible benefit from shortened supply lines. Harassing supply lines with roving partisans or cavalry is an art in itself, and the necessity of leaving supply columns and garrisons behind is guard these lines is thus represented in the game.

There are a few simple rules in W&P which were added for flavor and realism. The basic rationale behind these rules was to allow for the exigencies of Napoleonic warfare without cluttering up the game. The first was to eliminate the need for demoralization and the second was to cut down on peripheral data. Whenever possible, rules have been generalized, shortened and simplified with that doctrine in mind.

One example of that doctrine of short, sweet elegance is the French Imperial Guard rule (which the developer, Frank Davis, deserves credit for). While the French Guard was as small as a single strength point of Guard to a battle and dramatically change the die roll of the battle. This often assures a high chance for victory, but it also eliminates the Guard at a rapid rate. Napoleon rarely used his Guard in battle. Often, the mere sight of the Guard terrify his enemies or inspire his own troops to prodigies of valor. The Guard’s effect on the morale of both armies in battle was far greater than its numerical effect. For this reason Napoleon jealously hoarded his guard; it always stayed in the reserve and was committed only after the battle had started. Napoleon’s refusal to commit the Guard at Borodino cost him a victory in that battle, but allowed his army to escape the Russians later in the campaign. Had it been ruined at Borodino, no French would have escaped Russia. Players have the same choice as Napoleon: to throw in the Guard to win a battle, or conserve it for the really crucial moment in the campaign. This choice becomes even more pronounced in the grand campaign, when the presence of the Guard can affect not only a battle, but the war itself.

The Scenarios

Although the Napoleonic Wars covered a ten-year span and were fought over an entire continent, there were several separate campaigns between France and a few, rather than all, of the major powers, and there were occasional periods marred by an unexpected outbreak of peace.

These individual campaigns are reflected in a series of short scenarios which can be played on one or two boards with a fraction of the counters and can be completed within one to four hours, dependent on the scenario, familiarity with the rules and individual gaming speed.

Chart A lists the seven scenarios which are used to cover the major European campaigns of Napoleon. The chart lists the strength points available to the French and non-French player at the start, middle and end of the game. This number does not reflect losses, but is a maximum of available forces. Additional forces which may enter or be removed from play are listed in the “Notes” column. These scenarios listed assume full replacements and reinforcements except the 1809 scenario, which assumes four Austrian cities from March-May, three from June-August and two in September and October. Starting forces do not include first turn reinforcements, which are usually minimal. “Assumed” in the notes means that these forces have already been included in the totals. The bias represents a rough estimate of the chances of that player winning the scenario (10%-90%). Victory conditions for all the scenarios are based on equaling or slightly improving on the performance of the coalition which won the actual campaign.

Austerlitz—1805

This scenario is a simple, clearcut introduction to the W&P game system. The French player has one, straightforward objective: take and hold Vienna. If he accomplishes his task he wins; if not, he loses.

The French player has the opportunity to smash the Austrian army around Ulm on the first move. Napoleon and most of the French units can enter into this battle and wipe out about half to two-thirds of the 14 strength points in the area, depending on how they are deployed, French forced marching and, of course, pure luck. The destruction of that army is essential to French victory. It must be beaten and then, in the second turn, completely erased. Once that mission is accomplished, the French must race for Vienna before the Russians get there. Strong forces have to be detached, along with the armies in Italy, to shadow the Austrians which start in Italy and to prevent them from massing with the incoming Russians. Judicious movement, blocking positions or a major battle may be needed to halt the Austrian southern forces. The French will have to protect an extended supply line down the Danube Valley (Virovitza to Vienna) or set up an alternate one through southern Austria to Milan.

The limitations on French strategy are based on the Austrian’s first two turns. The non-French player has several options. First, he can delay the French on the Danube by contesting every hex along the way to Vienna. This will surely eliminate the French army, but might cause enough battle and attrition (due to their constant need to concentrate) losses to save Vienna from anything more than a 1:1 battle. Entrenched Austrian reinforcements and the Russians combine to present a strong front to the tiring French. This strategy eliminates any possibility of Prussian involvement due to the number of victory points the French will achieve.
Second, the Austrians can race for Vienna. The Italian theater armies are set up close to Austria (Charles at LL20 northeast of Venice) as are the Bavarian army (Mack at LL14 southeast of Ulm). Everybody force marches at maximum speed, avoids combat and seizes a march on the French. If, however, the French have forced-marched successfully, the Austrians will either have to give up Vienna without a serious fight and then counterattack when the Russians arrive, or risk a battle alone, for the city—a battle they will almost surely lose.

Both of these strategies base the Allied chance of victory on luck: the luck of forced march and the last ditch battle die rolls. A third strategy is an indirect approach which, hopefully, reduces this dependence on luck. The basic idea is to leave the defense of Vienna to the Russians and the meager Austrian reinforcements while the main army heads for the Innsbruck mountain region. Charles and the cavalry from John's army lunge at Massena (whom they should defeat at 2:1 or 3:2, depending on the success of the Florence garrison in reaching Massena) and his satellite army and thus equal the victory point gained by the French at Ulm. Mack joins John's entrenched infantry at Innsbruck, which acts as a supply base.

Part of Mack's force could move to the Bohemian mountains north of the Danube or reinforce Vienna, depending on the numbers which remain from the original army. A major Austrian army around Innsbruck (which can be joined by Charles on the next turn) threatens the French supply line at its source. If the French move toward Vienna, they can be cut off and thus are halved in combat and hurt in attrition and forced march situations (and they cannot overrun enemy units). The French, therefore, are forced to try and dig the Innsbruck army out of its mountain fastness. This costs the French two badly needed marches: one to go south to Innsbruck, another to return to the Danube Valley. If the French do not win an overwhelming victory or, worse yet, if they lose, they will have to detach a sizeable force to keep hammering at the Austrians with the remainder of the army racing along a perilously unprotected supply line towards Vienna. A small Austrian cavalry force in the Bohemian mountains will not retard French movement, but might deflect it slightly.

The entrenched Russian army in Vienna, which is strengthened by the handful of replacements and reinforcements produced there and shuttled in by a "0" leader from Budapest, should be strong enough to hold the city against the one attack the French will have time to launch. The illustration at the upper right shows this "partisan" strategy, so-called because it concentrates on indirectly tackling the French via a threat to their supply lines. Even after the Innsbruck concentration is broken, there will still be a handful of Austrians and some decent generals who can be hurled against weak lines in the French supply chain or who can physically block it.

Jena to Friedland 1806-1807

The war against Prussia in 1806 should be fought like a blitzkrieg: the French must move as fast as possible, with as much force as possible, and literally destroy every single Prussian strength point west of the Vistula before they can be reinforced by the Russians. The French player must, however, know when to rein in his far-flung pursuing squadrons and regroup, lest the Russians crush these outlying units.

The French begin with a considerable numerical, qualitative and leadership advantage over the Prussians. The entry of the Russians in December and January erases the qualitative and leadership advantages of the French and, depending on how thorough the massacre of the Prussian army was, the original numerical edge might also
vanish. The Baltic cities must be besieged, taken and garrisoned before the Russians can move by sea to reinforce them and threaten the French rear. The winter, as Napoleon found out, is a lovely time to wage a war, and the French should use that time to sit on the defensive west of the Vistula while reinforcements can be brought forward. The French can cluster stacks of five strength points in one or two groups around either Danzig or between Posen and Thorn to threaten Warsaw and Königsberg.

The French should be able to take one of these cities by default; the wooded zones between them make it difficult for the Russians to switch back and forth between the two. The French should seek a series of decisive spring battles to eliminate the Russian army. The French can afford to stay concentrated for battle in the spring (especially if they can take Warsaw and add those extra strength points to the army) and should plan on driving the Russians back toward their own border, so they can only threaten one of the two Polish cities.

The difficulty the French will have in this finely balanced scenario is dependent on the initial Prussian play. To put it mildly, a smart Prussian will have to swallow his pride and learn the value of survival. To do what the Russians did—advance on the French—can just about hand the game over to them. October will probably start out poorly for the Prussians, with the French attacking the Leipzig and Weimar forces, and unless poorly coordinated, the French should win three battles, thus effectively negating any Austrian chances of entering the war. To continue to fight for western Prussian cities just makes it easier for the French player to completely destroy the Prussians.

When the three Prussian main stacks are forced to retreat, they should retreat to the Elbe river hexes and, in their own turn, force march across the Oder. By putting this river between themselves and the French, the Prussians will at least partially equalize the morale and leadership advantages their opponents enjoy. Since the Saxons would be destroyed once Dresden falls, the non-French player should try to use them to fulfill any battle or force march casualty requirements he might have. A single Saxony strength point in Dresden will deny that river crossing to the French.

The Berlin force should cross the Oder and make for H10. The Posen force should advance to H11 so that the entire Prussian army stands concentrated in one area, behind the river line and able to reinforce itself in case of a battle. The one-point leader should be distributed one per stack.

The zero leaders should dash off to gather in the scattered garrisons at Cassel and Brunswick. A leader should go back to Berlin to pick up the reinforcements which appear there in November (probably the last the Prussians will ever get).

In November and December, the Prussians should continue to fall back behind the Posen and Thorn river lines, and link up with the Russians. Once the Russians arrive, the Prussians should be split up into stacks with the Russians, so that each stack is at least half Russian (for combat purposes). Prussians can be used for half the battle and all attrition and forced march losses, since they are less valuable than the Russians.

The relatively short supply lines, winter attrition, sea movement and rapid reinforcements all work to the advantage of the Russian army, which only needs to dig in and defend one of the Polish cities: Königsberg or Warsaw.

Wagram 1809

The non-French player should hit hard with the combined Austrian army in the March, 1809 turn. With proper positioning of the variable-location forces, he should take Munich, Warsaw, Dresden and Ratisbon that turn, as well as defending at least one French army of five strength points or more for a victory point. Although the French will probably retake Munich and Ratisbon, conquer Innsbruck and defeat one Austrian army, the allegiance die will still be in favor of the non-French player.

The non-French player should avoid attacking Napoleon directly, focusing instead on his other corps, especially if they cannot be reinforced by Napoleon. The mountains around Prague and Innsbruck make an excellent base for the Austrians to defy the French march on Vienna and to harass its supply lines. Smaller forces can contest the Saxony cities. If German, Russian and Prussian forces enter play against France, victory becomes very difficult for the French player.

The French player is in the enviable position of being caught by surprise and facing a first turn as explained above. A quick counterattack can recoup much of the political aspects lost by the early Austrian victories, and a major portion of the enemy army can be eliminated. The French are, however, in a race to regain the lost allegiance points before variable forces start entering play. The French should use Poniatowski and some 'O' Leaders to pickup the scattered garrisons in Prussia and use them to help defend Germany. A 2-point leader should go into north Germany to lead the defense of Cassel or Amsterdam, whichever is most threatened.

The main French effort must be directed against Austria. The French can either focus on first securing Saxony and Bohemia (Prague) and then driving on Vienna or vice versa. A thrust down the Danube is not advisable if a sizable army is based in Prague. A Prague force can always slip north and, even unsupplied, cause difficulties for the French. The French must move rapidly and ruthlessly before Landwehr and variable forces allow the non-French player to achieve parity in numbers.

Russia 1812

The initial advantage of numbers rests with the French player, whose forces outnumber the Russians by 2:1. Attrition, long and vulnerable supply lines, winter and numerous little battles will rapidly wear down the French army and, as the Russian reinforcements roll in, the invaders might even find themselves outnumbered (sound familiar WWII lovers?).

The Russian army gains from all of the above and from an increase in its morale which reflects the incredible determination shown by the Russian soldiers in the defense of their homeland (mapboard 4). The Russians will, however, need all of these pluses to defeat and then push the French out of Russia and prevent a draw.

A drawn game is an exceedingly easy thing for the French to gain. Historically, Napoleon could have advanced part way into Russia, consolidated his supply lines and struck out for conquest in 1813. Politically, he did not feel secure enough to do this and risked everything on one quick thrust. It is assumed that a French player would prefer to go for the kill rather than a mere crippling of the Russian bear. (For those who prefer this other ploy, use the 1812-1814 "linkage" scenario which appears elsewhere in this issue).

The French have several strategies which they can adopt. There is sufficient leeway in the set up to enable the French to adjust it to a northern or southern strategy.
The northern strategy concentrates the army for a crossing of the Nieman between Kovno and Memel, with the army then dividing into two very unequal columns: Davout and the Prussians with some other satellites head through Riga for St. Petersburg while Napoleon and everybody else (except Schwarzenberg who guards Warsaw) heads for Smolensk. Once that objective is reached, the main army digs in, acts as a flank guard for Davout and might be able to send him a few reinforcements.

The southern approach takes the main army, including Davout, across the Nieman between Grodno and Kovno, and then drives for Smolensk and Moscow. Schwarzenberg, with Poniatoowski and Jerome, attack toward Kiev where they engage Bagration, act as a flank guard and might reinforce the main army. The Prussians guard Poland.

Either before or during the game, the French in a crossing from one of the strategies to a modified central strike: everybody up the middle to Moscow. Although this concentrates the armies, it sacrifices their supply lines. Without flank guard forces, the French cannot prevent Russian raiding corps from interdicting their communications.

Regardless of which strategy the French player chooses, he must march as fast as possible to catch and destroy the Russians before winter sets in. Supply lines will have to be guarded, especially by cavalry who can stalk the bothersome cossacks.

The Russian player has fewer options than his opponent, and, at least in the early stages, must react to the French. If they adopt a northern strategy, the Russians should fall back above Vitebsk where they can concentrate on the supply lines of both French forces. A one-point leader, some infantry and a few cossacks should be sent to St. Petersburg to entrench the city so that when the September reinforcements appear there they will have a better chance of holding off Davout. The main army should then be used to whittle away the enemy army and eventually hope to confront it in a massive battle around Smolensk in October. The Bagration-Tormazov army can operate in the French rear and cut apart detachments which the French will have to send to protect their supplies.

If the French move south, Bagration and Tormazov can withdraw to Kiev, while the rest of the army digs in for a losing battle at Smolensk. They can then retreat to prepared positions in the Moscow woods. They should not fall back any further since they have to farther west to push the French back. A French army should not be able to bypass a considerable force of entrenched Russians in the Moscow woods without sacrificing his supply line (in which case the French would have the Russians attacking their rear areas, thus rapidly clearing the French out of Russia while Napoleon sits in the Kremlin, temporarily).

The Russians, too, can fight for a draw just by fighting forever for Smolensk and hoping the French will never get much farther than that. A Smolensk metagriver, however, works to the French advantage and a draw could turn into a last minute French victory as the Imperial Guard cavalry races to Moscow.

The War of Liberation 1813

The 1813 scenario is an extremely hard one for the French. The lack of cavalry and the loss of the favorable attrition and forced march die rolls decidedly inhibits the French player's ability to overwhelm the smaller Russo-Prussian army in the faces. The French must pick an objective and go after it with all of their forces if they wish to win. It is possible to drive deeply into Prussia and rescue the beleaguered garrisons, such a move exposes the French supply line and army to an Austrian blow from Bohemia, if they intervene. If the French have not crippled the initial Allied armies before Austria enters the war, the French will have to retreat and mass their troops at one major city. The French should always try to counterattack Prussian and Austrian armies even at 1:1 to wear them down. Higher odds are needed against the Russians to hurt them.

The French have several options which they can begin with. They can keep the army concentrated to win a few battles and prevent allied victories against them, or they can adopt a "shotgun" approach which will maximize casualties (for both sides) but will focus on gaining political and military points to delay Austrian entry into the game.

The shotgun approach tackles four allied armies on the front: Schwarzenberg, Davout, Lubeck, Dresden, Leipzig and the Berlin forces. It attempts to gain four victories, deny two cities to the allies for points, secure a third, seize another for French points and gain the allegiance of Saxony. This approach requires a bit of a minute in which French leaders must move, "drop off" units and then go to other hexes to lead troops in battle or prepare for the next movement phase.

Eugene begins the move by going to F8 (adjacent to Berlin) and dropping off nine strength points (one of which is Guard). He then moves to command the Danes at Bremen. Victor takes two strength points to Hanover to secure it and then moves to Hamburg to lead the attack against Lubeck. Davout moves to Hamburg, drops his men off (so Victor can lead somebody) and then continues on to F8 to take charge of the Berlin attack.

In the center, Napoleon goes to B11 and force marches from there to C11 with Ney. Soult splits off at B11 with six strength points and force marches to D11. Each of these forces contain at least one Guard strength point. Marmont goes to command Hanover and Bessieres travels to Mainz to pick up the next turn's reinforcements.

In the south, a "0" in Bavaria brings his army to B11, leaves one strength point there for supplies and force marches the rest to join Soult. The leader then goes to Stuttgart. The other leader in the stack immediately moves to Wuzb, both leaders will pick up small satellite forces in May. The Milan army force marches to J118, where it is met by Murat; the "0" leading it returns to Milan. Poniatoowski begins his move into the Bohemian mountains.

The result of this move is four battles: Victor at Lubeck (1:1 +3); Davout at Berlin (2:1 +2); Napoleon at Leipzig (2:1 +3) and Soult at Dresden (2:1 +1). The three later battles can all add +1 modifiers (one of which is Guard). The losses would total four French and eight allies. The losses to both sides could increase through use of the Guard or if the allies were foolish enough to hang around for a second combat phase. Part of the French loss will be made good through the immediate addition of the Saxons. Allied forces could reduce the odds by going into fortress and probably double the French losses, but their entire army would be destroyed as the fortresses fell. Such a move would, of course, give the game away to the French. If the French win the struggle, the French should keep trying to rack up victory points. The temptation to plunge into Prussia and rescue the eastern garrisons, as noble as it might seem, plays into the hands of the Austrians who, when they enter the war, can sweep across the French rear area and pop the prince right out from beneath the emperor.

The French will eventually need to pick a last stand area to hold onto to win the campaign. The twin Saxon cities are almost indefensible, especially with the anatomy of the Bohemian mountains making it impossible for French leaders to be spotted directly out of Prague and even attack from the mountains, thus limiting French counterthrusts.

The northern group of cities is preferable for the final defensive line, since they are adjacent to one another (and thus mutually supportive) and they...
also allow occupation of Berlin for a few more
turns.

The non-French player, initially outnumbered
but possessing an incredible potential force, must
run on the first turn to keep his army intact. The
cavalry superiority they enjoy will benefit the
Russos only if they can escape from unpromising
situations. The incoming reinforcements and
the original forces' remnants should mop up the
French garrisons and then come forward to snipe at
French supply lines. If the non-French players are
in good shape when Austria enters, the combined ar­
 mies should be concentrated to overwhelm French
cities which are occupied need to be held by at least
two strength points, a one-point leader and an entrenchment
marketer. Anything less will enable a flying column
of allied cavalry to slip into the city.

Napoleon at Bay—1814

The 1814 scenario requires the French player to
literally dance around his enemies and defeat small
forces in detail. This is a difficult task, even for an
army with superior marching and combat skills, not
to mention a large levying of Guards and ex­
cellent leaders. The French player must decide, each
turn, which enemy army most threatens Paris and
then go after it.

n chief and the other Spanish theater army can
either delay the allies there or race north to take up
the defense of Paris, forcing the Anglo-Spanish to
waste about half of their force on a supply line
and freeing up the Paris garrison for field service. At
no time should Paris be without at least six strength
points, a one-point leader and an entrenched
market. Anything less will enable a flying column
of allied cavalry to slip into the city.

The non-French player can either send everyone
hurting forward in an attempt to swamp the
French, keep them off balance and sneak up the
Seine, or he can pull back, regroup his forces into
one tight concentration and then, on receipt of
Austrian threats, erupt into the city.

Waterloo—1815

The French player is faced with an extremely
brittle situation which is nearly impossible for him to
win. (But what would a Napoleonic game be
without a Waterloo scenario?) Napoleon must take
enough men forward to crush the Anglo-Prussians
and still leave enough in Paris to foil an end run by
the survivors of a "Waterloo". This first turn,
however, is the only turn on which the French have
an opportunity to take the offensive and put an
Allied force out of commission for most of the
campaign. If they lose this battle, they will surely lose
the scenario; if they win it, they are at least still
in the running. The scenario largely comes down to
a two-turn (or less) gamble for the French player.

The French forces (if he needs one) depends on the results of the French player's
first turn. If the French have lost, or won only
marginally, the Allies can either force march on
Paris and hope for a quick blow or regroup, let the
Austrians move a little closer to Paris and then go
back down from Belgium, thus catching Napoleon
in a pincers (which should give him the central
position). The main choice is how close the Allied player
wants to come to refighting the 1814 campaign in
1815.

The Spanish Scenarios

Both of the Spanish Peninsular War scenarios—VIII and IX—offer the French player
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launch an amphibious raid into Spain to seize or open up a city or two and thus slowly pull Spain back into the game. Small corps should remain in Spain to prevent this.

If the French see that victory is impossible by 1812, they can begin a gradual withdrawal back toward and into the bastion line. This line should not be abandoned before mid-1813 or it will be impossible to hold onto anything else, as the Spanish army will rapidly regain its numerical strength. By the end of 1813 the French may have to retreat to the last line of defense—the Pyrenees, but they must occupy at least one Spanish city to remain in the game.

The non-French player must play a waiting game, tempting the French to advance a little too deep into Spain and then cutting their advanced forces off. A seaborne invasion or several partisans in northeastern Spain can cut off the French supplies at the source and make it extremely uncomfortable for the emperor’s forces. The Spanish are basically worthless in a field battle, unless combined with a force which is about two-thirds British/Portuguese, but they are useful to cut supply lines and hold fortresses.

The small British army, with its two excellent leaders, Moore and Wellington, is well-served by steady reinforcements and can be easily supplied. The main function of this force is to form a strong counterpunch against one point of the farflung French Empire in Spain and punch it in. The French will need to keep relatively large forces wherever the English are and thus denude anti-Spanish campaigns of the forces needed to cover the numerous cities and supply lines connections throughout Spain.

Chart A shows the balance of forces in the Peninsular campaigns, year by year. The discrepancies between the two scenarios, at least in the French forces, are accounted for by troops lost to withdrawal and the number of casualties which were never replaced due to the other campaigns waged by France at this time. The Spanish forces differ because of the collapse of the Royal army and the subsequent reduction in its maximum strength. The French will rarely have more than two-thirds of the forces shown at any one time. The Allied totals will vary with the fortunes of the French.

The Campaign Game victory conditions are revised to make it easier for the French to win. The Grand Campaign should not be played by those who have not fought all or most of the individual scenarios, as it combines elements of play found in all of them, plus several new rules. The course of the game will be set by the mood of the French player and the number of people who participate. It can be a traditional recreation of the Napoleonic Wars, or a six-player free-for-all, more familiar to multiplayer games.

The Peninsula: Gradual Conquest of Spain. Solid blue line is the “bastion” position which should be secured in 1808. A, B, and C represent major force concentrations required to hold and advance in Spain. The open arrow represents the 1809 advance into Andalusia, with the dashed line the expected limit in the year of the advance. The solid arrows show the 1810-early 1811 mop-up of Spain towards the Portuguese border and the fortresses of Ciudad Rodrigo and Badajoz. Green lines show the 1811-1812 conquest of Portugal (if Spain is subjugated).

### Chart A Spanish Scenarios’ Balance of Forces

#### Scenario VIII

<table>
<thead>
<tr>
<th>Start</th>
<th>French</th>
<th>Non-French</th>
<th>(British-Portuguese)</th>
<th>(Spanish)</th>
<th>Bias</th>
</tr>
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<tbody>
<tr>
<td>1808</td>
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<tr>
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<td>43</td>
<td>70</td>
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<tr>
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<td>73</td>
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<td>43</td>
<td>60</td>
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<tr>
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<tr>
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<td>76</td>
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<tr>
<td>1814</td>
<td>89</td>
<td>76</td>
<td>33</td>
<td>43</td>
<td>50</td>
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</table>

#### Scenario IX

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<tr>
<th>Start</th>
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<th>Non-French</th>
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<tbody>
<tr>
<td>1811</td>
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<td>59</td>
<td>30</td>
<td>41</td>
<td>60</td>
</tr>
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<td>41</td>
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</tr>
<tr>
<td>1813</td>
<td>50</td>
<td>74</td>
<td>33</td>
<td>41</td>
<td>40</td>
</tr>
<tr>
<td>1814</td>
<td>45</td>
<td>74</td>
<td>33</td>
<td>41</td>
<td>30</td>
</tr>
</tbody>
</table>

Bias refers to French chances of winning the game during that year. Forces listed are maximum available for that year; * = the Spanish 10M and 6P are included; ** = inclusion of Portuguese 6M and 3P; *** includes the 81 1C of the Portuguese army and # is the loss of French satellite forces. The inability to produce all militia, partisans and army units due to time limits in a year is reflected.

War and Peace—The Grand Campaign

The Grand Campaign should not be played by the three players who have not fought all or most of the individual scenarios, as it combines elements of play found in all of them, plus several new rules. The course of the game will be set by the mood of the French player and the number of people who participate. It can be a traditional recreation of the Napoleonic Wars, or a six-player free-for-all, more familiar to multiplayer games.

The solitary and two-player games suffer from a handicap that was inadvertently developed into the Campaign Game victory conditions: by luck of battle and die, the French can win the game in 1806 or 1807 by forcing all the major states, except England, to become pro-French or neutral. The Campaign Game victory conditions are revised in the War and Peace Errata printed in this issue.

The two player version should be played with the English player as the better of the opponents for purposes of balancing out this rule. The three and four player games offer no room for the above, and offer the most vivid recreation of the Napoleonic Wars, allowing France the opportunity to fight Austria without fear of Prussia, taught for a while, and offering the English the security of a nonvariable Russian ally, regardless of the outcome of an Austerlitz campaign. The French, in this version, have to invade Russia to end the game before 1815.
The five player game, and especially the six player version, force the French to play a diplomatic as well as a military game. The non-French players have an almost uncontrollable urge to gang up and pretend it's 1814 and not 1805. An injudicious or abrasive mannered Frenchmen will find himself out of a job very early in a multiplayer game. Players may wish to temper this and force the Spanish and Prussian players to remain pro-French and neutral, respectively, until the allegiance dice rolls free them from their initial status. Once another status has been opened up for them, they can act freely and choose their own alliances for the rest of the game.

A six player free-for-all eventually develops if France is conquered early, as the players have to jockey for production centers. Wars eventually break out, which enable Napoleon to return to the game and can result in some amazing alliances (such as an Anglo-French-Prussian alliance against Spain, Russia and Austria, for example). The game is subtly designed so that the players themselves can decide how faithful to the Napoleonic Wars they wish to game.

Chart C shows the maximum available forces for each country in each year of the game. French satellites are listed separately and the non-French totals do not include satellites (except for the inclusion of Portugal into England's column and the noted inclusion of Holland at the expected date). The Swedes, Danes and variable Saxons (who change sides many times in the game) are not counted in any of the totals.

All Landwehr and Militia/Partisans are included in the table where indicated. As can be noted, the French and French satellites are outnumbered about 2:1 throughout the game. The variable alliances, conquest of states and other diplomatic maneuvers can lessen or even reverse these odds. In 1805, for example, the Spanish are pro-French and the Prussians neutral, which means the French outnumber the non-French, depending on the establishment of minor states.

Chart D reflects the comparison in number of leaders available to the armies. This shows how many corps, or stacks of maneuver, are available, since leaders must be used to move the foot soldiers. Chart E presents the naval balance. Britain might have a tough time of it early on, but will rapidly draw ahead to an unchallengeable naval position, unless the French are very crafty. Chart F lists the production cities' distribution among the major states and the minor groupings.

The French player begins the Grand Campaign in an 1805 scenario-type situation. A crushing attack on the Austrians at Ulm should be followed by a quick victory as possible in Austria, before Prussia enters the war. Although the time constraints of the first scenario are lifted, the conquest is more difficult since Prague and Budapest must be taken. A transport leader will have to be kept, along with ten or so strength points in the north...
keep an eye on the small but mobilizing Prussian army. Paris should be held by a skeleton force which can be quickly built up by production. It should be dug in and a leader of at least one point in value should always be in marching distance of Paris. Concentrating the French fleet into one clump has its advantages, but the English will follow suit and thus increase the overall effect of Nelson and that should eliminate any French chance of a naval victory. The sea campaign is interesting, and the French first turn and its consequences can set the stage for an even war at sea.

The French, once Austria has been defeated, normally turn on Prussia to cripple her and bleed Russian manpower and English production points. New wars against other major states should not be conducted until the losses of the two above-mentioned wars are completely replaced. The French can then elect to sit it out until the game ends by holding down the Germans, or go for broke in Spain or Russia (or, if they are really megalomaniacal, both at once.)

The Austrian player has an excellent chance for victory: a large army, a lot of good defensive terrain and easy access to the production cities of Italy and southern Germany make for a strong contender to the crown of victory. The Austrians will need help to defeat a French invasion, but, even if conquered, the addition of Landwehr to the force pool helps make up for it.

Prussia, initially weak and indefensible, does have a lot of northern German production centers open to it and can negotiate with other players, especially Austria, for timely assistance and to establish spheres of influence.

Russia, although it has a large and tough army, is hemmed in by its two natural anti-French German partners. The Russians can deal with the French to carve them apart, blackmail the Germans for some of their own cities (I won't help you unless...) or trust to their allies sharing the German spoils with them.

England, although possessing a small army, has mobility, bribery (production points and naval expeditions) and quality on its side in the campaign. A lot of production cities are within one or two hexes of the coast and thus easy prey to a swoop from the ocean. As was its historical policy, however, a continental ally is needed to help it protect these conquests.

On the surface, Spain appears a mere afterthought as a player country. A weak army, few strength points and limited access to production areas seems to doom it to a continual sixth-place country. Like Italy in THIRD REICH, however, Spain has to base its strategy on threats, diplomacy, blackmail and pity. Although it can do little more than defend itself, it can stab France in the back in southern France or by refusing to work with France at sea, thus dooming the French navy to rot in port. With English cooperation, Spain can shuttle troops into Italy and thus dismember that portion of the French Empire. Portugal is a tool to get at the English: the English can't hold Lisbon against the French Empire. Portugal is a tool to get at the English.

Rules Sections:
C.6. The city of Prague on Mapboard 3 should contain a black (not red) infantry production symbol.
D.6. There are actually three different types of cavalry units, regular, guard, and Russian cossacks.
G.3e. (Change to read) (+1) if the hex is on Mapboard 1 or 4.
K.5d. (Change to read) (+1) if the moving strength points were on either Mapboard 1 or 4 at the start of the Movement Phase.
O.1d. (Add new rule) If the odds for any combat are determined to equal or exceed 4 to 1, the smaller force is automatically eliminated, with no loss to the larger force.
O.2b. (Clarification) If a force is composed of equal numbers of strength points of two or more different morale values, the morale value of the force is automatically the lowest morale value present in the force.
P.3. (Clarification) If there is a conflict as to which strength point must be eliminated, players should try to follow the priority sequence indicated in this rule. If there is still more than one alternative, the decision should be made at random by placing the units in a cup and picking one.
Q.1a. (Change to read) If a withdrawing force does not occupy a city hex, it must retreat one hex in any direction, providing it ends its withdrawal no further from a friendly supply source (in terms of Movement Points) than the hex it originally occupied. If a withdrawing force is currently unsupplied, the opposing player may determine where it may retreat, within the restrictions specified above.
X.G1 (Add new rule) During the Alliance Phase, if a major state which is not represented by a player becomes neutral (due to a die roll), all of the units of that state which are not inside the borders of that state must return to their home country by the most direct route during the following Neutral Player(s) Movement Phase(s). Once inside their home country, the units may not leave as long as the state remains neutral. The movement of the neutral units should be executed by another neutral player if possible. If there is no neutral player, the English player executes the units' movement.

The Scenarios
I.C3. (Change to read) The scenario begins in September 1805 and ends in December 1805. Note: This change should be considered an optional rule which can be used to balance play.
I.E1a (Deletion) The French leader Murat should be deleted.
III.D1e. (Clarification) The Russian forces scheduled to arrive at Pinsk may be deployed in any hex on the east edge of Mapboard 3, within three hexes of Lvov.
VL5a. (Change to read) During the first turn in which a hex in France is occupied by an enemy unit...
VI.E2c. (Clarification) The Austrian force deployed within one hex of Geneva must be inside Switzerland.
VLE2d. (Clarification) The two Prussian reinforcements deployed at Munster both appear at Munster (combine them into one stack).
VII.F6. (Add new rule) The blue Spanish satellite infantry unit is automatically added to the French Force Pool at the instant a French unit enters Madrid. The blue Portuguese satellite infantry unit is automatically added to the French Force Pool at the instant a French unit enters Lisbon. Note: This rule is considered in effect in Scenario IX and X, also.

Grand Campaign Game
X.C1a. (Change to read) If the French player conquers England, Spain or Russia, and controls at least fifteen production cities (anywhere on the map) at the instant of conquest.
X.D3f. (Add new rule) If the French player does not achieve an automatic victory, the Spanish player (only) receives double value for each production city he controls at the end of the game.

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Note: The errata is presented in the same sequence as the subject matter to which it applies appears in the WAR AND PEACE rulebook.

ERRATA AND CLARIFICATIONS
By Frank Davis

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X.F3d. (Change to read) A transport may transport a maximum of five production or supply points, or one infantry or cavalry strength point.

X.F2g. (Change to read) Production points may only be disembarked in a coastal hex in a neutral or anti-French major state.

X.F6f. (Clarification) Nelson also affects the die roll for Naval Pursuit. The die roll is increased by one if Nelson is aboard any ship which is attempting to intercept or pursue an enemy force.

X.Gj. (Change to read) During this scenario, the anti-French faction receives three Victory Points if Napoleon is forced to withdraw as per Rule H14 (on page 5). The pro-French faction never receives Victory Points for any reason. All Victory Points are forfeited whenever a major state is conquered.

X.H1 (Clarification) These states may only be created when French (not French satellite) forces occupy the appropriate production cities. Note also that the minor states of Poland, Dalmatia and Westphalia may only produce French satellite units—to anti-French units may be produced in these states.

X.H3. (Add new rule) For ease of play, whenever Sweden is conquered, the controlling player may use Swedish units to represent Sweden. The controlling player assumes that Swedish units are the same color as his own units for purposes of Movement, Combat, and Supply; the Swedish units retain a morale value of one. Note: The optional rules presented in this issue include an explanation of how units may reach Stockholm via land movement.

X.H4. (Add new rule) For ease of play, Danish and Portuguese naval units remain in play regardless of which player controls these states; the units are automatically assumed to be the same color as the units of the controlling state.

X.12a. (Change to read) The state immediately becomes a neutral power and may not join either the pro or anti-French faction until there are not land combat units left in its Force Pool, nor may either faction roll for the state during the Alliance Phase as long as any land combat units remain in the state's Force Pool. Note: This rule means that once a state is conquered, it must remain neutral until all of its available land combat units are deployed on the mapboard!

X.12f. (Change to read) When there are no land combat units left in the Force Pool of a previously conquered major state, it becomes subject to the normal Alliance Phase rules.

X.12b. (Change to read) . . . If the result is five or less, the state receives one Production Point . . . If the result is six or greater, the state receives two Production Points . . .

X.12i. (Add new rule) The English player controls the production of any neutral or anti-French state which is not represented by a participating player. The French player controls the production of any anti-French state which is not represented by a participating player.

X.14e. (Add new rule) England may lend production points to either Spain or Portugal. Each English production point is equivalent to six "native" production points. England may lend each country a maximum of two English production points per turn. Note: English production points lent to Spain or Portugal should be kept track of on a sheet of paper, separately from the "native" production points recorded on the Production Track printed on the Campaign Game Card.

X.15a. (Change to read) . . . to any major or minor state by transporting them to any port or coastal hex in the receiving state via naval transport.

X.15d. (Change to read) The maximum number of Production Points which may be used to purchase units from the English Force Pool during a single Reinforcement Phase is two for land units, and five for naval units.

X.16d. (Add new rule) Spanish and Portuguese production points may be used to purchase naval units from the state's Force Pool. The total cost to purchase such a naval unit is thirty "native" production points. This cost may be financed in six instalments of five production points each as explained in Rule X.16e.

X.K4b. (Add omitted sentence) . . . infantry strength points. If the die roll is seven or greater, the French player receives two cavalry, and the indicated number of infantry strength points. In addition, he receives one named leader which should be chosen in a random manner from a cup in which all of the available named leaders are mixed. The requisitioned force . . .

X.K4d. (Change to read) . . . If no player controls the state, the French player may not move any other units of that state unless it is invaded by anti-French forces. If the state is invaded, the French player may move all of the allied state's units . . .

X. (General Note) All rules governing partisans and cossacks in Scenarios IV, VI, and VIII, are considered in effect in the Campaign Game.

Terrain Effects Chart Notes
3. (Clarification) The important effect on Movement specified in this note is not mentioned in the body of the rules. It is assumed that players pay as much attention to these notes as any other portion of the rules.

7. (Add new rule) Army units may move across any all-sea hexside on Mapboard 3 (only), treating such hexsides as normal land hexsides for purposes of land movement. This rule allows land units to move onto the island on which Copenhagen is located via normal land movement.

The Campaign Game Card
All additions to the various states' Force Pools are subject to the limits of the counter sheets. If there is no available counter, no addition to the Force Pool is permitted.

The Countersheets
The English militia and partisan counters represent Portuguese (not English) forces, and should have borne yellow symbology. The English landwehr counters are used to represent the forces of the minor states which England controls.
The Final Glory
Rules to Link the 1812, 1813 and 1814 Scenarios of WAR and PEACE
By Mark G. McLaughlin

A. INTRODUCTION
Napoleon’s marshals were not overly in favor of his grand scheme to conquer Russia in one swift blow. Many of these old warriors argued for a halt at Smolensk, where the army could collect its far-flung detachments, repair the failing supply lines and comfortably spend the winter before pushing on to Moscow in early 1813. The emperor, fearful for his throne, 1,500 miles away in Paris and distrustful of his Prussian and Austrian “allies” overruled the marshals and struck out for the Kremlin, only to meet disaster.

Abandoning his army shortly after it recrossed into Poland, Napoleon set about rebuilding an army to counterattack the growing Allied forces which had forced the remnants of the Grand Army, now under Eugene, back through Poland, Prussia and to the banks of the Elbe. The disastrous 1813 and 1814 campaigns which followed resulted in the complete collapse of Napoleon’s empire.

B. GAME EQUIPMENT
1. The scenario begins with boards 3 and 4, with mapboards 2 and 1 added at later intervals.
2. Initially, the scenario requires French, French satellite, Russian, Prussian and Austrian units, although British and Spanish units may be added later in the scenario.

C. VICTORY CONDITIONS
1. The players set up and complete the 1812 scenario (Scenario IV). If the French player wins, the game is over. If the Russians win or there is a draw, play continues through the addition of the special rules listed below.
2. At anytime in the game, the French player may win if, at the end of a turn, he has fulfilled the 1812 victory conditions, namely, he controls Warsaw, Smolensk and either Moscow or St. Petersburg. If these conditions are met on or after the end of the December, 1812 game turn, the game is over and is declared a French victory.
3. If the French player fails to gain a victory under the 1812 rules, the game continues through December, 1814. If the French control Paris, unbesieged, at the end of the December, 1814 game turn, they win. Otherwise, they lose and the non-French player wins the game.

D. SPECIAL RULES
1. Linking the Scenarios
   a. The players set up and complete the 1812 scenario (Scenario IV). If the French have not achieved a victory, the rules for the scenario (including Russian and French reinforcements and replacements) are continued through the February, 1813 game turn.
   b. In March, 1813, mapboard 2 is set up and all special rules from Scenario IV and Scenario V (1813), including allegiance rules are in effect, as modified by the Reinforcements and Replacements section of this linkage scenario.
   c. In January, 1814, mapboard 1 is set up and all special rules from all three scenarios (IV, V and VI) are in effect except where contradictions are listed below, in which case these rules take effect.
2. Alliance Phase
   a. All alliance phase rules for the 1812 scenario are in effect until January, 1813, after which the 1813 scenario alliance rules become effective instead of the 1812 rules. The French do receive one city point for each major city inside Russia and for Berlin and Warsaw, if occupied, unbesieged, by pro-French units. These city points are effective from January, 1813 until the end of the game.
   b. If, at any time, both Prussia and Austria are at war with France, the alliance phase is deleted for the remainder of the game.
3. Prussia
   a. Prussia enters the war against France automatically on the turn in which non-French player forces occupy, unbesieged and in supply, Konigsberg or Berlin. The following Prussian forces are IMMEDIATELY placed in or adjacent to that city: Blucher, Bulow, Kliest, Yorck (unless already in play) Leader (0), 101, 3C, 8L. Prussia is considered a non-French country and on the next non-French player turn they may be moved normally.
   b. Swedish forces listed in the 1813 Scenario as Russian Satellite Neutral forces arrive at or adjacent to Straslund in April, 1813 and remain neutral until activated in the Alliance Phase as per the 1813 scenario rules.
4. Supplies
   a. Supply sources, after January, 1813, are major cities in the home country of a state and the major city of a minor state which is controlled by that major state.
   b. English forces are supplied in any coastal hex and may trace supplies inland from any major port occupied by a red unit.

E. INITIAL DEPLOYMENT
1. Set up the 1812 (Scenario IV) forces as listed.

F. REINFORCEMENTS AND REPLACEMENTS
1. French Reinforcements
   Continued on Page 44, Column 3
Optional Rules for War and Peace

By Mark G. McLaughlin

A number of political and military events which occurred in Europe affected the outcome of the campaigns and the wars of Napoleon. Several scenarios are affected by these events and the following rules allow the players more leeway and variety in playing the game. As with all optional rules, all players should agree to them beforehand.

Scenario III—Optional British Invasion

The British army did not have to invade the marshy, disease-infested Walcherin island group, it chose to do so. The non-French player need not commit this blunder and may choose to land in any unoccupied coastal hex on the board. Units are supplied while in a coastal hex and may trace supplies inland from any major port city which is occupied by red units. (This rule slightly favors the non-French player's chance for victory).

Scenario VIII & IX—Napoleon in Spain

Napoleon's invasion of Russia in 1812 severely handicapped his marshals in Spain and doomed their campaign there to ultimate failure. The French player may assume that Napoleon has not committed his greatest blunder and use the following rules:

In March, 1812, Napoleon, 6 G1 and 1 GC arrive at Bayonne. The French replacement rate is increased to four a turn and no units or leaders are withdrawn from the French player's forces, regardless of listings to that effect in the reinforcement schedule. All other units listed as reinforcements arrive as scheduled.

The presence of Napoleon in Spain greatly favors the French player and, politically, would have placed a great strain on the French to maintain themselves in the rest of Europe. Therefore, to balance the game and reflect this, the French player must gain an automatic victory through the conquest of Spain and Portugal by the end of his December, 1813 turn, or the non-French player wins the game. (Massive European uprisings and the introduction of Russian and other armies would force the French to retreat from most of the Peninsula and concentrate against these threats).

Scenario VIII & IX—No War of 1812

The War of 1812 with America strained the British effort in the Peninsula and robbed it of reinforcements and supplies. The non-French player may assume there is no such war and continues to receive two English replacement points a turn for the rest of the game. If this rule is used, however, the non-French must achieve an automatic victory by the end of their December, 1813 turn or lose the game (for play-balance reasons).

The two options listed above may be combined, in which case the French victory conditions listed in that option still apply for the French, the non-French conditions apply to the non-French; any result other than the automatic victories listed is considered a draw.

Scenario VII—1815 Southern Front

This option is listed purely for those who like to kick someone when he's already down. As if Napoleon didn't have it tough enough there was a royalist rebellion in the Vendee and threats of Spanish and Portuguese armies invading France.

To reflect the southern forces which might have been drawn into the scenario (all of which were present but never fought due to the brevity of the campaign) the following forces are added to the scenario:

France: At Tours: II* At Bayonne: II* At Toulouse: 2I
England: Within one hex of Tours: 2P
English Satellite: At San Sebastian: Leader (6), 5I, 1C (Portuguese)
Spanish: At Saragossa: Blake, Cuesta, 6I, 2C

Replacements: Each turn II Portuguese at San Sebastian, 1I Spanish at Saragossa.

Allied Guards

Britain, Prussia and Spain possessed guard regiments of excellent quality. These units, either due to their deployment in small groups or to their lack of effect on a campaign have been excluded from the force pool in WAR AND PEACE. The players may elect, for historical reasons, to introduce these guards into the game. A single strength point of each is provided in this article.

The British guards have a morale of three, the Prussian and Spanish a morale of two. They do not use the Imperial Guard rule. They are deployed in the capital city of their respective countries or with the largest field army deployed in the setup for the scenario being played, at the discretion of the owning player. A II of regular troops must then be withdrawn from the game in their place.

1805 Neutrals

The Swedes and Neapolitans, listed in the scenario as neutral and uncrowned, respectively, were actually members of the anti-French Third Coalition. Sweden, under Gustaf The Mad, refused to fight unless Prussia entered the war, which Prussia refused to do until later on, and pulled out of the coalition. Naples, a Bourbon kingdom, was conquered without a fight as its army fled to Sicily. A British division did land and attempt to contest the kingdom later in the war but, otherwise, the country peaceably became a French satellite.

The players may wish to ignore the petty bickerings of history and place Naples and Sweden in the war as anti-French states. Sweden is treated as a Russian satellite.

Naples is an Austrian satellite and receives 1I in fortress, besieged, in Florence. Once conquered, it becomes the Kingdom of Naples and a French satellite is created.

Overland to Finland

The Russians and Swedes were prepared for and fought over Finland, which is off the map between St. Petersburg and Stockholm. Players who wish to do so may traverse Finland between these two points.

Units which begin the turn in St. Petersburg may be removed, temporarily, from play and placed off the map. They are considered in Finland. Units must remain in Finland for two turns, after which they can either reappear adjacent to St. Petersburg or in the Stockholm circle on board three.

Units which begin the turn in Stockholm may be removed, temporarily, from play and placed off the map. They are considered in Finland. Units must remain in Finland for two turns, after which they can either reappear in the Stockholm circle or in a hex adjacent to St. Petersburg.

Units in Finland take supply as if they were on board four, although the Russians do not receive the benefit for being in a home country; Swedes receive the home country attrition benefit. Units which are in Finland can be considered as adjacent to each other for combat purposes; units which are forced to retreat in combat in Finland retreat to the point where they started their move into Finland.

Units which traverse Finland to Stockholm may enter the Stockholm box and fight either a field or fortress battle, depending on the mode of the units which are already in the circle. Units may not enter the Stockholm box if they are hostile to the occupying units without fighting a battle or a siege.

Units may be supplied when they leave Finland by leaving two units behind, in Finland, for a chain of supplies back to either Stockholm or St. Petersburg.

Holland

The Batavian Republic became the Kingdom of Holland and was given to Louis Bonaparte, the Emperor's brother, in 1806. It was formally annexed as part of France in 1810.

To simulate annexation, anytime in 1810 the French player may take off all Holland satellite troops from the board and force pool and replace them, in the force pool, with three regular French infantry strength points. France can consider Amsterdam as a regular French production city (instead of, but not in addition to, other French major cities) and doesn't have to fear for the desertion of Holland to a non-French player's conquest.

If Holland is completely conquered (Brussels and Amsterdam) the English player may form his Holland satellite force (1M, 2L, 5I and 2C) in the force pool. No French units are removed from play.

The French Holland satellite units are never used again once Holland is annexed.

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POP QUIZ
A Short Quiz on Basic Strategy in THIRD REICH
By William Nightingale

So you think you know how to play THIRD REICH, eh? Well, we'll see about that. Close your rulebooks and take out a pencil and paper, because it's time for the dreaded "pop quiz"—the bane of every serious student of THIRD REICH. No, this isn't an open book test. Let's see what you've learned in the past four years of THIRD REICH in a few minutes. After you've handed in your papers and departed you can feel free to look up the answers on page 42 of your text.

In answering these questions assume that you are playing the campaign game with coalition victory conditions. You have no partner, so there is only yourself to blame for any mistakes. The rules are those of the Second Edition as modified and interpreted through the Question Box in the GENERAL.

1. AVOIDING A DISASTER

THE SITUATION: You are the Allied player and your Axis opponent is unknown to you. In making your initial setup, you decide to test his nerves and aggressiveness by deploying in Poland so that he will have to attack across the river in order to get a 2-1 on Warsaw even though he can do so without armor exploitation. Now this line of play isn't all that bad. Granted you allow a lot of armor and infantry to be available for duty elsewhere, but if you get lucky and your opponent rolls an attacker exchange, that costs him 30 BRPs. In addition, there is THIRD REICH's version of an atomic blast if he rolls a 4 on the attack followed by a 6. At least, if he is a worrier, he may sweat a bit before tossing the die. On the Western Front, the French forces are deployed as shown in Diagram 1.

You don't have long to wait to find out about your opponent. He proceeds to deploy two 3-3s on the Polish border in preparation for the Warsaw attack, one 3-3 in Finland and the balance of his infantry and the armored units in the west. The fleets go to East Prussia and the 5-4 air units are placed at Kolberg, Berlin, Leipzig and Prague. He then takes a Western Front Offensive option and declares war on Luxembourg and Belgium. Italy declares war on the Allies and takes a Mediterranean Attrition option. In answering this question, assume the following:

Germany: Stages to western bases the two 5-4s that started in the east; loses a 5-4 air unit in the attack on France; builds units worth 40 BRPs, including five air factors.

Italy: Loses no units during the Fall turn; builds two replacement counters; retains control of its air force and redeploy it to Libya to threaten Suez.

France: Loses one 5-4 air units and two 2-3 infantry units in the German attack; takes only Attrition or Pass options and makes no declarations of war; builds all of its Force Pool except for one replacement counter.

Great Britain: Loses no units during the Fall turn; takes only Attrition or Pass options and makes no declarations of war; builds all of its ground and air units, but no fleets.

THE QUESTION: How should the Allied player deploy the four Belgian infantry units? In answering this, state the hex on which each unit should be placed.

2. THE UNWANTED INITIATIVE

THE SITUATION: This time you are the Axis player and the Winter, 1940 turn is about to commence. Your play to this point has been above reproach and the die rolls have been cooperative. Germany has 53 BRPs remaining with Poland, Norway, Denmark, Netherlands, Belgium, Luxembourg and France under control. Italy has 15 BRPs and occupies Yugoslavia jointly with the Germans. The German army is a little thin in armor and air, but has the airborne unit available and plenty of infantry. The western defenses have been setup and the remainder of your forces are in position to attack Russia. You have to decide whether to wait one turn to launch Barbarossa and use your remaining BRPs to build additional units, or if you should have a go at it now. Great Britain has 18 BRPs and a few units off the board, however Russia has the 116 it started the year with (no turkey dinner), of course all units in place to resist your invasion.

THE QUESTION:
(a) What is the order of movement for the Winter, 1940 turn?
(b) What would your answer be if this were a multiplayer (Alliance) game?

3. AIRPOWER—THE KEY TO VICTORY

THE SITUATION: One option available to the Axis player is to make a first turn attack into France and defer the fall of Poland. Even if this option is taken, there is still the problem of providing for the Eastern Front garrison. One way of meeting this requirement is to place a 3-3 infantry in Finland plus four 3-3s and two 5-4s adjacent to the Polish border. The two air units can stage to western bases to participate in the attacks there. This leaves three infantry units, four armored units, two 5-4 air units and both fleets available for setup in the west. The fleets can be positioned on K29, the port beach hex next to Bremen, preventing any Allied invasion attempt and threatening to intercept British transport missions to France. If you don't like this German deployment and apparent strategy, then assume you are the Allied player and this is what that character across the table has done. The Axis player has Germany take a Western Front Offensive option and declares war on Luxembourg and Belgium. Italy declares war on the Allies and takes a Mediterranean Attrition option. In answering this question, assume the following:

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(REICH, eh? Well, we'll see about that. Close your rulebooks and take out a pencil and paper, because it's time for the dreaded "pop quiz"—the bane of every serious student of THIRD REICH. No, this isn't an open book test. Let's see what you've learned in the past four years of THIRD REICH in a few minutes. After you've handed in your papers and departed you can feel free to look up the answers on page 42 of your text.

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Germany: Stages to western bases the two 5-4s that started in the east; loses a 5-4 air unit in the attack on France; builds units worth 40 BRPs, including five air factors.

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Germany: Stages to western bases the two 5-4s that started in the east; loses a 5-4 air unit in the attack on France; builds units worth 40 BRPs, including five air factors.

Italy: Loses no units during the Fall turn; builds two replacement counters; retains control of its air force and redeploy it to Libya to threaten Suez.

France: Loses one 5-4 air units and two 2-3 infantry units in the German attack; takes only Attrition or Pass options and makes no declarations of war; builds all of its ground and air units, but no fleets.

THE QUESTION: How should the Allied player deploy the four Belgian infantry units? In answering this, state the hex on which each unit should be placed.
4. PRESSURE TACTICS

**THE SITUATION:** As the Axis player, you are now in the unit construction phase of the Fall, 1939 turn. The Polish 'problem' has been taken care of by attacking through Brest-Litovsk and then exploiting into Warsaw. For this attack you had to use four armored units and 18 air factors, sustaining a loss of only two air factors during the battle for Brest. In the west you have invaded Luxembourg and taken an Attrition option, but nothing exciting happened there. The German builds are two air factors, four armored units, three replacement counters, five infantry units and the airborne. You have Italy declare war on the Allies and intend to place under German control the ten Italian air factors. Your strategy is to mass in the west every available unit except for those required to be on garrison duty in the east. Because of the Allied deployment in the Mediterranean, there is no possibility of a first turn attack on any of the Italian beach hexes. Diagram 2 shows the location of units in the west at the end of the combat phase. You are now ready to position the new units and make redeployments.

**THE QUESTION:** Where do you want to have the airborne unit by the end of your Strategic Redeployment phase?

5. A DIFFICULT DECISION

**THE SITUATION:** The time is Spring, 1940 and you, the Allied player, must determine what action to take during your portion of the turn. The outlook in the west is grim, with the Germans now having five 4-6s on a Bridgehead counter occupying Paris. The Axis player's luck has been exceptional as he went through Poland without loss and in the following turn, with the help of his airborne unit, broke through a screen of units in the Low Countries to defeat the British forces defending behind the Belgian border. German losses during the Winter turn were a pair of 3-3s and 15 intercepting air factors. The British and French forces have been handled up to this point, well most of us humans make a mistake now and then. If you are immune to such faults, assume that the Allied player was called away and you were asked to sit in until he returned.)

Even though you cannot get better than 1-2 odds, you intend to have Britain join with France in taking Offensive options on the Western Front. In addition to the ground units in France that can move into position for the attack on Paris, you intend to transport over the two 3-4s from London and then add an appropriate number of British air factors as combat air support. You would like to beef up the forces in Egypt by sending at least one unit there during the SR phase. There is a British 3-4 off the board as a result of being out of supply at the end of the Winter turn. (So you don't like how the Axis player has concentrated sizable forces on the Yugoslavia border and in Libya. The BRP situation is Britain with 113, France with 91, Germany with 134 and Italy with 40.

Even though you cannot get better than 1-2 odds, you intend to have Britain join with France in taking Offensive options on the Western Front. In addition to the ground units in France that can move into position for the attack on Paris, you intend to transport over the two 3-4s from London and then add an appropriate number of British air factors as combat air support. You would like to beef up the forces in Egypt by sending at least one unit there during the SR phase. There is a British 3-4 off the board as a result of being out of supply at the end of the Winter turn. (So you don't like how the British and French forces have been handled up to this point, well most of us humans make a mistake now and then. If you are immune to such faults, assume that the Allied player was called away and you were asked to sit in until he returned.)

**THE QUESTION:** Do you agree that Britain should take an Offensive option and, if your answer is yes, how many air factors should be added to the attack on Paris?

Leave your papers at the front of the room on your way out. You’ll find the answers on page 42 of your text.
RECOUNTING

A Second Look At The Scenarios of CROSS OF IRON

By Rich Hegeman and Bert Baker

Although we enjoyed Bob Medrow's COI scenario review "Counting Down", which appeared in Vol. 15, No. 6 we felt that there were cases where the play analysis was skewed from results observed in numerous games. In other cases we felt that a number of conclusions were not drawn and pursued. In all cases we have attempted to offer an alternative. These may not be better, but they will serve to stimulate new alternatives and conclusions.

SCENARIO 13

There are a number of problems with the illustrated set-up. First, the stone building is too isolated to justify the commitment of the Russians' most powerful pieces (the 9-1 leader, the radio, and the HMG), especially when rapid rallying is of recognized importance. The set-up restrictions prevent the Russians from using the building effectively at the start, and a good German player will have the best entrance and exit routes cut by the second turn, notably by occupying the wooden building directly across the street (in M5). The set-up restrictions do not allow for a sufficient garrison, and the only readily available squad for reinforcement is the one from hex 3P2. This is still inadequate to face the advancing Germans. The roadblock can be used as an LOS block, but the only readily available squads are needed for defense of the critical village center. Further, the disadvantages of starting at the higher elevation probably outweigh the advantages. The Germans will only suffer from a real lack of cover on their first move. After crossing the wheatfield there will be so few open hexes remaining between the bulk of the German pieces and their objectives that smoke can easily be counted on to make up the difference. The unit on the second level of the building will probably be the only target for German turn one defensive fire which, if effective, can be followed up with a smoke round from the STG in turn one prep fire. Thus, the HMG would be of use only for its own defense. Assuming the Germans successfully negotiate this first obstacle, they may advance against the only remaining shots of eight each (adjacent) from the two 4-4-7's. From this point on, the Russians would get only deeper into trouble. The AT gun could be quickly forced back (allowing greater freedom of movement to the STG) and the village center would be critically short on infantry support weapons and good leaders.

I must admit that I tried to base my defense on the two-story building the first time I played the scenario, and it did work. However, an all-out effort is required. By all-out, I mean two leaders, at least two MG's and all the infantry that can doubletime over there on the first two moves. Of course, the town must still be fortified to prevent the Germans from ignoring the strong point and walking around it. In addition, the mortar should be in hex 302 with a spotter (8-0) in the second-story adjacent hex taking advantage of the new artillery spotter rules. The mortar can then be used to break up the Axis advance on board four. Using this general plan resulted in the Rumanians and German reinforcements being kept out of play until turn 9 (with respect to the objective hexes that is) and a bloodbath in and around the building. The Germans lost but only by virtue of the time restrictions as almost nothing remained of the Russians. Since then, I have placed only nuisance pieces in the building and have concentrated on a give-and-take defense of the village center.

On the other board, the single Russian squad should be shifted over toward hex AA4. The given set-up would allow easy Rumanian passage toward the sole defender located in hex N5. This single squad would probably be gone by the time the engineer reinforcements arrive. The Axis infantry would not then be allowed unimpeded passage in the center and the more dangerous western entry area would be strengthened.

One way of dealing with the engineers and their equipment is to set up one or two "killer stacks" which sit behind a screen of single 4-4-7's. If the German is content to break these with fire attacks, they can be routed back and rallied (use of the 9-1 leader is important here), while others move up to take their place. If the German takes these hexes in close combat (or advance phase) the Russian should still unleash the 36+ attack as the German will have much more to lose. Note that this requires the use of 6 squads, a heavy, a medium and a light to establish two 18 factor stacks, the 9-1 leader to rally the constant flow of screen units, plus another 5 or 6 squads to man the screen. The radio should be kept out of German LOS until the 100mm module is available. This artillery battery is potentially the most powerful weapon in the game and to risk it before it is effective is not the way to maximize the possibility of its use.
SCENARIO 14
Here, the general tone of Mr. Medrow's analysis is correct. However, the German side can be played even more defensively, planning somewhat more deliberately for the end game. That is, keep the Tigers on level three hexes, ready to drop back and stall for time when the Russians get close. With a stack of entrenched infantry in hex F7 and the AT Gun in hex 13 or thereabouts a Tiger in hex E5 would be well supported. Another possible location for an end game redoubt is the gap in the ridge (hexes L4-L5), with the AT gun in hex M7. In either case, the Russians would have to regroup in order to press the attack, thus buying more time for the Germans. If some artillery rounds were saved for the end game also, the German could smoke some attackers while concentrating his fire on the most threatening units. Even 150mm barrages are not all that effective in eliminating armor (unless there are several targets in the blast area or someone drives through an FFE set off in defensive fire, either way yielding multiple rolls) but they have excellent harassment value as an LOS block.

In the suggested set-up, the German tank in the center is too exposed. A good Russian player would rush such a target, not being discouraged by the presence of one panzerfaust in the adjacent hex. Panzerfausts need 7's to hit most adjacent, moving targets and further, need 6's to kill the T-34's. Given enough shots, one can expect a kill now and then with such odds but should not count on a solitary panzerfaust to come through. Even assuming that the infantry could knock out one tank (either with the panzerfaust or through immobilization or with an ATM during the next move) and the Panther another, the final result would be a fairly normal two for one trade with the Germans losing one of their best tanks. As some Russian infantry would certainly get through on the tanks, the Germans would find the entire center badly disorganized, and its convoy route cut.

SCENARIO 15
In playing Hube's Pocket, I have seen a pattern developing which is different from that proposed in the "Counting Down" article. The key to the scenario is the proper use of hill 621. When in possession of the hill, the German has the height advantage to aid in doing away with Russian tanks, as well as improved fields of fire. From the hilltop he also presents a hull down target which aids survivability. To this end, a Panther should occupy hex H3 on turn one. The 9-1 armor leader should be in one of these vehicles. This positioning gives the Germans a first shot in defensive fire and puts them in good position to move to hex 2N5 or thereabout on turn two. To avoid being flanked, the third Panther should make its way around board 5 to the rear of hill 538 and the two Pz IV's should take up screening position on the other flank.

Proper use must be made of the SS infantry in order to guard weak points while the tanks assume dominating positions. The three critical points are: either end of the hill (where Russian armor could slip through) and the center (where enemy tanks could climb the hill at least to level two before the position is secured, thus negating the hull down and kill advantages). Remembering that the Panthers need two moves to fully deploy, the SS infantry must work closely with the tanks and provide cover against both infantry and tank swarms. The squads should be within a couple of hexes of the tanks they are screening, and should have enough AT equipment to discourage the Russians from sending a group of several tanks after a single German AVF. They should be positioned so as to maximize the chances of side and rear shots in the event of such an attempt. By way of example, the protection of Panthers in hexes O5 and N5 would require squads with panzerfausts in hexes Q4 and N3. These latter squads should receive support from at least one MG on the hill. In any case, the Germans must avoid isolating their fields of fire which would encourage a Russian charge.

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SCENARIO 16
In reading the commentary on Sowchos, I had the strange experience of agreeing with many of the details of analysis yet disagreeing with the overall picture. This scenario presents both players with a somewhat desperate situation at the start. The Russian is asked to hold a village which is surrounded by excellent fire positions (the two-story stone building, hill 547 and hill 522). Unfortunately, each of these positions can be easily isolated from the village center and the Russian does not have the necessary pieces (either men or material) to hold every one independently. To divide the pieces three of four ways to defend each is the formula for a quick defeat.

On the other hand, the German cannot sit back and fail to take advantage of his opponent's predicament because he has problems of his own: inferior numbers of men and, later, armor inferiority. In such a situation, the German board set-up for Korosten. The most serious however is the presence of the Marder on hill 547 (which is difficult to prevent) makes routes and/or movement out of the building quite tricky.

A good strategy for the Russian would be to develop the center of the village as fully as possible while gracefully surrendering the surrounding hills and buildings, perhaps sacrificing a few squads along the way if it seems worthwhile. The order of the day should be "Dig in!" and fortify the village center. This will provide the Russian with a viable hedgehog until the armor arrives. At that time the hedgehog can be expanded to recover lost ground. However, the Russian should not be too eager to attack as over-enthusiasm will generally result in excessive armor losses. The turn four assault must be played carefully to prevent exposure to too many shots.

The German should move both 75mm weapons up onto hill 547 while the 9-2 leader, MMG and radio dominate the village from the two-story house. He should hope to have armor on hill 522 and a foothold in the village by the time the enemy tanks arrive. The Russian armor can regain wooden houses later in the game merely by driving into them, so they must be kept in check.

SCENARIO 17
There are several problems with the suggested set-up for Korosten. The most serious however is what appears to be an over-all lack of direction on the part of the German defenders. The only forces which are permitted some degree of freedom in initial placement have been deployed in scattered positions with restricted fields of fire. Such placement does not reflect the objectives which are of primary importance to the German. The key to the scenario is the preservation of the depot's morale and position. If the reinforcements arrive to find only a few units still unbroken with morale ratings of six, all busy hiding from the Russian cavalry, the game will likely go to the Cossacks. If, on the other hand, the armored column finds the depot in relatively good order (morale still normal) and in possession of some semblance of a position, it could well be the German's turn to mop-up. In the face of being badly outnumbered, casualty reduction must be the primary consideration.

To this end, pieces must be placed in such a way as to be capable of supporting each other, and some provisions must be made for the protection of vulnerable units such as weak leaders and broken infantry. The problem is where is this to be accomplished? The village center can be quickly and decisively assaulted, as can most of the outlying areas. One of the few positions which can be adequately defended against immediate attack is the two-story stone building which also happens to be the place where the armored car must sit for two Russian moves. Other motivations for developing a strong point around this building are its excellent fields of fire, its +3 DRM and the fact that 40% of the crew counters start in or near it. Furthermore, consider that the German has a total of 17 shots (four weapons, three squads, and ten crews) available on the first turn. If these are deployed along both flanks of the village the Russian would be wise to rush the side with fewer shots. The actual
number of shots will vary, depending on Russian movement and German firing patterns, but odds are that at least nine Russian squads will make it through in good order. This number is sufficient to result in several close combats and to consequent deterioration of the depot’s position.

By establishing a strong point, the German can get enough shots in one place to truly discourage the Russian from trying to overwhelm that one location. Of course, it is not easy to discourage a saber-wielding Cossack, but then again 13 rolls on the two and up tables with a minimum of a -3 DRM is something to be feared. The only way to establish such a threat is to concentrate all available resources in and around the strong point (four crews will have to be left out due to set-up restrictions—see the 13 referred to above). If this is done, the Russian will be left on the horns of a dilemma. He can either risk early demoralization through a direct attack on the strong point (which will shorten the game in any event), or he can stow the sabers and prepare a deliberate assault, risking the intervention of the motorized column on an incomplete maneuver. Given the problems associated with each alternative, the choice becomes less a tactical decision than a reflection of one's wargaming personality. I prefer the latter choice because it leaves the Russian with more options. If he succeeds in capturing the four or five most exposed crews, a lucky roll and/or a German mistake later in the game would make victory impossible, and if the German is unfortunate in rolling for his reinforcements, the steamroller approach could come off.

**SCENARIO 18**

In this scenario, the German player finds himself short-sighted in many ways. First, he is desperately outclassed in mobility. Second, his AT guns are not really up to the task of dealing with the better Russian armor frontally. And third, he has insufficient infantry to defend the area involved (especially considering set-up restrictions). Once discovered, a German position can be overcome quickly. The Russian tanks with zero and above armor modifiers can get into position and finish off an AT gun with fire or, if Russian losses have been light and the dice comply, the gun can be overrun by the lighter tanks. If the AT Gun is unsupported by infantry, the Russian can use the MG’s to work over the crew(s). All the above argues for two things: the German must never deploy an AT gun without support from both other AT guns (or AA guns) and infantry. This requires some discipline because there is a strong temptation to think: “Here is a beautiful, obscure, little woods hex where Ivan won’t bother to look (at least for a while). I’ll just get a 37 mm gun right in here.”

Secondly, special rule 19.2 virtually prohibits the partisans from developing a serious assault. Given the usefulness of the snipers and the partisans’ ability to aid the parachutists later, it is probably to the Russians’ advantage to avoid over-commitment of these pieces early in the game. The case for holding them back grows stronger when one further considers that they can accomplish part of their mission (distraction of the enemy) without exposing themselves to too much fire.

Thirdly, the sniper threat can be greatly reduced through effective German set-up. If the Russian moves first, the inferences associated with this kind of set-up can be easily made up. To shrink from engineering such a set-up based on one’s first turn plans is to ignore the fact that leadership superiority is a potent weapon and one of the few advantages the Germans are given, at least initially.

Lastly, the German begins with the superior position. As in Korosten the two story building can be readily exploited as a strongpoint. With two MG’s, two squads and a 9-2 leader stationed there, Russian dispositions would have to be well dispersed, and open terrain movement minimal.

All that has been said so far can be translated into a set-up and first move for the German. Beyond saturating the village and manning the two-story building above which the German must keep a strong mobile force (the three half tracks, two squads, two LGM’s and a leader—minimum) ready to take up position on turn one between the board edge and the large building. This deployment allows for 11 shots against a frontal attack by the cavalry and provides for a potent mobile force counterattack.

While the German is thus establishing himself, the Russian must keep a few things in mind. The enemy force is small and, although it begins with a well defended perimeter, it is highly vulnerable once the boundary is pierced. A few good units, once in the village could successfully absorb most of the German fire allowing others to move on more easily, reducing the scenario to a close combat which the German must lose. The real problem is getting those first few in. One solution to this problem is to present the German with more targets than he can hit. Remembering that he has (at most) 18 shots available, the placement of the airdrop right on the town would seem to do the trick. Given the required parachute drift rolls, such a plan may seem a bit risky. However, the odds would still favor the Russian if he has had the foresight to preserve a part of his cavalry force mounted and within one move of the village, along with a few of the partisans similarly positioned. If he has, these additional units should provide a safety factor in getting at least a few units into selected village hexes.

The difficult part is the maintenance of the cavalry threat. As noted it is important for the Russian to maximize the number of mounted units available on the turn of the drop. Since he will not know which turn will bring the drop, the Russian must leave the units allocated to the supporting rush to a set-up and first move for the German. Beyond saturating the village and manning the two-story building above which the German must keep a strong mobile force (the three half tracks, two squads, two LGM’s and a leader—minimum) ready to take up position on turn one between the board edge and the large building. This deployment allows for 11 shots against a frontal attack by the cavalry and provides for a potent mobile force counterattack.

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The Germans have the firepower, mobility, and leadership to build such attacks. He must put his efforts into a series of counter-attacks using his mobile force in order to prevent the Russian from launching a concentrated effort. Yet, the same uncertainty about the drop which plagues the Russian also limits German action against him. Should the German send his mobile force out too far to disperse a knot of ready cavalry units, he risks the disastrous consequence of a direct vertical assault on a lightly held village. Ignoring the cavalry, though perhaps safer, will ultimately add to the overall strain on his 18 available shots when the landing comes. The important point for the German is to create a situation in which the Russian, has trouble deciding if he is the attacker or the defender, but not endangering his strongpoint. Conversely, the mobile group must not stray outside the protective fire of the strongpoint so that it is not needlessly endangered.

Having recognized the need to exit the city board, one must next decide where to attempt this. Assuming the main Russian effort is directed across board 4 and into the village, there will remain the two basic choices of going northwest or south. Each course has advantages and disadvantages. A southerly breakout is faster and establishes the important two-story building on hill 621 with all the benefits that implies. Due to the presence of the road, such a thrust could be well on its way in 1½ moves and even vehicles towing guns could keep up fairly well. On the other hand, the corner that was turned leaving board 1 would remain a problem. Thus a dispersed group that still become somewhat tied up and would certainly be separated from the bulk of the infantry. This separation, in addition to being dangerous, would require that more infantry accompany the mobile group than would otherwise be necessary (it would be hard to reinforce). Another prerequisite for such a move would be the deployment of the 50L gun with the infantry left behind in order to keep them from being overrun while the armor is away.

A breakout to the north would be slower as there are two hills in the way. Because it is slower, the Russian would have more time to react. However, it would have the advantage of being far nearer the main force and thus better able to support it (and vice versa). The potential for circling behind the two-story building would be established, and the Russian would be forced to react. Given the balance of armored forces, it is essential that the German either force the enemy to come to him (strained through 18.1) or that he maximize his chances for top, side, or rear shots on pieces that refuse to engage (as he would by holding hill 621).

Naturally, the German choice of direction will be affected by the actions of his opponent, but it would be a mistake to try to play one's intentions on the first move, assuming the Germans move first. For this reason, it is probably best to keep the armor either centralized, or divided in such a way as to be non-committal on that half move. Note that the four Russian fast tanks mount guns every bit as good as any the Germans have and will be able to respond quickly to German movement or for German movement.

A last consideration in forming the breakout is which pieces to include. Although the three MkIII's and the MkIV are obvious candidates for the core of the group, their rate of fire coupled with their unimpressive kill numbers makes support man­­datory. Support for these tanks should include some faster firing weapons in order to deal with the potential wave of BT's and T26's. A 28L and the armed halftrack suit this need without adding ex­­cessively to the problems of traffic control and deployment. Two infantry squads with a leader, radio and MG's would also be necessary (one or two additional squads if using the southerly move).

Once the issue of maneuver is settled, one may turn to a consideration of the infantry struggle. Assuming the main Russian effort is aimed at board 1, the village becomes a natural choice for a defensive stand. It is far enough forward that it makes losses top priority to reinforce. It contains some of the best armor available and can be readily supported by MG positions in the city. However, these advantages will be nullified if Russian armor is permitted to drive through the infantry positions while they are busy defending themselves from their numerically superior foe. Without the fake tanks to keep the enemy off balance, a check could be fatal under these circumstances. Overruns and adjacent attacks from heavy ord­­nance must be prevented. To do so requires more than infantry anti-tank devices—the 50L is a necessity. Firing at short range, it has an excellent chance to stop all but the KVIA with a single shot. Because the 50L must concentrate on protect­­ing the infantry, something further is needed to prevent Russian movement around the flank of the gun and/or the outskirts of the village. The StGIII would do well in this role, being basically a defensive weapon.

This deployment leaves a 28L, the Pz38 and the PzS222 unaccounted for. They may be put to good use in defensive positions at the entrances to the city. As the rest of the German pieces become involved, it would not be surprising to find the Russian player mounting a brief rear area at­tack. The two weakest pieces, though vulnerable in the assault might be just what it takes to discourage such thoughts. The 28L would certainly be well played if used at the corner of board 1 after the armor has swept past in a southerly breakout.

Three final recommendations for infantry deployment are:

1. Use the smoke/satchel charge combination, beware of a Russian counter-attack through your own smoke.

A word about the authors' recommended AT/MG emplacement at J36: Given the unloading and movement limitations of the 50mm gun, it would be necessary to spend two turns on the hill piece to bring it up. (The means available to get it there sooner, but would be subjected to numerous small arms attacks from the plothers of Russian squad points pressing on the village. It would be possible for the German to expend some of his precious fire missions to smoke screen the development of such a position, but this could be used in turn by the Rus­sian to counter-attack the unsolidified AT/MG nest. The fact that such a position could have a tell­ing effect on the game would provoke maximum Russian reaction. If the Russian armor becomes in­­volved in the effort to prevent the formation of the position, the Germans have a good chance of losing the gun and a poor chance of setting up the position. Considering the expenditure of men, vehicles, weapons and fire missions required for the attempt, plus the risk (losing your best gun) a German player carefully considers the desirability of such an operation.

For better or for worse, the Russian's position is extremely straight forward. Given the starting force distribution and make-up, a thrust across board 4 followed by an attack on the village is the only logical choice. If successful to any degree, such a move would absorb the bulk of the German force thereby isolating the Germans from the Russian to dominate the other boards with only token forces. A thrust at any other point surrenders the important two-story building from board 3, the village itself, and (almost by definition) the rest of the board sooner or later. Without the village, board 4 is indefensible and since the Germans are given the city, the game would be decided. The only real decision the Russian need make regarding in­­fantry is how many to start in the south. Here, the six conscripts (unfit for assault), a guard, two rifle squads, a leader and some equipment (including an ATR). This is the minimum force necessary to prevent the German from moving to board 3.

To double this contingent would require more than a third of the German force, and its absence would painfully be felt by the German in dealing with the main assault. The cavalry should probably be used for the quick occupation of the two-story building which they can reach without excessive exposure to German fire. They should bring two MG's and two ATR's.

The real Russian work is in the proper use of the armor, with which an attempt must be made to satisfy two divergent needs. First, to support the in­­fantry attack on the village and second, to inhibit German maneuverability. Although several prin­­ciples of war argue against the resulting division of strength, there is simply insufficient time to settle Continued on Page 29, Column 1
OFF THE SHELF


In this concise account of the European wars of 1792-1815, Michael Glover has woven together the military, naval, economic and diplomatic strands which fashioned the greatest conflict prior to the Twentieth Century. Unlike David Chandler's Campaigns of Napoleon, this volume is not a detailed military account but rather an informative and highly readable overview of the events, and especially the statesmen and soldiers, who shaped the course of the Napoleonic Wars. The narrative provides relatively few statistics, but is laced throughout with interesting and often humorous anecdotes which breathe life into the fascinating story of Napoleon's rise and fall. Readers who are mainly concerned with tactical minutiae may gain new insights into the equally complex but far more important considerations of grand strategy, as well as into the true nature of "the men of destiny" who fought for or against the French Revolution and Empire.

Arnold Blumberg


This publication caters to the reader who is interested in modern weaponry, organization and uniforms for both land and naval forces. The issue reviewed contained an article on the combat effec-

General Fieldmarschall Albert Kesselring would have little trouble carrying out his order to keep the Allied armies south of Rome. Der Fuhrer had provided "Smiling Al" with 23 divisions of well-equipped, first-rate parachute, panzer, grenadier and infantry troops to defend a 150-mile wide front that contained some of the most precipitous mountains and convoluted terrain in the world.

In the book's comprehensive index there are 112 mountains listed which immediately says this is not going to be a fast moving history of an Allied version of the blitzkrieg. Rather, it is the story of a cruel and bitter campaign that starts with the breakthrough of the formidable Gustav Line that is anchored at Cassino and moves along "almost always at a foot-stagger's pace" to the Alps where Army Group "C" finally capitulates.

Fortunately, the reading of this book does not move along at a foot-stagger's pace. Colonel Fisher, who was a paratrooper in Europe during WWII, has a lucid manner of working the dry, sparse facts and figures of military operations into a narrative style of writing that makes for interesting reading for both the military expert and the layman. He presents the results of his in-depth research to provide answers to two basic questions that deeply concerned those who fought the prolonged fight in a campaign that all too often seemed to be going nowhere:

- Was the longest sustained Allied campaign of WWII, which lasted 570 days, worth the cost?
- Was meeting the objective of tying down two German armies so they could not be used on other fronts all that could have been accomplished in Italy?

The text has many examples where the author has revealed the human, personal side of the costly, tedious battles for rivers, ridges, and towns in the face of determined resistance from a resourceful foe. The primary emphasis is centered around the actions and events that make up the combat life of the U.S. Army's single armored and ten infantry divisions. There are numerous accounts of platoon, company and battalion level actions that include examples of mutinous troops, outstanding leadership by junior and field grade officers, acts of individual heroism meriting the Medal of Honor, one of the few verified incidents of a bayonet charge by American infantry in WWII and the pathos surrounding the aftermath of the unintentional strafing of U.S. infantrymen by U.S. fighter-bombers that resulted in hundreds of dead and wounded.

Here also are the conflicts of personalities and cases of outright insubordination that afflicted both sides at the highest command levels. Mark Clark battled with Field Marshal Harold Alexander, The Allied commander, over the relative importance of trying to trap and destroy the German 10th Army or releasing the U.S. 5th Army to race northward to take Rome before the D-Day landings in France. Clark did not want the British 8th Army stealing any of his glory by sharing in the capture of the Italian capital and he threatened to open fire on 8th Army troops who tried to interfere with the progress of his army.

The German 14th Army faced Clark's forces along the Tyrrhenian Sea and its commander, Generaloberst E. von Mackensen, was at odds with Kesselring about what tactics to use to contain the beachhead at Anzio. Their feud ultimately led to an open breach between these two skillful and dedicated soldiers and Mackensen resigned.

There is no question this history book is ideally suited for the library of history students, military professionals and wargamers. You do not have to be a military professional to enjoy the story of awesome tenacity and courage of the "Queen of Battle", the infantry—both American and German—who fought harsh weather and rugged terrain in a backwater of the war to carry out their mission: find, fix and destroy the enemy.

George J. O'Neill
RUSSIAN CAMPAIGN
PBM KIT

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

WWWWMANC is a fantasy, role-playing game, presented here as a bonus for ASYLUM readers.

Set-Up

Players may sit around, under, or on top of the table, though the latter will make play extremely difficult. Place Nook in the Palace of the Evil Mountains. His mother the witch known as Nan Nook of the North, may be placed anywhere within the Evil Mountain Kingdom, since she spends her time roaming around aimlessly. Though young, Nook has recently inherited the throne because his mother's spells have become impotent. Place Cranny and the pumas in the cravices. Dorothy should be placed in the balloon-shaped area marked Kansas. She’s just dust in the wind anyway.

Distribute the goblins and the food counters randomly about the map. The food counters represent packets of high-protein nourishment, including stuff like bologna, egg rolls, rye bread, and chicken noodle soup (which can also be used as a remedy for certain ailments).

Each player selects his character. A player may be any character listed on the character chart, himself, or Richard Hamblen. Of course, the second two choices are the same thing if you are already Richard Hamblen. EXCEPTION: Only one player may be Richard Hamblen in any one game, and Richard himself, if playing, has first dibs.

Each player receives one survival kit (consisting of one plastic knife for eating purposes only, one small jar of mayonnaise, water, and a pack of Wash and Drys), three magical spell cards, and a mule.

Players vote during this procedure and begin to hold grudges where applicable. Revenge should be under constant consideration.

Players may crawl, walk, jog, run, hop, skip, and jump. No gum chewing or littering is allowed.

Fate Spaces

When a player lands on a fate space, he must throw two dice and consult the Fate Table.

Fate Table

<table>
<thead>
<tr>
<th>Die Result</th>
<th>Fate Space</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>“You are captured by a wolf and taken to the nearest other player”</td>
</tr>
<tr>
<td>3-6</td>
<td>“You may wear the Good Witch’s halo for the rest of the turn”</td>
</tr>
<tr>
<td>7-10</td>
<td>“You must sing two lines of the song before moving on”</td>
</tr>
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<td>11-12</td>
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</tr>
</tbody>
</table>

Players do so at their own risk.

Supply

Since it is ill-advised to drink the water in a foreign land, players do so at their own risk. If you run out of water and are forced to drink from a lake, river, or mud puddle, you must roll one die of the turn.

Players may crawl, walk, jog, run, hop, skip, and jump. No gum chewing or littering is allowed.

Fate Spaces

When a player lands on a fate space, he must throw two dice and consult the Fate Table.

Fate Table

<table>
<thead>
<tr>
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<tr>
<td>1-2</td>
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STAFF BRIEFING

An Interview with Mick Uhl

By Alan R. Moon

I've read all of Sherlock Holmes and most of Agatha Christie. I like the milieu and the deductive reasoning.

ARM: I also know you are somewhat of a sports nut. Do you like sports games?

MU: I like sports games with the emphasis on games. I do not care for statistical games that much. Games like SPEED CIRCUIT, WIN, PLACE & SHOW, BASEBALL STRATEGY, FOOTBALL STRATEGY, and BASKETBALL STRATEGY. I don't care about replaying a season; I just want the game to be fun.

ARM: How about solitaire games and multi-player games?

MU: I can't play games by myself. I've never been able to go more than two turns playing a game by myself. That's not why I'm into games. I like a lot of multi-player games, in fact I like multi-player games more than two player games. I like MACHIAVELLI and JUNTA in particular.

ARM: How much interest do you have in science fiction and fantasy games?

MU: Zero, but that doesn't mean I would not play one if it was an enjoyable system. I really got into COSMIC ENCOUNTERS when that first came out.

ARM: Do you see science fiction and fantasy games as a threat to wargames? Do you think they will begin to influence wargames more?

MU: I don't care. I'm not interested in fantasy or science fiction and I don't spend time considering what that part of the hobby does. I don't read their magazines or get into their games. As long as we have an audience for wargames, and I think we always will, we'll never be in trouble in regard to fantasy and science fiction.

ARM: Getting back to wargames, do you have a favorite historical period?

MU: The Civil War. I grew up in Kansas City, Missouri where a lot of people have an interest in the Civil War. The city got its start around that time. My first exposure to wargaming came when a friend showed me his books on military history. The first game I played was GETTYSBURG, which my friend's aunt who lived in Baltimore sent to him for Christmas.

ARM: Is the Civil War also your favorite historical period in games?

MU: Not really. The reason being that the Civil War is a very hard period to recreate in a game. If you know something about a certain period you become much more involved in the historical accuracy of the game and less interested in the game as a game, which never works because the game has to be a game first and a historical recreation second.

ARM: Do you have a basic design philosophy or do you treat every game separately?

MU: I'm beginning to formulate one. One of the problems early in my illustrious career, when I got my first design project, was trying to create the ultimate Civil War game. I went a little overboard and forgot about making the game fun. I think I've changed my attitude since then. I prefer games with clean game systems. The history and accuracy should take a back seat.

ARM: Since we're talking about GETTYSBURG already, do you feel the game is a success?

MU: It is a success in what I wanted it to be. The Advanced Game is probably the most accurate simulation of the battle of Gettysburg to date. On the other hand, the Advanced Game is not a success as a game. Compounding the problem is the fact that people who buy games invariably go directly to the most complicated version and skip the easier ones. The Basic and Intermediate versions of GETTYSBURG are much more playable and enjoyable than the Advanced Game, which takes so much time to play.

ARM: What would you do differently if you had it to do over?

MU: Well, I would do what I wanted to do in the first place, which was make the mapboard larger. I wouldn't have changed the style though because I think it has a lot of information on it. The main problem though was that I did not have the time to iron out all the weaknesses of the game. I was trying to say too much in too short a period of time.

ARM: Do you think GETTYSBURG has influenced your work on other games?

MU: Definitely. I try to swear off any game that will take more than a year to develop. I also would prefer not to work on a game whose concept is so complicated that I can't keep it up front in my mind at all times. With a lot of games you can get buried in the detail and forget the main direction you are trying to follow. With a simple game, you can keep it in front of you and never get too far astray.
ARM: Do you feel you would have done other games differently as well now?

MU: SUBMARINE, no. KINGMAKER, yes. There is an inherent weakness in the KINGMAKER game system which I tried to correct. However, I don't think I got away with it. I was after success. The variant cards improve the game, but it still tends to be too defensive oriented. In BISMARCK, I followed my urge to make the game more historically accurate than it needed to be. Although I feel the game mirrors history well, this was done at the expense of the playability of the game. Many games are very boring, because the BISMARCK should escape about half the time and this makes for a poor game. Still, I think there is a lot going for BISMARCK and it has been well received. DUNE was a simple, straightforward game that was very polished upon submission and I had to do only a small amount of work on it. I only wish more people would try the game because it has a lot going for it. WIZARD’S QUEST is another game which worked well from the beginning. I rewrote the rules, but most of the work was done by Richard Hamblen. The game is a lot of fun and I am quite pleased with it. I also worked as the silent partner on the development of RAIL BARON which is, in my opinion, as close to perfect as a game can be.

ARM: Your style seems to be sort of the basic game, advanced game, optional rules type format. Is there any reason for this?

MU: When I first started working on games, I tried to design a game in which players could choose how much difficulty or detail they wanted to put into the game. If a player wanted a simple game, he could have that. If he wanted an historical simulation with lots of detail, he could have that too. He could choose. Since then, I've forgotten the mind about this. From experience, I have come to feel the audience does not want to make these decisions. They prefer to be told how to play the game. I don't mean to say that they want to be led, but they prefer to have official versions. Still, I prefer not to have official versions. Still, I prefer not to have to do anything. I would like to tell us about?

ARM: When you include optional rules, do you think they add something significant to the game, or are they something you take out of the original game and make optional?

MU: A lot of significant events in a battle or campaign are hard to fit into the game system, for one reason or another. They just dirty up the basic system. But I want the game to teach something about the event; what went into the event, what kind of planning preceded the event, etc. So, in many cases, optional rules show significant factors that should be considered, but aren't or were factored out to keep the game system clean. Every developer is going to have a hard time trying to draw the line between replayability and realism so as to satisfy what he perceives as the majority of his audience.

ARM: What are you working on now?

MU: I am currently involved in three projects, which are in various stages of completion. SOURCE OF THE NILE is the main project, and as of today, it should be ready for Origins. There is not a lot of work left to do. Writing the book is not included. I've been working for the past year on the remake of BATTLE OF THE BULGE, but that has low priority right now. I have the mapboard finished and the rules are almost set. The third project I picked up when we bought the Battlegame line; that being SAMURAI. I really haven't done much with it yet, other than play it several times to get an idea of what it is like.

ARM: Who designed the new BATTLE OF THE BULGE?

MU: Bruno Siniaglia, who many of the readers may know. He has established a reputation as an excellent Classic game player. Back in the middle seventies when Don (Greenwood) and AH were looking to update the Classics, they looked for people like Bruno. Bruno lived close by and seemed like the ideal choice. He helped with the revision of WATERLOO, and did a fine job with that. He is a very thorough person and does a top-notch job.

ARM: I know the main emphasis with the new BATTLE OF THE BULGE has been to make it more historically accurate. How has this been accomplished?

MU: First, let me say that although BATTLE OF THE BULGE is more historically accurate, it is still primarily an enjoyable, Classic style game. It is more accurate in terms of the mapboard and the Order of Battle. Bruno spent almost three years pouring over government records and field reports of every regiment involved in the battle. He did the most thorough research possible, because he was doing it at his leisure and because he had access to information because he works for the government. Most people would find it difficult or impossible to uncover some of the information Bruno found. The game has been expanded to include artillery units, and more detailed rules. The mapboard is similar to the old mapboard except that the new mapboard has cleaned up the discrepancies and errors of the original. However, it is still somewhat abstract. Don’t expect to see woods all over the map because this is handled abstractly. Best assured though that the terrain of the battlefield has been analyzed and included or excluded for a reason. The CRT is basically the same, though the probabilities have been changed. New rules include the 15th Army offensive, the Von de Heydt paratroop, the 150 SS Skorzeny Brigade infiltration, and Commando jeeps running around behind the Allied lines. All the things you say you don’t see, but didn’t actually play a big role in the campaign.

ARM: How much has SOURCE OF THE NILE changed?

MU: SOURCE OF THE NILE is an adventure game, designed by people who got their start through DUNGEONS AND DRAGONS. It is more of an adventure than a game. Therefore, when I first got it I tried to make it more like a game. I felt the AH audience expected it to be a game. I ran into a lot of problems trying to make this changeover, because I didn’t want to make any indepth changes. I wanted to add more definite objectives, but after four or five months of trial and error, I decided I couldn’t do it. The end result is the game will remain an adventure game. It will have a more game oriented approach, but people who want a competitive game should look elsewhere. It will be something to play on an afternoon when you have nothing else to do and you just want to enjoy yourself on a nice afternoon in Africa.

ARM: Who do you think the game will appeal to?

MU: SOURCE OF THE NILE falls into a category of games I believe are good games but appeal to no one specific group. They are too simple for the wargame fraction, yet they are not simple enough for the social gamer. It lies in sort of a never-never land with games like RAIL BARON and WIZARD’S QUEST.

ARM: Is it role-playing and/or solitary?

MU: To an extent it is role-playing. Each player is an explorer who sets up his expedition and journeys to Africa where he must find contentment with nature. He is playing against the environment and not against the other players. There is very little player interaction and the game is more like a race to see which player can gain more points for discoveries and get back to civilization alive.

ARM: I know one of the complaints about the game was that it never ended. Has this been corrected?

MU: This was really the major problem I confronted in the game. The game could be played until the whole map had been explored and this would take ten to twenty hours. What I've done is take the emphasis away from exploring Africa and put it into imaginary discoveries, so that players have certain objectives depending upon the specialty of their explorer. A journalist, for example, will want to discover Dr. Livingston. The player who gets the most discovery points and gets back to port is the winner. So, the game can now be played in a reasonable length of time.

ARM: I've heard SAMURAI called KINGMAKER in Japan. Do you feel this way about it?

MU: It's definitely based on the KINGMAKER system. I'm sure the designer played KINGMAKER and enjoyed it and did to decide to do a game like it on another period. It does have its own unique rules which add the Japanese flavor of feudal warfare.

ARM: How much will it change under your development?

MU: Probably not at all. It works as well as KINGMAKER already.

ARM: These three projects we've talked about; are they things you wanted to work on?

MU: You are never really told to do anything around here, or at least I haven't been. It is always "Would you like to do this game?" I enjoy working on BATTLE OF THE BULGE because most of the work was done when I received it. SOURCE OF THE NILE I am sort of ambivalent about. I had played the game on my own, but since I'm not into fantasy, the game was not especially attractive to me. I prefer the more competitive type of game. SAMURAI naturally evolved to me because I had worked on KINGMAKER.

ARM: Do you have any special moments at AH you would like to tell us about?

MU: Though there are many interesting things that have happened here, I don't want to get involved in any law suits, so I will have to duck this question. I'm sure someone like yourself would be better to bare the naked truth anyway.

ARM: What does the future hold for Mick Ulh?

MU: In the immediate future, and if you concur please send the cards and letters in, I would like to design a detective game. I think it is certainly a subject that can be done well by AH and it could be a popular subject. I would also like to see a strategic Civil War game, as would some of the other staff members.

BISMARCK VARIANT SEARCHBOARDS

Readers wishing to play the Battle of the River Plate variation may order additional searchboards for the modest sum of $1.00 each. Merely send us your request for the "BISMARCK VARIANT SEARCHBOARD" and your check for $1.00 per board plus 10¢ postage and handling. Maryland residents please add 5% state sales tax. NOTE: This variant offer does not include diecut counters.
Where Did He Come From?  
Deep-Sixing Step Seventeen in MIDWAY

By L. 'Dooner' Ross with Scott Tyner and Kennedy Self

Dooner Ross and his fellow Canadian sidekicks have been enjoying a wide range of AH games from CAESAR'S LEGIONS to WIN, PLACE & SHOW for years, but their main interest lies in the realm of naval games. Like many gaming enthusiasts, they cite the tension and excitement inherent in multiplayer games of WS&IM and the surprise attacks that we rename WS&IM Ships of Wood and Iron just so the acronym would read SWIM.

Step 17 of Midway's Battle Board procedures requires that right after you've come over your enemy's fleet and delivered a withering blow from out of nowhere, you've got to fill him in not only on where you came from but also the Zone to which your aircraft are returning.

You've maneuvered all day. You've dodged his Searches. Your Yorktown is ready on deck. And you're in range.

If you're playing Step 17, you'd better hit him hard when you go in 'cause you're going to throw all that hard won surprise away as soon as your aircraft head for home.

And now we take you to Latitude 30° North, Longitude 179°.

The time is 10:30, June 4th 1942.

American dive bomber and torpedo aircraft are returning from a deadly strike at the Japanese First Carrier Strike Force.

Three Fleet Carriers are burning and dead in the water.

Vice Admiral Chuzichi Nagumo is preparing to leave the bridge of his stricken flagship Akagi for the safety of the destroyer Nowaki when Captain Aoki calls him to the radio room.

The waves are close and the enemy's AA is everywhere. Unfamiliar frequencies are active. Between the detonations occurring on the hangar deck fifty feet below Nagumo gapes at the strength of the American voice calling. 'Fletcher to Nagumo... Fletcher to Nagumo... how'd ya like them apples, Admiral... we got more where they came from... and, oh yeah, Step 17 obliges me to tell you we have CV Yorktown bearing 70°, distance 120 miles and CV's Enterprise and Hornet bearing 80°, distance... let me see... about 110 miles... Fletcher to Nagumo... over and out!'
ARMS AND ARMOR

A REVIEW OF THE
CRESCENDO OF DOOM UNITS

by Lorrin Bird

While CRESCENDO OF DOOM adds quite a few "finishing touches" to the SQUAD LEADER system that really spice up the game (and make one wonder what innovations the next gamemaster can possibly offer), it is the units themselves that are the "meat" of the gamemaster and form the real attraction. As one of the playtesters, I spent considerable time prior to receiving the game thinking about the way the French, British and others would be treated and what their major shortcomings would be. I am happy to report that CRESCENDO OF DOOM has captured the flavor of the units to a "T" (and satisfied my curiosity).

The British

When one usually thinks about the "poor chaps" who fought for the Commonwealth, one sees a bunch of soldiers who stood up to the Germans with unusual pluck and fortitude despite the handicaps placed on them due to the idiosyncrasies of the British Government, and the bungling officers who commanded them.

In COD, the Anglo's are represented for the most part by 4-5-7 counters, one of which might assume formed the larger part of the armed forces (they are listed as "line" troops in the gamemaster, and there are no conscript types). Just from the numbers on the counters one sees that the English knew how to shoot (not as well as the Germans, but not as poorly as their Russian allies), were reasonably resilient (they rally with the same unbroken morale number as is printed on the face of the counter) and were able to stand up to most German infantry units they faced. Since the English were fighting for their survival as a people throughout the early part of the war but were better educated than the Russians, and were known for their "stiff upper lips" (especially after a night at the pub), the COD counters are pretty much in line with what we'd expect to see.

The 4-5-8's, which represent the Elite types, are fairly easy to explain in view of the forces which made up the Commonwealth. Throughout the war, Commonwealth forces were made up of "foreign" units such as the Australians, Polish "survivors" and Jewish Brigades which fought with a special vengeance against whoever they happened to come up against. At Tobruk, in 1941, the Aussies refused to let Rommel's forces unnerven them, and they fought many vicious close quarters battles with the Afrika Korps where the knife and the bayonet were the principal weapons. Included here, of course, would be soldiers from England who showed exceptional fortitude and drive in battle.

The problem with the British and Commonwealth infantry was not so much that their character or skill was inferior to the enemies' as that their weapons were severely limited. One may have noticed that the Elite and Line infantry carried rifles, and used them with an effective range of 10 hexes. Since the British Military Establishment viewed submachine guns as "gangsters" guns, which were proper for American criminals but quite unsightly for soldiers of the Crown, the men had to make due with their bolt action rifles.

In terms of SQUAD LEADER games, the implications are easy to appreciate, and especially when the Tommies come up against SS or Parachute infantry. Comparing the 4-5-7's with the Leibstandarte or Das Reich 6-5-8 troopers, one is faced with a multitude of differences:

1. SS men fire their assortment of machine pistols, rifles and assault rifles with the same range characteristics but with more effectiveness.

2. Hitler's Elite rallies with an even better number than their normal unbroken morale, and Desperation Morale hardly affects them.

3. In close combat with 6-5-8 or 8-3-8 Infantry (the latter make excellent counters for representing Parachute Infantry), the English are at a major disadvantage due to their low firepower factors.

Perhaps even more of a handicap to the forces which fought with the Commonwealth was the long time that it took the Military Command to appreciate the value and importance of the light machine gun. The LMG, while forming the basis of German infantry tactics, was sadly lacking as a squad support weapon for the Tommies early in the war.

As has been previously described, the English insistence on rifles put them at a disadvantage when coming up against troops armed with SMG's, especially during close quarters fighting where the time spent playing with a bolt or maneuvering a bayonet wielding rifle gives the opponent an opportunity to fire off a clip with his machine pistol. Light machine guns during close quarters engagements not only added to the advantages of SMG squads, but gave rifle troops a little extra on the attack.

Most importantly, the LMG gives the infantry squad the ability to sweep a large area, which in SQUAD LEADER translates into not only a two hex long firelane for the light machine gun (with a 17% probability of KIAing any moving targets without cover) but the ability of a squad to fire in two or more (depending on how many LMG's there are) directions simultaneously. In effect, a squad with a LMG becomes about three to four times more effective on the defense (as the Tommies discovered at Dieppe) and considerably more potent on the attack.

Without light machine guns, the Commonwealth had to depend on the heavy machine gun, which could put out fire and form a solid base for tactics, but is relatively immobile and once knocked out leaves the infantry with just rifles.

Rounding out the English forces in COD are the Gurkhas and Airborne commandos, represented by 4-4-7's and 6-3-8's. The Gurkhas are not especially keen with the rifle, but used a short sword with great effectiveness and their way of life was based on skill in battle. During the Tobruk battles in North Africa, the Germans often found themselves engaged in streetfighting with the defenders. Probably due to their jungle training, and the silence of the sword, the Gurkhas were able to wipe out many DAK strongholds and escape before their presence was noticed which no doubt made the remaining DAKers very uneasy. In CRESCENDO OF DOOM, the Gurkhas fight in close combat with an attack factor of 8's (their swords are obviously as good as a SMG, if not for the skill of the users than for one's innate fear of being carved up—the ultimate citydwellers fear). Against the Italians, the Gurkha guys attack with 12 factors since the common knowledge that
Gurkhas didn't take prisoners froze the Brownshirts (who normally didn't mind surrendering as long as they were sent to camps in America).

Since commandos normally participated in "dirty tricks" sort of activities anywhere (like throat cutting and using pistols with silencers, "dirty pool" by English standards of fair play), they were allowed the use of machine pistols which makes them somewhat superior to the Germans they came up against during their midnight raids.

While COD scenarios are basically concerned with 1939-40 happenings, there are several infantry support weapons that were used beyond that period but are fairly interesting and do deserve a few words.

Mortars are generally used for their high trajectory fire, which allows one to fire from cover and over some obstacles that would normally block the line of fire. The British used two mortars, the 29mm Bombard and the 2" light mortar, for direct fire (in the literal sense, since the minimum range is one hex).

The Bombard fired a 20 pound bomb, and weighed 405 pounds, which kind of limits its use by infantry squads as a tactical weapon. Surprisingly enough, it was used by the Home Guard for anti-tank defense (one uses the 100mm column on the IFT), which makes one think of those American Civil War mortar monstrosities being fired as moving targets with a rush of activity (but no hits).

Not to be outdone in terms of practicality (an often claimed but seldom observed trait of the English during the war), the 2" mortar can be fired horizontally, which allows it to be fired directly at targets from one to eight hexes away. While this is supposed to be great for streetfighting purposes, it does bring to mind the PIAT anti-tank device where the projectile often slid out of the tube when the thing was aimed down at targets.

Since the British Tommy fought under a variety of unhappy circumstances that tended to reduce his effectiveness (British shortages caused inferior metals to be used in grenades and HE shells, with a lowering of lethality), it is very fitting that the drawings on the counters show English soldiers in a fairly casual posture that suggests the resigned attitude of the men towards a difficult war.

While the gamette scenarios only call for the use of 1940 British armor, it is very interesting to study the evolution of English armor throughout the war with regard to the panzers they would battle against.

In 1941, in the desert battles, the major Allied AFVs were the Matilda, Valentine, Crusader and the close support versions of each tank (main armament replaced by a 95mm howitzer). Against these the DAK used the PzKw IIIE and the PzKw IVD, and a tank-by-tank comparison is presented below for analysis purposes:

<table>
<thead>
<tr>
<th>Vehicle</th>
<th>Speed</th>
<th>Armor</th>
<th>Gun</th>
<th>Kill No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Valentine</td>
<td>9</td>
<td>40L</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Matilda</td>
<td>8</td>
<td>+1</td>
<td>40L</td>
<td></td>
</tr>
<tr>
<td>Crusader II</td>
<td>14</td>
<td>0/-2</td>
<td>40L</td>
<td></td>
</tr>
<tr>
<td>PzKw IIIe</td>
<td>14</td>
<td>1/-2</td>
<td>75L*</td>
<td></td>
</tr>
</tbody>
</table>

NOTE: One score needed for a kill is the Kill Number of the gun minus the appropriate frontal armor rating at 6 hex range.

Despite the great claims that have been made with regard to the speed of the Crusader tanks, they were matched by the panzers. In addition, the Crusader tanks were produced in a great hurry due to the need for better tanks, and were prone to a variety of mechanical malfunctions causing the high breakdown tendencies in the SQUAD LEADER system characteristics.

German tanks were generally faster than their adversaries in the desert which meant a lot in the battles of maneuver over the often featureless North African wastes (many Crusaders broke down while moving to the front, which at least saved the crews from the many disasters that bad leadership brought on).

Weaponly, in 1941 the British 40L was still one of the superior guns in action, and Valentines and Matildas represented very strong opponents to the PzKw IIIe's which made up Rommel's DAK. Fortunately for Rommel, the inferiority of his tanks was made up for by the intelligent use of the anti-tank guns along with the panzers, and the weakness of British armor. Even though the Valentine and Matilda were 'infantry' tanks, they couldn't fire high explosive shells, and, even more surprising, didn't carry a bow machine gun (which is more effective than the coaxial machine gun).

Against anti-tank guns the infantry tanks were reduced to charges, either to overrun the position or get within range where they could hit the often dug-in guns with an AP shell (German tanks normally carried two machine guns, bow and coaxial, and together with their HE capability they were able to deal with British guns without having to resort to costly charges).

Late in 1942, prior to El Alamein, the PzKw IIIe's were uprated with heavier armor and better guns, which put them on an equal footing with the Matildas and Valentines:

<table>
<thead>
<tr>
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<th>Speed</th>
<th>Armor</th>
<th>Gun</th>
<th>Kill No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>PzKw IIIh</td>
<td>13</td>
<td>0/-1</td>
<td>50L</td>
<td></td>
</tr>
<tr>
<td>Crusader III</td>
<td>14</td>
<td>0/-1</td>
<td>50L</td>
<td></td>
</tr>
<tr>
<td>Valentine VIII</td>
<td>9</td>
<td>0</td>
<td>50L</td>
<td></td>
</tr>
</tbody>
</table>

Despite the British upgunning to the 57L in place of the 40L, the Mark III's of the Afrika Korps still held a slight advantage due to their greater mobility on a tank-versus-tank basis.

El Alamein, the Sherman with its 75 gun and "+1" armor made it the predominant tank, with the Churchill and its "+2" armor/57L gun a distant second (in view of the 9 speed). Although British armor had started out with the 40L gun, which was "hot stuff" in 1940-41 battles, the 57L which was used to upgun was hardly better than the German 50L which had been in use for awhile, and the 57L didn't fire HE. By the time the tanks with 57L's were becoming predominant the German 75 (more lethal and with a bigger HE shell than the 50L) was on the scene in the PzKw IV's, and British armor never did seem to catch up.

In Italy, the Churchills with 57L and 75 guns ("+2" armor in front which was impressive in 1942) and Valentines would encounter Tigers (88L and "+2" armor) and Panthers (75LL and "+3" frontal rating), as well as the PzKw IV Dh (75L and ++1") frontal rating, as well as the PzKw IV Dh (57L and ++1") armor as their most advanced AFV, a vehicle that was hardly any better than a PzKw IV (the 75 was a 1942 gun for the Germans but the most ambitious tank gun on an English type in '44). While there was an English 76L gun which was equal to the Panther's weapon, it had to be fitted to the Sherman when no suitable tanks to carry it could be designed.

In 1944, the tank lineups looked like Chart A.

Cromwell offered speed and fair armor (by 1944 standards), as well as a small target aspect, but the 75 gun only had 26% frontal kill percentage against +1 armor after a hit, and 17% versus +2 ratings. In comparison, the 75L gun carried by the Mark IV could KO a Cromwell IV on 43% of the hits at 12 hexes, with the PzKw IV's 75LL doing the job 72% of its outtarget shots.

The "best" all around British tank (in terms of armor and gun, as well as size) has got to be the Churchill VII, which can defeat 75LH with its +3 armor 57% of the time, and despite its slow speed makes an excellent assault tank, hard to knock out and capable of drawing out the enemies best armor (like the Sherman Jumbo) and anti-tank guns.

The use of 75 guns in 1944-45 hurt the British very badly in terms of their ability to take on Tigers (which are reduced to kittens against the mighty Churchill VII's armor) and Panthers, and numbers had to take the place of an effective gun when dealing with the panzer toughies. Since the German tanks all had flank armor that was within the 75 gun's ability to penetrate, a few Cromwells or Shermans would be thrown into the duel, at attempting to work their way around the flank for a shot at the weaker armor or the suspension (at 6 hexes, a 75 gun has a 43% chance for a knockout after a hit against the Tiger's side armor). While the Tiger has a BVP of 178 and a Cromwell IV one of 168, in tank-to-tank duels the Tiger has almost twice the killing power, a fact that should be kept in mind when Cromwells are thrown into the fray.

In fact, while the scenarios provided with CRESCENDO OF DOOM are quite interesting and deal with many of the battles that one usually is totally unfamiliar with, the British counters can be used to set up many fascinating design-your-own games dealing with Arnhem, the Battle of the Bulge, Normandy or the Rhine River crossings (the river board in COD comes in handy here).

In addition, one can always base a game on an imaginary but well defined battle, such as a British assault on a bunker complex, bridge or town, with the defenders made up of SS men instructed to fight to the death. A fast way to set up the DYO scenario is to assume a size for the attackers (battalion level infantry group with six tanks supporting (around 3000 points worth of units) and then allow the defenders half of that according to a rough outline (so many tanks and mines/wire since there is some recon assumed, with the infantry type clearly spelled out-volksgrenadiers require different planning than the Hermann Göring Division).

DYO scenarios are especially instructive since they penalize very heavily the wrong choice of support weapons when approaching a certain task (tanks with 57L guns are not recommended for bunker work), and deliver a feel for tactical planning (too much emphasis on support weapons can cripple the assault troops who have to drag them along). But the most fun of all comes when the Cromwells and Churchills lead an infantry assault against a German strongpoint guarded by a King Tiger and men of the SS Leibstandarte Adolf Hitler who are copiously supplied with...
Panzerchrecks, panzerfausts and a willingness to defend every inch of German soil to the last. Now, that's a game!

Before leaving the British, one other tank deserves mention, the Comet. Due to the inability of the Crown's armor designers to find a satisfactory vehicle for the 7 Tonne (76 L) and the ensuing embarrassment when it had to be carried by an American tank, something had to be done before the war ended to improve on the Cromwell (which not only was mediocre, but was the ugliest this side of the M13/40). The result was the Comet, which had good speed (15), or comparable to a Panther), inferior armor (+1 across the front, with a better turret rating), but most importantly carried the 77 L gun, a scaled down 76 L which could fire APDS (armor piercing discarding sabot, high velocity shot, which will be covered in the third gamete, G.I.: Arni of Victory). Many sources, including the Matchbox model kit, seem to believe that the Comet was the premier British tank of WWII, despite the shoddy armor, a speed below what was attained by the Cromwell VII (a more heavily armored vehicle) and the following comparison to German armor:

<table>
<thead>
<tr>
<th>Vehicle</th>
<th>Gun</th>
<th>Enemy</th>
<th>Target</th>
<th>Kill Prob.</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Comet</td>
<td>77L</td>
<td>Panther</td>
<td>17%</td>
<td>at 6 hours</td>
<td>(Frontal Armor)</td>
</tr>
<tr>
<td>Cromwell</td>
<td>75</td>
<td>Panther</td>
<td>8%</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Panther</td>
<td>75L</td>
<td>Comet</td>
<td>72%</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Panther</td>
<td>75L</td>
<td>CromwellVII</td>
<td>57%</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

While the addition of APDS to the Comets' ammo supply will put it on better terms against the Panther, it is a D5 affair (roll 5 or more on APDS attempts, and the cupboard is bare) and nothing is assured in the game. It may have been the best English tank of the war, but by German or Soviet standards (judged by the performance of the AFV's in the SQUAD LEADER game system) it was rather inadequate.

The French

When it comes to the 1940 French units, one does not know what to expect before the game is opened (many of us fantasized of counters done in a different shade of yellow than the Italians, with the infantry figures on the unbroken side in either running or sitting positions—Italian counters in our imaginations would have broken men on the unbroken side and orderly and smiling prisoner types on the reverse of the counter). The fact is, the French counters show the poles at attention, as if they were just about to be an excellent tankbuster.

The Finns

It seems that as the SQUAD LEADER system rolls on and expands with each gamete, that the level of detail and the subject matter covered approaches topics which were previously forgotten in tactical wargames of 1970-1977.

While one has usually heard something about the heroic defense of the Finns when the big Russian Bear tried to add Finland to its roster of captive nations, not too much was made of the individual Finnish soldiers who turned the miracle. In CRESCENDO OF DOOM, one meets these characters and they make the SS look like grade-school toughs in comparison.

Due to the Finnish philosophy of "sisu", a sort of rugged individualism that doesn't shy away from threats, their soldiers can do something that the SS, the Red Army, can only dream of, the Finnish mortality rate (they can't, they can self-roll on a roll of "4", and without leaders, yet). To add to their truly ubermensch qualities, once broken they ignore ineffective fire against them and avoid the effects of desperation morale.

As if that wasn't enough, the Sissi are expert ski troops, and all Finland infantry have firefactors in excess of four, which puts the Soviet rifleman at a distinct disadvantage in close combat situations.

In the scenario, Silent Death, the Sissi 8-3-8's come skinging down into a quiet Soviet town and quickly overpower the perimeter guard positions. In a vicious street fight, the Soviet rifle squads and the awesome 8-3-8's of the ski troops, the battles eventually turn into slaughters as three stacked Finn squads pump out 24 factors, which even wood buildings cannot provide decent cover against. When the Ivans and Finns close for hand-to-hand fighting amidst the buildings it is at a 2:1 Finnish advantage owing to the superiority of SMG's over rifles at close range. While the self-driving talent mostly comes in handy in allowing the Sissi to escape after they've ravaged the town/Russian invaders, all of the abilities of the Finnish elite combine in the scenario to create one of the most powerful assault machines visible in any SL game. Too bad these guys weren't around in Stalingrad in divisional strength, but if they were the rules pertaining to their use would not have been so generous. The Finns, valiant to a fault in defense, were never too enthused about moving into Russia itself.

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Commencing with the January, 1977 issue the GENERAL will pay $6 per running 10" column of printed text. Letters to the Editor are not subject to remuneration. Alternatively, authors may elect to take their remuneration in the form of Avalon Hill products, paid at the rate of 150% of the cash remuneration. Note that illustrations and decorative type faces are not subject to remuneration except by prior agreement with the editor. It is generally expected that articles will be accompanied by sufficient illustrations as a requirement for acceptance.

THE WARGAMER'S GUIDE TO MIDWAY

Containing thirty-six pages of the best of THE GENERAL, that's over one hundred previously unpublished material as well, this guide is a must for every fan of the game. Several official rules changes update the game and erase its few minor flaws. A tribute to one of the hobby's oldest citizens that has never needed a major revision. A game which has grown old gracefully, maturing by general agreement.

Almost all of the reprinted articles are from unavailable issues of THE GENERAL, many from Volume 9 or earlier. Included is the first major variant, "Leyte Gulf", and the most in-depth article on the game to date "The MIDWAY Thesis" by two of the game's experts, Harold Totten and Donald Greenwood. "The Pacific Theatre Via MIDWAY", the other major variant that spawned the MIDWAY Variant Kit, has been expanded to include many more optional rules (some applicable to the MIDWAY game as well) and an additional scenario, "The Battle For Australia", a previously unpublished article adds the ultimate with a hypothetical monster scenario using the components of both the game and the variant kit. Other articles deal with strategy, analysis, variants, and other hypothetical situations. The best of three Series Replays that have appeared in THE GENERAL is also reprinted, useful in itself as a fine example of the subtle strategies involved when experienced players meet.

THE WARGAMER'S GUIDE TO MIDWAY sells for $4.00 plus 10% postage and handling charges, and is available from our mail order dept. Maryland residents please add 5% sales tax.
Merlin's Used Horse Lot?
A Dwellings Variant for MAGIC REALM

By Bruce Degi

Now that Magic Realm has enchanted the pages of the General (Vol. 16, #4), it will just be a matter of time before loyal magic trickpers flood the shore of Baltimore, with all sorts of fantastic variants for this gem. The possibilities are endless; the resulting complexities may be staggering. Before any TREMENDOUS variants wind up in the CHARGE box, I'd like to take a SWING at a NEGLECTIBLE variant; if it's not a SMASH, feel free to DUCK.

THE DWELLINGS VARIANT
All of the Dwelling counters provided with the game have a Brown and a Grey side, but the original rules make nothing of it. Using these rules, the players will find more uses for the dwellings and hopefully, for the varied nature of these dwellings.

1. All Dwelling counters are set up at the beginning of the game BROWN side up. Dwellings that are Brown side up function exactly as stated in the original rules.

2. Dwellings can be ENCHANTED using the same procedure to enchant a tile (section 48). Enchanted dwellings are turned Grey side up.

3. The character doing the enchanting must be in the same clearing as the dwelling.

4. Only the dwelling is enchanted; the Tile is not enchanted due to this action.

5. All "normal" functions of the affected dwelling CEASE. Natives, weapons etc., (but not other characters) "disappear" into another world. They are "out of play" but will return intact when the dwelling is enchanted again.

6. Enchanted dwellings can be "turned back over" by another enchanting attempt, just like enchanted tiles.

7. The dwellings can be enchanted any number of times during the game.

8. Enchanted dwellings have the following new characteristics:

- 3.1 The INN, when Grey side up, becomes a BLACKSMITH SHOP.
- 3.11 Any character can attempt to repair his DAMAGED ARMOR at the Blacksmith's. Characters have two choices.
- 3.12 They can pay the local smithy to repair the armor. Repairs cost one half of the armor's list price (rounded down). Each "R" phase spent at the Blacksmith's will repair one piece of armor. Subtract the price paid from your recorded Gold.
- 3.13 They can attempt to repair the armor themselves. The smithy will provide an instruction book free of charge but will not help beyond that. If you select this option, pay no gold for each attempt but roll two dice. A "6" on either die means you've botched the repair attempt beyond hope—the piece of armor is now Destroyed. One can attempt one self repair for each "R" phase spent at the Blacksmith.
- 3.2 The HOUSE, when Grey side up, becomes JACQUE'S FUR TRADERS.
- 3.21 Each "R" phase spent at the FUR TRADERS, the character can sell one pelt per phase. Pelts are carried just like inactivated counters/treasures.
- 3.22 When Grey side up, monsters that are killed are not merely set aside until the next month. Whenever any one of the monsters listed below is slain, the character can spend one "Alert" phase during the next turn to "skin" one monster.
- 3.23 When Grey side up, "pelts" can sell them to Jacque by spending one "R" phase at the FUR TRADERS. The character can sell one pelt per phase. Pelts are carried just like inactivated counters/treasures.
- 3.24 When Grey side up, becomes MERLIN'S USED HORSE LOT.

3.3 The GUARD HOUSE, when Grey side up, becomes a HORSE TRADER.

3.31 Any character who spends a "R" phase at the CAR LOT can trade in his Horse counter for a better one. Characters have two choices:

- 3.32 They can trade in a horse at one-third of its value and then buy any other horse at list value. Merlin will conjure the desired horse from any available spot on the treasure set-up card, and exchange it for yours. The advantages here are that you do not have to find the proper natives, and you will pay only the list price.

- 3.33 You can do some old-fashioned "horse trading" with Merlin if you desire (instead of 3.32). Merlin gets your horse. It is placed on the treasure set-up card on the spot that has the most horses of that type already. Merlin will conjure any other horse that you desire from the treasure set-up card, BUT you must roll two dice. If the high die is a "5" or "6" the horse is Lame—its carrying capacity is reduced one level and all MOVE times are increased one level. If the high die is a "6" the horse is a real lemon and dies the first phase that you move out of that clearing.

3.4 The CHAPEL, when Grey side up, becomes OUR LADY OF THE SHIRE HOSPITAL.

3.41 One "R" phase spent at the hospital returns all Fatigued AND Wounded counters of that character to play. It will also remove any Curse.

3.42 One full turn spent at the hospital will grant the character one roll on the WISH table. (Limit: one per month).

3.5 The L and S CAMPFIRES are not turned Grey side up when enchanted. Instead, the campfires are EXTINGUISHED. Whenever any one of the campfires is extinguished, both are removed from the board (if both are on the board). Characters in the Campfire's clearing are not affected, but any natives which are not hired are returned to the treasure set-up card.

3.51 Remove all of the "W" warning counters from the WOODS Tiles. Mix them (upside down) and replace them on the WOODS Tiles. The campfires have probably changed locations now and must be found all over again. When found, they are Brown side up and function normally.

3.52 The campfires can be extinguished any number of times during the game. There you have it. As I warned, this is not the ultimate MAGIC REALM variant; but it does add some more possibilities and, I hope, some more fun. IF MAGIC REALM isn't a "wargame" it really doesn't matter. MAGIC REALM is fun. Enjoy.
Operation Adler
Luftwaffe Strategy and Tactics Against Operation Custer
By Michael Matson

While recently preparing as the German player for an Operation Custer PBM game of LUFTWAFFE, I decided to search through my past issues of the GENERAL and look for optimum American and German plans for the game. The search was half successful in that an American plan was found entitled "PBM Luftwaffe-Operation Custer by Mail on the American Plan" by Dean Miller (Vol. 14, No. 1, p. 18). Mr. Miller's plan, outlined later in this article, presents a real challenge to the German player. I assumed my opponent would have access to Mr. Miller's plan and since I could not find any defensive plans for the German in Operation Custer, I concluded that an in-depth analysis of Mr. Miller's plan and a German strategy against it were in order.

Operation Adler-The Defense of the Reich

The aim of Operation Adler is to limit the American to the destruction of 13 or less of the oil targets, thereby obtaining at least a draw. The initial German setup leading to this goal is shown in blue below. The key to the defense is the Baltic forces (three ME-109's, two ME-262's, and one ME-110). Note that the ME-262's are stationed in this area for two reasons. First, they can inflict damage on the sneak force and soften it up for further attacks by the 109's and 110. Second, their bases are deep enough within Germany to lessen the chance of ground attacks and yet close enough to contribute to the defense of the oil targets in central Germany. The ME-262's will have two passes on the B-24 bomber force before refueling and should account for the loss (on a statistical average) of four factors. The ME-109's attack in conjunction with the second ME-262 pass and should account for two more bomber factors, losing two factors themselves. Finally over Berlin the two ME-262's, refueled, join the remaining four ME-109's and one ME-110 to eliminate the remaining four American bomber factors, losing one fighter factor in the process. The net result is the saving of the Berlin and Ruhland oil refinery complexes.

The defense now shifts to the Italian front. Only one more oil target needs to be saved to obtain the draw. The defense of this front consists of five JU-88's and one HE-219 and can take two forms depending on what happens on the Baltic front. If both Berlin and Ruhland are saved then all of the JU-88's and one HE-219 can take two forms depending on what happens on the Baltic front. If both Berlin and Ruhland are saved then all of the JU-88's and one HE-219 can take two forms depending on what happens on the Baltic front. If both Berlin and Ruhland are saved then all of the JU-88's and one HE-219 can take two forms depending on what happens on the Baltic front. If both Berlin and Ruhland are saved then all of the JU-88's and one HE-219 can take two forms depending on what happens on the Baltic front.
be able to get both unless your luck is atrocious!) then the Luftwaffe will have to concentrate on saving the Mieliszewski-Bratislava-Vienna oil complex. Five B-26's and one P-47 close escort (Force 5) are targeted for this area and have three turns to reach it. As soon as this force crosses the R-line the HE-219 should attack the P-47, thereby eliminating one factor. The process is repeated on the second movement stage for Force 5 and the five JU-88's also join in. Assuming the P-47 is eliminated on this turn, the JU-88's should knock down three to four of the bomber factors, losing one themselves. The remaining B-26 groups will now separate over the oil targets and the Luftwaffe will have to split their forces to insure the saving of at least two of the three refineries. Of course Budapest is lost to the A-26's of Force 6 but they will be eliminated on the return trip to the R-line. Remember that this defense is predicated on the loss of Berlin or Ruhland, an unlikely possibility.

While all of the action on the Baltic and Italian fronts is occurring the main American forces 2 and 3, and the P-47's and P-51's are moving deep into Germany. You are assured of a draw by the successful defense of the Baltic and Italian fronts. Now you must decide if you want to win by destroying as many American air combat factors as your own. Air losses from the Baltic and Italian fronts already give the Luftwaffe a substantial lead (three American factors maximum versus fourteen American factors minimum, on average and based on saving Berlin, Ruhland, and Budapest). This, however, will only hold up if the Luftwaffe avoids crippling attacks by the eight P-47's and nine P-51's. If possible the seven FW-190's and eight ME-109's should attempt first strikes on these groups. Such attacks should take place near the jet bases so that the jets can be used as support along with the rest of the Baltic group. By luring the fighters deep into Germany the Americans will be forced to take their fuel tanks, thus diminishing their E-rating. A battle of attrition must continually take place with the American fighters. The bombers of forces 2, 3, and 4 must be ignored until the American fighters are neutralized. Always keep in mind that for the win you want to keep the American fighters neutralized. The defense is predicated on anticipating enemy attacks. If you fail to accomplish this your successful defense of the Baltic and Italian fronts has assured you a draw!

Operation Adler and American Alternatives

The above Luftwaffe strategy can be modified for variations of Mr. Miller's plan. There are really no alternatives for major American improvement in the Baltic area. The American may attempt to force a sneak raid and try to use the extra B-26's to bull his way to Berlin and Ruhland from England and Italy. Distance and German fighter attacks, however, will probably combine to weaken the attack, which the point where the American survivors are easy prey for the German jets. If the German suspects that the American is using this strategy (usually evidenced by the fact that the American has not announced a sneak raid and larger-than-needed bomber forces are moving from England and Italy), he should begin to base his Baltic forces so as to immediately attack any bombers which move northeast of the Gelsenkirchen-Hannover area. With this American strategy, German fighters based in northwestern and western Germany will have to be committed to attacking Allied fighters earlier than usual so as to prevent them from protecting the bombers designated for Berlin and Ruhland.

A promising American alternative in the Baltic area is to designate three sneak B-24's to arrive northeast of Anklam on turn 7 and target Berlin, the other two B-24's being included with Force 2 and targeted for Ruhland. Force 2 arrives over the Leipzig-Bohlen-Merseburg oil complex on turn 8, thereby forcing the German Baltic force to (a) concentrate on either the sneak force or Force 2, or (b) split the Baltic force and try to defend Berlin with one group and Ruhland with the other. At the most, however, the American will destroy Berlin or Ruhland but not both. If this happens the German defends the Italian front as outlined earlier when either Berlin or Ruhland is destroyed. The American commander has three options for improvement on the Italian front: provide more close escorts, provide more bombers, or provide more of both. Providing more close escorts can ensure that the American bombers of Force 5 and Force 6 reach their targets. Any additional bombers will be of the slower type, will not be able to maintain pace with the faster B-26's and A-26's, and will be susceptible to an extra turn or two of enemy fighter attacks. All three options have the drawback of weakening one or both of the other two fronts. In balance, providing more close escorts offers the most gain at the least cost, the cost being about two additional close escort fighter groups. When confronted by this option the German commander must concentrate all of his available Italian forces for saving Budapest. If this can be accomplished and Berlin and Ruhland are saved a draw can be obtained. In order to save Budapest against this American option it may be necessary to put an additional two ME-109 groups in the area. Of course such action is predicated on anticipating the employment of the option by the Americans! However, if the American does not employ the option and you as the German commander have deployed the extra 109's on the Italian front you are still in the pilot's seat, so to speak. The Germans can either keep the 109's on the Italian front, thereby guaranteeing that Budapest is saved, or they can restage them back to central Germany in preparation for the inevitable attrition battle with the American fighters being drawn into the area by the English front FW-190's and ME-109's. Mr. Miller's plan for the English front and the bomber thrust deep into Germany really leaves little room for improvement. The forces for this thrust can increase or decrease slightly depending on American variations on the Baltic and Italian fronts. The battle over this area will, however, still remain one of attrition.

Summary

Operation Adler is designed to give the Luftwaffe a better than even chance of preventing an American victory in Operation Custer. The key to the defense is the Baltic front and the saving of Berlin and Ruhland. By preventing the destruction of these two oil refineries the Luftwaffe should be able to also save Budapest and obtain at least a draw. A successful battle of attrition by Luftwaffe fighters against American fighters over central Germany will lead to a win. The success of this eleventh hour attempt to preserve what remains of the Reich's oil refining capacity may mean fuel for tanks needed to delay the Russians headed for Berlin. At least a long enough delay to negotiate a separate peace on the Western Front. Unless, perhaps, Mr. Miller comes up with some new offensive wrinkles.

SQUAD LEADER T-SHIRTS

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Table 1

<table>
<thead>
<tr>
<th>Force</th>
<th>Components</th>
<th>Targets</th>
<th>Entry Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>B-24 (5)</td>
<td>Berlin (1 group)</td>
<td>Sneak force, enters on the square northeast of Anklam on turn 3.</td>
</tr>
<tr>
<td></td>
<td>Close escort</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>B-24 (7)</td>
<td>Ruhland (2 groups)</td>
<td>Crosses Italian R-line on turn 3.</td>
</tr>
<tr>
<td></td>
<td>Close escort</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>B-17 (9)</td>
<td>Brux (2 groups)</td>
<td>Crosses Italian R-line on turn 3.</td>
</tr>
<tr>
<td></td>
<td>Close escort</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>B-24 (5)</td>
<td>Bohlen (2 groups)</td>
<td>Crosses Italian R-line on turn 3.</td>
</tr>
<tr>
<td></td>
<td>Close escort</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>B-26 (5)</td>
<td>Gelsenkirchen (1 group)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Close escort</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>A-26 (2)</td>
<td>Dresden (2 groups)</td>
<td></td>
</tr>
</tbody>
</table>

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WAR AT SEA

Axis: Alan R. Moon
Allies: Richard Hamblen
Commentary: Don Greenwood

Whenever the Series Replay coffers are bare, an all too commonplace occurrence, I have to cast about the immediate vicinity for bodies to fill the void. People then start to disappear faster than Mandrake the Magician, and exudes fast like autumn leaves. You'd be amazed how busy our staff can become when it's time to do another Series Replay—or how few games they "know how to play." The "I'm a designer—not a player" line is one that particularly turns my stomach. Be that as it may, this is just the first of a series of staff generated replays you'll be seeing in upcoming issues.

In all fairness though, you really can't blame them. The prospect of having your every move put under a microscope for the whole world to see and being declared a chowderhead by some self proclaimed expert with the advantage of hindsight is not very appealing. Taking the role of the neutral commentator and pretending to be the final authority on what constitutes good play ain't what it's cracked up to be either, unless you happen to be an ego maniac.

Nevertheless, the readers want Series Replays. They don't want to write them—but they do want to read them so here we are. Why WAR AT SEA? All our volunteers were quite familiar with it and it is a short game suitable for illustration. Besides encompassing the two major needs of a Series Replay, brevity and clarity, no available back issue contains one. More importantly, we believe we can sway the majority opinion of the WAR AT SEA playing public to the fact that a Med strategy is not only a viable course of action but indeed is the best Allied strategy.

Unfortunately, the Med strategy increases the luck factor in a game which is already occasionally referred to as "Yahzee at Sea" by its detractors. Because the Med strategy forces the Axis into major battles early in the game, the dice on one side or the other could blow the game wide open before the die rolls get a chance to even out over the course of a full game. In short, if the Axis get decidedly the better of the die rolls on the first turn, our little exhibition will prove nothing and may indeed set the Med strategy back a few years. But all three participants are agreed that the Med strategy offers the best chances of an Allied win and so, reinforced in our belief, by the use of a play balance rule used at the last four ORIGINS tournaments and soon to be incorporated into the rules (i.e., add a +1 DRM to the American reinforcement roll for every turn after turn four), we set out to challenge Murphy's Law.

I might add that I was originally scheduled to direct the Allies in this affair with Richard Hamblen handling the neutral commentary. He indicated that he would rather play, however, and after watching Alan practice salvos from a cup into an empty box I quickly acquiesced.

BRITISH PREFACE

In this game I will be using my version of the 'Mediterranean Strategy', which is based on the idea that the British can greatly increase their chances of victory by maintaining a strong presence in the Mediterranean from the first turn on. Since this strategy leads the game into new situations that will be unfamiliar to players used to the more commonplace non-Mediterranean strategies, I will preface my turn-by-turn commentary with an explanation of the why's and wherefores of fighting in the Mediterranean.

The key idea behind the Mediterranean strategy is that the British can adopt a conservative approach against the Germans in the Atlantic and use the forces conserved to deny the Mediterranean to the Italians, with the net result that the British gain more POC in the Med than they lose in the Atlantic.

Several traditional strategies involve invading the Mediterranean later in the game but the 'Mediterranean Strategy' emphasizes fighting for the Mediterranean from the very first turn in order to gain three benefits. First, the British can place units in the Med without speed rolls on turn one, so they can use their slow ships there and increase the efficiency of their fleet. Second, a British fleet in the Med early in the game gains unexpected POC and cuts into the initial Axis POC gains. Third, the continual British presence in the Mediterranean wears down Italian strength and makes it easier for the British to gain control later in the game, which increases the speed with which the British regain POC and makes the safe and chancy arrival of the convoys less vital.

The strategy also involves subsidiary benefits (which in fact are what makes the strategy feasible at all). First, control of the Med blocks the Italian raiders from leaving and thereby reduces the force that needs to be committed to the South Atlantic. Equally important, the British player gets the maximum flexibility in redeploying his force to meet developments, since from the Med he can return directly to England without speed rolls.

The big question with the Mediterranean strategy is choosing how much force to commit to the Mediterranean at the start of the game, and there are (at least) two schools of thought on the subject. Many players choose to clearly outnumber the Italian fleet, which means that the Italians usually do not sortie and the British, with extra forces tied up in the Mediterranean, are forced to be even more passive in the Atlantic. Consequently, in my application of this strategy I prefer to offer the Italians some hope. After all, the sortie, relies on poor sortie (which is advantageous to the British) and the British capacity for reinforcement to lead to eventual control of the situation. I then use the additional British forces to pursue a slightly more adventurous policy in the Atlantic. That's the theory, anyway.

My WAS game is very rusty, so I will have to rely on notes and calculations I made a long time ago, particularly the 'Fuzzy Wuzzy' factors I introduced and explained in Volume 13, Number 3 of THE GENERAL. Necessarily, I will be referring to these notes in my commentary, so I will explain them briefly for those of you who do not have that out-of-print issue. Basically, each ship is assigned a number of battle points which defines its effect on winning a battle, and a killing factor which defines its ability to sink enemy ships and withstand being sunk. Some typical values are 7 battle points and 2 killing points for British/Italian cruisers and 14 battle points and 14 killing points for British 4-4 battle ships. Air factors and U-Boats subtract 4 from enemy totals. These values are meant to be directly comparable, so the side with more battle points in a battle should win the battle while the side with more killing points should inflict more damage.

AXIS PRE-GAME COMMENTARY

One of the things I had to get used to about Don Greenwood is that he mumbles a lot, both when you're talking to him and when he's by himself. Having been a radio operator in the service though, and being used to a lot of static during transmissions, it only took me several months to decipher most of his more unusual sounds. One of his more peculiar mumbles is that he just has a knack for leading Series Replays for THE GENERAL. Well, in the last few weeks, numerous suggestions have been made by me that we, the staff, do some. I mean who better to do Series Replays? Every chicken has to stick his neck out sometime.

Finally, the light broke through and Don agreed.

Lots of talk followed. Eventually it took a big to-do to get words into action even then. I proclaimed myself a good, if not the best player at VICTORY IN THE PACIFIC, WAR AT SEA, and NAPOLEON; clearly challenging Don and Richard Hamblen to a contest to dispute me. Their interest suddenly grew. Counter claims were aired. I put my money up and told them to do the same. And so the AH grudge match was arranged.

Actually, while I do consider myself to be a good player in all three games I mentioned, WAR AT SEA ranks third among the three. So what do I end up playing? Of course, of course. But, for those of you who take anything and everything seriously, PLEASE DON'T! Don, Richard, and I are friends. I'm not crazy about my mother, but that's another story.

The psychological warfare began a few days ago, when it was decided Richard and I would compete in WAR AT SEA. I said I'd like to bet $100. Richard said he'd prefer to make it more like $20. I agreed, having won the first battle. You see, I didn't want to bet $100. I'm looney, but I'm not crazy. I just gave Rich an inflated figure so he's settle at a slightly higher figure than he would have if I'd said $10. And that's the psychology of it. I want the highest figure I can get to make Richard nervous. I also wanted to make Richard believe I wanted to bet an amount like $100 to show confidence and to let him know that I am serious about my claims. That's what it's all about. Confidence without arrogance, friendly intimidation, and surface humor with inner concentration are the ingredients of a winning psychological warfare strategy. I also grin a lot and act like I'm taking the game lightly while inside I've got all the wheels turning. Now, isn't gaming fun that.

Don and Rich both wanted to be the Allies and showcase the Mediterranean Strategy. They feel this is the best way to win as the Allies. As a matter of fact, so do I. It certainly makes for a more interesting game, and the Axis still have an even chance, at least.
I should mention that Don offered me a way out at the last minute. He said I could be the neutral commentator and he'd play the Axis. What a nice guy. That didn't appeal to me though. After all, Don always gets the last word in THE GENERAL, and if I was the neutral commentator he'd just edit out any last words I had about him. So, tis better to play. The play's the thing anyway. Besides, I need the twenty bucks.

Of course, win or lose I'll have a good time. That's the major difference between gamers. Some take their games too seriously. I take fun seriously and fake the rest. However, there is respect to be gained here for both Rich and I in the eyes of you, the readers, and in this we can both be winners. The $20 is small potatoes compared to that. I'll still take the money if I win though, just to show Rich he shouldn't gamble.

This game will be my attempt to prove the fallacy of the Fuzzy Wuzzy method of playing WAR AT SEA (See Vol. 13, No. 3). The formula will be destroyed forever. It's Fuzzy Wuzzy against Fuzie Bear. This game will exemplify the difference between Richard's style of exact odds calculations and my gaming odds. I feel most players go by their hunches and the feel of the game. They don't figure out anything exactly. I assume I will be lucky and I take chances because of it. When there is a chance, I'll go for it!

**BRITISH TURN ONE COMMENTARY**

I have four objectives on the first turn: control the North Sea, contest the Mediterranean, control the South Atlantic (to trap any intruders in the Neutral Country) and do something to penalize any Axis move into the North Atlantic (to deter oiling). Committing units to four areas is a little tricky with only a 30% advantage in overall strength, since the Axis can concentrate against all four to varying degrees, so my initial placement is necessarily a little thin and technically subtle. In practice, I will set up three types of occupation fleets. First, the control fleet that is designed to win a battle and control the sea area but which may be low in killing power. Secondly, the killing fleet which may be weak in battle-winning ability but which can inflict disproportionate casualties—this is a particularly devastating threat because the British fleet is unusually strong in killing punch. Finally, a balanced fleet that is meant to hold its own in battles and in kill ratio. Now for the deployment in detail:

**MEDITERRANEAN**

The key to the strategy. Slow ships can start here free and can return to England at will at the end of a turn; a great improvement over their normal movement limitations. As a result I will start the bulk of the slow units here and withdraw them to England as needed or allowed by the course of the game. The strength is calculated carefully and is less than some Mediterranean strategists prefer. I calculate that with normal airstrike luck on both sides I should have a slight advantage in killing power and be at a slight disadvantage in battle-winning capability when the battle is joined. On this first turn I am not necessarily aiming at control of the area; I am willing for the Italians to win, as long as ship losses are even or in my favor.

**NORTH SEA**

This is the area that the British must control, so naturally I put a control group, weak in killing points, here. My good control/poor killing ships are all light and fast, which gives me a few more advantages here: the ships' speed means that the Axis might not be able to get away if he fights here and has to withdraw, and since the Axis will probably not go up against superior battle strength and speed then the fast ships will not fight and will take no losses on the first turn.

**SOUTH ATLANTIC**

The British really want to control this area to trap any intruders or failed oilers in the Neutral port, but they lack the strength to ensure control superiority. Consequently, I put enough killing strength here to make the intrusion unpalatable. The Axis can come here with battle and killing superiority, but they risk being irreparably crippled even if they win.

**NORTH ATLANTIC**

You might call this the North Atlantic Gambit. The Axis is almost forced to strike here, but the two heavy battleships are extremely powerful in killing power. The Axis will probably win the battle, but they are likely to take major losses. As a result the Axis usually feels obliged to send a few pocket battleships in (risking the die roll), since that's the only way he can gain killing superiority, which stretches him thin. The Eagle affects all this by adding an imponderable—the British can actually win here with a lucky airstrike at the start—and by penalizing the U-Boats should they appear in support of a major Axis sortie. Statistically, I expect one of the British ships to come limping home and I expect the Axis to lose one ship and to have one
damaged. Even attrition is not to be feared by the growing British fleet.

SUMMARY
I am offering attrition battles in the North Atlantic, Mediterranean and South Atlantic, relying on each group's killing strength to ensure even attrition. In addition, the South Atlantic and Mediterranean forces have a reasonable chance of maintaining control. The North Sea I have guaranteed with a control group.

BRITISH COMMENTARY ON COMBAT
A 5-5-3 averages nearly three damage points per broadside, so the natural choice of targets is to fire each at a pocket BB or to mass them on a battlescra. Because the German fared well on his speed roll I have two pocket BB's to fire at, which are preferable to the UBDes if their weaker defense and stronger gunnery. They are also sinkable individually, which is helpful in case my luck is below par—which it is.

MEDITERRANEAN
Since I am seeking an attrition battle in hopes of ultimate victory, I will concentrate on his killing-power ships with airstrokes and gunnery. After the peculiar results of the first round my losses are not too bad but the ships that remain in the battle are in deep trouble. I must save what I can for next turn. Consequently I run in two groups, forcing him to win two battles to wipe me out—and my luck turns a bit.

AXIS TURN ONE COMMENTARY
I was surprised by Richard's setup. I expected to see either more or less ships in the Mediterranean. I was especially pleased the Glorious was there instead of the Ark Royal. I was intrigued by his use of the fast ship force (Hood, Repulse, Renown, and the cruisers) in the North Sea which is something I hadn't seen before.

I must fight in the Mediterranean. It's a better than even battle. His extra two air factors are more than balanced by my extra three cruisers. If I don't fight now, he'll just put more ships in there next turn and I'll be cornered till I do fight. My best odds are this turn.

The decision of where to put the German fleet is easy. In fact, it is no decision at all. The North Atlantic is too inviting. With a different setup I might have considered attacking in the North Sea or South Atlantic but not attacking at all, but my strategy here is obvious.

The odds are heavily in my favor in the North Atlantic. The U-Boats join in to get a shot at the Eagle; they are not there just to break control because I will win the battle anyway. With five ASW rolls against my three U-Boats, they have a better than even chance of surviving. Getting rid of the Eagle will prevent Rich from sending one of my ships home with a disabled result from the air factor. I want all my ships so I can sink both his battleships.

I left the Graf Spee in the Barents to pick up the easy two points. I considered leaving another 2-2-5 in the Baltic, but decided the extra ship in the North Atlantic was more important than one more PO.

Now, two 2-2-5s can try for the North Atlantic and at least one should make the speed roll. Both actually do, and that's a big bonus. The 2-2-5s are the ships left behind because the 1-2-7s are assured of making it to the battle. While some air factors are being hit, one is better than none and the one is a sure thing.

I know the Mediterranean Strategy is a trap to get both the German fleet and the Italian fleet into battle, but I think the trap has some flaws here and I will try it. I will probably leave one or more ships in the North Atlantic to oil at sea at the end of the turn.

TURN ONE NEUTRAL COMMENTARY
I have already stated my approval of the overall British strategy. It is only in the fine details of implementing the strategy that I can find fault with Richard. I will allow him to do it, for allowing the Italians the potential upperhand to control the Med. I feel that attrition should be used vs. the Germans—not the Italians. The British Med force should be able to expect to control the Med on the first turn. The superiority edge they can enjoy will be slight because of the chance speed rolls. Close-up the South Atlantic to Italian cruisers is necessary to justify this type of effort against the Italians. If the British are to fight the Italians they must win—they cannot afford half measures. Otherwise, they would be better off ignoring the Med altogether and concentrating on other areas.

The British edge must be slight. They cannot afford any more and still be able to extract reasonable attrition from the Germans. This edge can be gained by replacing the Glorious with the Ark Royal and adding two more cruisers to the British screen. The Ark Royal simply must be stationed in the Med. There are six major Italian targets to deal with and the Ark Royal's three airstrike factors coupled with land based air from Malta will give the British the maximum efficient use of airpower. This three airstrike edge is all that stands between the British and the Germans. The German should dispatch or damage one more vessel than the Luftwaffe and leave the British with one additional capital ship and hopefully an even number of vessels to screen the Ark Royal from an Italian battleship. Should the Italians refuse battle altogether nothing is lost yet. The South Atlantic will be free of Italian cruisers on turn 2 and the British will still be able to contest three areas with the Germans on turn 2. Any British move into the Barents before turn 3 is premature anyway. It is a battleground of the German's choosing—an area where the Luftwaffe gets an 80% chance of hitting the most vulnerable British ships who must also struggle with speed rolls until turn 4. This allows them to base in Murmansk. Therefore, the Mediterranean squadron can stay put on turn 2 and avoid developments in the Atlantic. Oilier failures or battle results might ultimately dictate leaving the Med but this decision need not be made on turn 1 just because the Italian fleet passes the Barents. Depending on the German success, control of the Barents can be delayed till turn 4 and never should be attempted before turn 3.

But what of the North Sea which I've just weakened? Richard's setup here is unusual and clever. He seeks to protect his most vulnerable and valuable fast ships by grouping them together into his strongest control group. The Germans could do great damage to these valuable ships but stand to lose the battle due to the sheer number of British targets. Richard is banking, and cleverly I might add, on the situation to get so good an advantage that all his eggs in one basket with a less than even pitched battle here and take a chance on coming up POC less when there are easier fish elsewhere with almost guaranteed POC. My gripe is that Richard has made this choice too easy for the German to make. His strategy is to sell his ships and let the German control the Barents. I would lighten the North Sea force by an additional two cruisers (besides the force already sent to the Med) and replace them with the Vultur. If the Glorious can disable a battlecruiser the British will still have the superior force—albeit by a razor's edge.

The South Atlantic gains ASW strength in the swap which is the immediate British concern. Control of the South Atlantic is essential to discouraging over-zealous oiling attempts at the end of the turn. The Courageous also gains additional screening protection should the entire German fleet come that way and their chances of escape are enhanced. Not that such a battle is expected. Richard's setup is designed to make the South Atlantic impenetrable. No! Not only does it represent a major attrition opportunity, but the battle is nearly even and should it result in a tie, the Axis would be catastrophic for the Axis. My changes are only for the sake of what I believe to be slightly better overall balance between the two forces.

The North Atlantic setup is identical to my own. It is designed to invite battle. To hit the "easiest targets" of the German force the Italians either rolly or leave uncontested POC behind. The German fire will come against the strongest British ships—ships that will survive one hit 83% of the time and two hits 28% of the time. These survivors have a 15.7% chance of limping home with every die cast against them. The remainder of the German fleet is garrisoned within the realm of possibility. The Axis response to the British setup is beyond criticism. Abandoning the PO for the Baltic to ensure attrition might have considered attacking in the North Sea is too inviting. With a different setup I might have considered attacking in the North Sea or South Atlantic but not attacking at all, but my strategy here is obvious.

The odds are heavily in my favor in the North Atlantic. The U-Boats join in to get a shot at the Eagle; they are not there just to break control because I will win the battle anyway. With five ASW rolls against my three U-Boats, they have a better than even chance of surviving. Getting rid of the Eagle will prevent Rich from sending one of my ships home with a disabled result from the air factor. I want all my ships so I can sink both his battleships.

I left the Graf Spee in the Barents to pick up the easy two points. I considered leaving another 2-2-5 in the Baltic, but decided the extra ship in the North Atlantic was more important than one more PO. Now, two 2-2-5s can try for the North Atlantic and at least one should make the speed roll. Both actually do, and that's a big bonus. The 2-2-5s are the ships left behind because the 1-2-7s are assured of making it to the battle. While some air factors are being hit, one is better than none and the one is a sure thing.

I know the Mediterranean Strategy is a trap to get both the German fleet and the Italian fleet into battle, but I think the trap has some flaws here and I will try it. I will probably leave one or more ships in the North Atlantic to oil at sea at the end of the turn.
sunfire superiority and in the vast majority of cases should have sunk the Exeter long before she could have removed one of their number. The Italians would then be free to turn their combined guns on the Glorious and add her to the booty. The correct move here would have been to withdraw separately forcing the Italian to split his force if he were to bag them both. Alan would have probably ignored the Exeter to increase his odds of getting the Glorious but it would still have been a superior move. Richard was extremely fortunate to escape with the Exeter saving her by close escort at that point were extremely slim.

It has been an interesting turn. The Allies control only the North Sea and South Atlantic and are five POC down. Aside from the loss of the Glorious to the pursuing Italian cruisers the British might have won the Mediterranean "war" while losing the "battle." They sank two Italian battleships to one of their own while putting two others hors de combat for at least a turn with maximum firepower yet thus can be used in a pinch. The German wisely kept his oiling to a minimum due to the British control in the South Atlantic. It is still anybody's game although the Axis has got the best of the first round. One wonders what would have transpired with the Ark Royal and two more cruisers in the Med.

Checking for the impact of the luck factor on all this we find that fortune smiled on Alan with 13 hits and 8 disabled results where he should only have had 10.33 and 5.67 respectively. He also got away with three out of three speed rolls. On the negative side the hits he did achieve should have racked up 36.85 damage points but actually netted only 30. A check of the British ledger shows nearly a mirror image of this with Richard having below average hit results but scoring far more heavily than he should have on the hits he did get. An examination of the luck factor shows that Lady Luck was indeed active this turn but very fickle. She favored both sides about equally with Richard doing slightly better at 1.24 to Alan's 1.22. As an overall influence we can dismiss luck as being a major factor this turn.

BRITISH TURN 2
Well, notwithstanding his hot dice I am not much worse off than I expected. I myself was particularly lucky to get out of the Mediterranean with a (reasonably) whole skin after the way the battle there started.

I am facing a position that is a little peculiar. The effective loss of three ships in the Atlantic while the Axis lost only one means that I am stretched badly in the Atlantic; on the other hand, I have a killing point superiority in the Mediterranean even though I lost the battle there. This calls for a slight change in policy, so I will attempt to clamp down on the Italians while they are weakened while pulling in my horns in the Atlantic. I cannot hold two areas against the massed Kriegsmarine, so I will mass in the North Sea and forfeit the North Atlantic to limit unfavorable attrition. I will also clamp down on the South Atlantic to trap intruders and unsuccessful oilers.

This gives him more POC than I like, but I feel I am just a little too weak to contest the North Atlantic with the area control at hand; the Scheer can go anywhere and the Italians can sortie in the South Atlantic this turn. Hopefully this turn will restore the tactical situation so I can redeploy a ship or two from the Med and use my reinforcements to be more aggressive next turn. With the Axis gaining extra POC now, I will have to rely on the Mediterranean control to regain points in the middle and late game. Details:

MEDITERRANEAN
I have killing superiority, but I need a few extra cruisers and a carrier to give me the battle superiority and U-Boat protection I need— I want to control this area this time. The carrier also allows me to airstrike both a sortying fleet and repairing battleships with land based air if the circumstance arises. I definitely want to keep his heavies hurting even if he sorties with the rest of his fleet.

SOUTH ATLANTIC
Once more I want to ensure control, including U-Boat protection.

NORTH ATLANTIC
Again to ensure control, even against U-Boat incursions.

BRITISH COMMENT ON COMBAT
Pliu. My carrier, no less. This cheap attrition is getting me in deeper and deeper.

AXIS TURN TWO COMMENTARY
Things went pretty well in turn one. My only regrets are that the Eagle and Exeter got away, but I can't complain too much about the dice. The big blow was losing the Andrea Doria in the retreat. The situation in the Mediterranean is now very interesting. Though Rich has more firepower, his ships are damaged and won't take much to sink. My problem is my two 4-6-6s which must both repair to get their full firepower back.

I only oiled one ship at sea in the North Atlantic because I figure that's all I need, and I didn't like the possibility of being trapped in the Neutral Port. I picked the Admiral Scheer because it was the slowest ship and the others can all make two areas without speed rolls. One little trick I have up my sleeve will be to put the Scheer in the Mediterranean if the battle is close. It could make the difference.
Alan's non-move is beyond reproach. To do anything else against this development would be pure folly. I don't believe the British can win this way. The stronger the German fleet becomes, the harder it is for the Allies to assure all necessary areas. The Germans must be whittled down. The importance of gaining POC in the Med is to force the Germans to offer battle more readily. I must condemn this as a poor move—not up to the norm of Richard's usually excellently thought out play.

The British are strong enough to contest four areas and blood the axis! True, they'll have to take chances but that's nothing new and now is the time to do so—before they get even stronger!

Let's start with the Med which is a poor move even if you disagree that the Allies can contest four areas. It is far too strong—the Italian would have to come out (and they probably won't), the British can only counter with six ships with 12 battleships (a very good assumption) the Italians will refuse to budge his maximum damage on his battleships is the time to tempt him. Send those reinforcements back. Get the Sovereign out of port and let her sail with three damage points. She will still have a salvo of 9 and 6PAC compared to Richard's 7. The Med is too strong though and Richard is correct in not changing speed rolls to return parts of his Mediterranean squadron to England, the Ramillies could have gone there free at the end of last turn. This would leave the Med defended by five ships with an initial gunnery count of 17. Assuming the Italian will refuse to budge his maximum damage on his battleships (a very good assumption) the Italians can only counter with six ships with 12 firepow—er—and would require all the Italian cruisers—guaranteeing the safety of the South Atlantic. After the turn when the Italians don't come out (and they probably won't), the British could choose which ships to move to England for free repairs rather than fouling with partial efforts in Malta. Under no circumstances should a carrier be in the Med this turn. There are not enough strong targets to keep two additional ships above the three already available from land based air. The presence of a carrier only gives the Luftwaffe a highly valuable and valuable target to shoot at in an area which represents their only potential attack anyway. That's like waving a red flag in front of a bull. Fate seems to agree if one could release the superhuman with the rapid dispatch of the formidable.

The North Sea is also overdefended. A 4-4-4 can be spared for the North Atlantic and possibly two. This would leave the North Sea vulnerable to possible damage. Under no circumstances would I come against a British kill group and should exact real attrition. The Ark Royal is the key. If she can disable one or more of the German heavies the British should win the battle and the game! Just to make sure we'll throw in the two cruisers from the Med giving the British seven ships with 22 shots plus the Ark Royal against seven Germans with 16 bonus shots. And this counts on the Scheer being present and the Baltic unclaimed.

The North Atlantic can now be manned by the Ramillies, Barham, and Malaya plus the Renown and Replase and a cruiser from the South Atlantic plus Cruisers around Formidable. For a total of six ships and 19 shots plus the four air strike factors of the carriers. Against this the Germans would probably mass seven ships with 15 bonus shots before the air strike. Again, the carriers are all important and actually make the British force slightly superior.

This leaves only four cruisers to defend the S. Atlantic, but, what if? The Scheer ventures here that probably means the North Sea and North Atlantic are safe. And if the Italians sortie then the Med is safe. This is the only area where the Axis has a clear cut advantage and it is slim—one 2-2-5 pocket battleship and the U-Boat threat are all that keeps this from being an even battle. An eight cruiser melee is a toss up which is to the British advantage when you consider how valuable the Italian cruisers are. A single lucky 5' or 6' against the Scheer could put him into a virtual standoff with the Italians and if things go badly the British can run away from the Scheer. The cruisers are also the least valuable targets to expose to the U-Boats. To top it all off a surmise here should ensure Allied control in the three surrounding seas and preserve further Atlantic ventures.

The Axis can still concentrate and possibly win any one battle but not two. This means that Richard's defense gives up as much POC as I would make the Axis fight for, and, hopefully, extract a price. Richard's move gains neither attrition nor POC. The sooner he learns that the British must offer an even battle. Why postpone the inevitable when later "inevitable" will include the Tirpitz? The Allies now find themselves 8 POC behind and unable to make a major mistake or lose a major battle. They've used all the "rope" the game allows. This is not the Richard Hambien I know.

The failure of the Scheer's oiling attempt gives small manner of solace to the British. Considering the British control of the S. Atlantic and the decreased chances of oiling success, Alan should have left well enough alone but he's probably drunk on visions of victory by now. Nevertheless, Alan pulled ahead in the luck department with a cumulative figure of 1.3 compared to Richard's 1.28. The real damage done this turn, however, had nothing to do with luck.

BRITISH TURN 3

The tide is going against me but we are still within the Mediterranean strategy's tolerance for disaster. My loss of two carriers means that the tactical stability I enjoy this turn is ephemeral; he'll be poking holes in my control freely around the perimeter from now on. If you play it out you have a big effect on my play this turn. Next turn I need to clamp down on the Barents, which means that I will need the ASW capabilities of the convoy—since I am now operating two carriers light. Thus, I must hold the North Atlantic and North Sea in strength. I am beginning to see how hard this game played, so I won't be going to a little thin here in hopes of drawing the Germans out—I can stand to lose an occasional battle as long as I can inflict significant losses on the Germans. In the south the threat of U-Boats and the slow recovery of the Italian Navy portends that the Germans will find little help here and thus I can get away with a battle this turn when things are (comparatively) under control. Once more I can stand to lose a battle in the Med, but only if I gain favorable attrition on him—my dice cannot be cold, nor his hot, forever!

NORTH ATLANTIC

I need a major fleet to protect the convoy. He can get killing and battle superiority, but can he stand the attrition?

NORTH SEA

Here he can get battle superiority, but he definitely should not be able to stand the attrition.

SOUTH ATLANTIC

Unfortunately, I cannot spare much strength to deal with the Scheer, so I must maximize the force's efficiency, particularly against the appearance of his U-Boats. Using cruisers as my surface strength maximizes my ASW and also reduces the surface strength that can be sent home by a lucky torpedo. Whether the Eagle will use her air strike and how she will behave in the battle depends on whether the U-Boats come here and how much damage they inflict. Hopefully I can pass up the air strike in order to sink the Eagle with "massed" gunnery. I just wish that I could afford more gunnery here. I will almost certainly win the battle, but the Scheer may well get away.

MEDITERRANEAN

His position is improving while mine is not. Therefore, I will tempt him to sortie by allowing him superior strength. Apart from the attrition I wish to inflict, this should prevent his wounded battleships from affecting repairs.

THE U-BOAT WAR

He should not be able to break the North Sea, and the North Atlantic should take care of any U-Boats sent there. He can break either the Mediterranean or the South Atlantic, but not both. Moreover, he should take some U-Boat losses in the action. In committing his U-Boats to either of these areas he will gain some tactical flexibility, but he will be still be limited to concentrating in only one area—which I should be able to deal with.

BRITISH COMMENTARY ON COMBAT

Oops. So he breaks control in the South Atlantic with U-Boats, and breaks control in the Mediterranean by winning a battle. Things are going from bad to worse; I am going to have to rely on regaining the South Atlantic by the end of this turn, I'll 6.1.28. The real damage done this turn, however, had nothing to do with luck.

AXIS TURN THREE COMMENTARY

The Scheer doesn't find the oiler in the vast North Atlantic, but that was a calculated risk. I hope I can salvage something by taking a ship down with her in the South Atlantic this turn. Actually, turn two went my way as another carrier went down and I picked up 3 POC without a fight, giving me a total of 8 POC. If I can pick up 2 POC this turn, I'll be at maximum and Richard will have to average +2 POC each turn for the remaining five turns. No easy task!

Richard again surprises me with his setup. He is giving me both the Mediterranean battle. Even more surprising though is his weak force in the South Atlantic. My U-Boats should get away in this turn. I have two carrier losses this turn, but I have at least 15 POC to play with. I can afford the £1 POC, but I think the Scheer can justify her loss by sinking one cruiser. Richard will need his fast ships next turn for the Murmansk run so if I can take out an extra one it will hurt him. With any luck, I can get off the Eagle with the U-Boats and sink a cruiser, and maybe get away with a disabled result. If the Scheer does survive, the South Atlantic will be open (the U-Boats breaking control) and I can attempt to put her in the Mediterranean or any other area except the Barents in turn four.
The main German fleet will stay home as a battle in either the North Sea or the North Atlantic does not look good. Turn four should be tough for Rich. He will have to decide where to put his fast ships, probably splitting them between the Mediterranean and the Barents. He will almost certainly have to chance some speed rolls to get ships to one or both areas.

TURN THREE NEUTRAL COMMENTARY—
This is a good setup but it's a turn too late! The Axis has grown too strong. The Allies need some breaks like an appearance from the Russians which is not forthcoming. Given the situation my only suggestion for improvement would be to trade the Norfolk for the Hood. This would give the British a slight edge in the Med and not hamper the North Sea enough to make a sortie there advisable as the North Atlantic is still a better risk for the German if he wants to face an attrition battle.

Alan's response is excellent and reveals the restraint and ability to pace oneself which is found only in better players. He knows that the Allies must move into the Barents next turn and when they do the Luftwaffe and newly arrived Graf Zeppelin will reverse the air cover situation which is the only thing saving the British now. He also knows that their ranks are likely to be thinned the first time up north due to speed roll failures. Waiting is the correct decision even though the Russians may not be as cooperative next time.

Similarly, the sortie in the Med is well advised. Not only does he have the advantage here but this is probably the last turn that the Luftwaffe can be lent to the Med, what with the anticipated goings-on in the Barents. Some might argue that the U-boats might have been more valuable in the Med where there are more important targets, a closer battle to influence and Italian cruisers to break into the S. Atlantic, but their placement is reasonable and does give the Scheer hope for continued adventures on turn four by removing British control in the S. Atlantic.

Tactically, however, these fellows are doing strange things. The German again takes all three U-boat shots on the Eagle. This time the Eagle is the most important target all right, but I would still split my shots to take in two cruisers and improve the chances for survival of the Scheer. Far more questionable, however, is the British decision not to use the Eagle's airstrike. Granted, you don't want to let the Scheer off the hook with a 5, but on the other hand those three cruisers aren't exactly an exception squad! The Scheer is likely to take at least one of them down with her and they are hardly guaranteed to send the Scheer to her maker. The British losses have been too heavy to afford the luxury of passing up a free shot. He can't afford to chance the loss of a cruiser or two if there is an alternative. The loss of the Dorsetshire illustrates the point nicely.

In the Med the British came about as close to pulling it out as it is possible, but it needed to be this close. Alan's poor habit of concentrating fire on one ship almost cost him dearly when the two cruisers rolled a 51 and a 6 versus the Devonshire. Had they been on different targets he wouldn't have had to sweat out the 3rd and 4th rounds.

Richard reclaimed a slim margin in the luck factor with a 1.32 rating over Alan's 1.22. It is interesting that the "disabled luck" is exactly even while Alan owes his success to hit superiority and Richard's to good damage dice, but the +10 POC for the Axis is the only important figure now.

BRITISH TURN 4
With two of my carriers gone and his U-Boat fleet approaching maximum strength, I am going to have to inflict some U-Boat losses and then—at some point—threaten to control the whole board. Thus, this turn I will threaten to lock him in and regain some tactical control. His U-Boats must either sortie or allow me the board control next turn. I do not anticipate a German surface sortie, so the Russian will stay at home this turn. The Russians will sail on the turn I attempt the mass control (I hope), in order to add more pressure to his deployment. Similarly the Yanks will stay home against the turn's of decision; I will let him keep his maximum POC lead this turn. After all, there are four more turns and the convoys. If I can gain mass control for a couple of turns I can still pull this one out.

MEDITERRANEAN
The tactical control in the Barents and North Sea is the key point of the turn, so I avoid splitting my effort. After all he (sob!) can't gain any more POC this turn.

BARENTS
He can break this area with U-Boats, but he should take some losses, which is what I want.

NORTH SEA
Here I want control, so I maintain ASW superiority and a powerful fleet.
**ALLIED BATTLE LOG**

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<th>Expected Damage</th>
<th>Actual Damage</th>
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*adjusted for speed rolls

**WHEN IS A 6 NOT A 6?**

"All dice rolls are not created equal," is an oft overused axiom of mine but it remains a truism when analyzing games. Disregarding old CRTs which were not constructed with results improving in ascending or descending order of the die roll, you can still make a strong case for the importance of a good result in one particular situation, far outweighing the importance of that same beneficial die roll in a number of other, less crucial, matters. For example, a 2-1 attack involving 20 factors is usually obviously far more important than one involving three factors. The same principle is eminently true in WAR AT SEA. Where would you argue that a hit or disabled result against a German battleship is not far more important in the air attack phase than the following surface engagement? A "5" or "6" which removes or cripples the mighty BISMARCK's guns far outweighs the significance of the same result after the BISMARCK has unleashed a salvo. Indeed, the "5" die roll can be the most sought after result by both sides—depending on the situation and which side of the gun you're on. Obviously, in the above example a "5" is preferred to even a "6". The aircraft want to turn the BISMARCK back before she can affect the impending surface battle. An defended carrier being pursued by a pack of cruisers, however, must have that same "5" rolled against her to survive.

Obviously then, there is a matter of luck within luck and a straightforward accounting of hits per shot does not tell the whole story. In an attempt to analyze the luck factor more precisely and put it into perspective in regards to its effect on this particular game I have devised a formula for measuring our participants' luck.

\[
\text{Luck Factor} = \frac{\text{AH} \times \text{AD} \times \text{AX}}{\text{EH} \times \text{ED} \times \text{EX}}
\]

\[
\text{AH} = \text{the number of actual hits obtained}
\]

\[
\text{EH} = \text{the average number of hits which can be expected given the number and type (bonus) of shots}
\]

\[
\text{AD} = \text{the average number of damage points expected based on the number of hits actually achieved}
\]

\[
\text{AX} = \text{the actual number of disabled results thrown after discounting any duplicates or those thrown against an already sunk ship which have no effect. In cases where a disabled result can have absolutely no positive effect for the firer (such as cruisers on a fleeing, defenseless carrier) they are not calculated at all}. \text{EX} = \text{the expected number of disabled results based on number of shots fired and again disregarding already sunk vessels. Finally, AX and EX figures of the opposing player are affected by adding the probability of failure and actual failed rolls (including older collision results).}
\]

While far from perfect, the formula does attempt to weigh evenly the affects of luck on the three aspects of the game affected by the dice; hits, damage, and disabled results. Within each category, the importance of each die roll can still vary greatly but this appears to be a good measuring stick for overall dice distribution as it pertains to the game. A perfectly "normal" game would measure "1" on our luck factor formula.
Incredibly, my hypothetical scenario in the South Atlantic wasn’t far from reality. I just didn’t sink the Eagle. Richard cringed when the Scheer got away!

The battle in the Mediterranean could have been better, but I still can’t complain much. I lost two battleships and two cruisers to Rich’s one battleship and two cruisers. But, as I stated last turn, Rich will need all the fast ships available this turn.

With control of the Mediterranean and the South Atlantic open, I have some interesting possibilities this turn. I can use the Scheer in the Mediterranean with the Italians, or I can use the three Italian cruisers with the Scheer in the South Atlantic. Rich may forget about the second possibility in the midst of all his other decisions. The Scheer could also go to the North Sea or North Atlantic if necessary. Fighting in the South Atlantic looks particularly good because it will allow me to use my land-based air in the Barents where I expect the big battle to be this turn. If I fight in the Mediterranean instead of the South Atlantic, I will have to choose where to put my land-based air.

Like I said, I expect the big battle to be in the Barents this turn. If Rich doesn’t move in this turn, his convoys will be backed up. If I can get an even or better result, the game should be over. Then ships he’ll be losing will be his fast ships which will finally have to be committed and there are no replacements for these.

Having the Russian ship sail this turn is really the first bad break I’ve gotten. My usual strategy in cases where there is a big battle and a ship can’t be spared for the Baltic is to put U-Boats there to deny control and/or sink the Russian ship. But I will have to wait for Rich’s setup. The U-Boats might be more useful in the Mediterranean or South Atlantic. If POC doesn’t matter, I will give up the Baltic altogether.

I hate to keep repeating myself, but Richard does it again. I can’t believe this setup. Richard can’t pick up any POC this turn even if he wins the battle in the Barents and gets the convoy to Russia (and the convoy will be wasted), although the method to Richard’s madness may be to leave it there in the Barents. Still, I’ll be up +10 POC with four turns to go.

Since my land-based air is needed in the Barents, where it gives me a five to three advantage in airpower, I will not fight in the Mediterranean. I don’t need the two POC there anyway. I put the Italian cruisers in the South Atlantic to avoid the airstrike in Italy and so they can base at France at the end of the turn with the Scheer. On turn five, the cruisers and the Scheer will threaten the North Atlantic if necessary. Fighting in the South Atlantic open, I have some interesting possibilities this turn. I can use the Blucher to France to make the raiding force there a little stronger.

In other situations I might have had a hard time stripping off the Blucher from the main German fleet to take the North Atlantic, but I didn’t even think twice here. I have both more airpower and more surface ships in the Barents without the extra ship. Realistically, this should end the game, unless Richard is incredibly lucky, which he hasn’t been up till now. The Repulse, failing its speed roll, isn’t a good omen (though it is statistically probable for one of six ships not to make it).

My U-Boats are in the Baltic for no reason at all, but I am surprised Richard didn’t sail the Morat to try and draw off one or more of my ships from the Barents battle. Though I am tempted to put the U-Boats in the Mediterranean where they have a good chance of surviving (and getting a shot at the Victorious), I will resist temptation. I don’t need to break control there for POC purposes and I’d rather have seven U-Boats next turn.

My Italian battleships will take an airstrike in Italy, but Richard will only get two shots instead of three and the Vittorio will repair before the airstrike making him unsinkable.

The strategy of holding back the Americans, Russians, and second convoy is viable and downright clever given the circumstances. POC is immaterial now unless he can gain it in big batches. By using Convoy IA as a combat vessel he increases his meager strength in the Barents and can leave it there to cash in on turn five once the blockade is complete.

Alan’s response is flawless. He has the advantage in number of ships, gunnery, and airpower. Now is the time to strike while he is at the zenith of his strength and before the British can reinforce. Almost regardless of the outcome, he is still in control with a maximum POC lead and U-Boat force entering turn 5.
### AXIS BATTLE LOG

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### Axis Post Game Commentary

There was incredible luck, but it was all mine. The game is obviously over as Richard will have trouble garrisoning three, let alone four, areas next turn. There isn't much else to say as the dice speak for themselves and Richard's groans can be heard from coast to coast. If we do another replay in the future though, I think I'll have the psychological edge!

### Summary

And so the Mediterranean strategy sinks beneath the waves for another year. Actually, I hope my commentary showed how the Med strategy might have succeeded on another day. I don't believe luck was all that crucial in this game. The final Luck factor was 1.09 for Richard and 1.05 for Alan thanks in part to three Allied ships, which Richard did not use, making "entry rolls". While this might prove to be an excellent case for being able to lie with statistics it is not too far off base. Although Alan rolled nearly double Richard's hits (27 to 14), probability tells us that the expected difference was only 23 to 16. Richard made up for this deficiency to some extent with a high damage count (46 out of an expected 34) while Alan rolled slightly less than average (71 out of 74). While it may well be argued that hits are more important than the damage resulting from them, the point remains that luck did not decide this game. The participants did and the better player, at least this time around, walked off the winner.

### Richthofen's Maneuver Cards

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

function like eating and sleeping. It will always be so. I wouldn't have it any other way.

And that, minus some quick editing on my part of some less than kind words about some of our competitors, is it for the maiden voyage. You didn't really think I'd let them phase me out that easily, did you? Having had to delete a few of Alan's more vociferous paragraphs, we'll settle back into my drier style for some concluding notes.

No doubt many of you have seen some of the Batteline games in your local stores bearing an Avalon Hill logo. Do not be misled. The only thing altered on these games is the AH name and logo. We haven't NORTH ATLAN IC COMPUTER GAMES.

We will advertise each Batteline game which undergoes AH redevelopment individually in the magazine as they become available. The first such titles to be released will be AIR FORCE and CIRCUS MAXIMUS. Watch for their new packaging and a special advertising blurb about them in these pages.

By the way, the Batteline games are now full fledged residents of the AH line and as such are eligible for article coverage. We are interested in the submission of well executed manuscripts on Batteline games—be they the original versions or the AH revised editions.

ORIGINS '80 is two months distant at this writing, but will probably be history by the time you read this. Nevertheless, there are sure to be a number of new game companies making their appearance there. One of them will be a division of Avalon Hill. MicroComputer Games, Inc. is run by Avalon Hill although our normal R&D people have nothing to do with the operation. Computer experts from National Micro-Computer Associates are the creative people who have designed a new line of cassette games to be played on home computers. The cassettes will be usable on the TRS-80, Apple, and Pet computers and will sell for approximately $15. Packaged in cassette style boxes similar to the COI & COD series, the initial offering will be limited to sole tape play versions of the following titles: 81 BOMBER, NIKE WAR, MIDWAY CAMPAIGN, 1492 COLUMBUS, and 2001 ODYSSEY. More details will be forthcoming as they are made available to us.

D.J.G

FOREIGN READERS

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

A.H. Philosophy can be a member of both at the same time. I realize anything I say will be seen as biased, but I hope my words will ring true for many of you because you have had similar experiences.

In 1978 I bought over one hundred wargames, mostly sight unseen through the mail. In my career as a wargame consumer, I have owned over two hundred games. Of those two hundred plus, I have sold or traded more than I currently own.

I estimate the number to be over ninety percent of the wargames ever published. Of this ninety percent, I have played less than thirty percent. There are several reasons for this. One, there just isn't time to play every game. Fortunately, reason number two alleviates the problem reason number one presents because I don't want to play every game. Reaching the rules is more than enough in many cases. I don't think I'm throwing my money away. I buy games knowing that most will not make it past the rules. Buying games and reading rules is my way of constantly searching for good games. I can usually tell if I'll like a game just from reading the rules. Sometimes a game with good rules plays poorly and sometimes a game with mediocre rules plays well, but these are the exceptions. I'm not suggesting you adopt the same buying approach. For it. Ralph Nader would hardly consider me a smart consumer.

At present, there are twenty-seven wargames I have played over five times. Two are by minor companies, one by Metagaming, two by GDW, three by SPI, four by Batteline, and fifteen by AH. Of these twenty-seven, I have played over twenty over ten times; one by a minor company, one by SPI, one by Batteline, and nine by AH. There may be a few games I've played between three and five times, but this is sort of a grey area. I either get to five or don't get past the second game. The rest of the games I've played lie in the two or less category.

Since Batteline is now part of AH, over two thirds of my major gaming time has been spent on AH games. The significance of this seems obvious. Each of you will have your own lists, but in my perception the average gamer spends somewhere between fifty and ninety percent of his playing time on AH games.

The AH Philosophy is your insurance that every AH game has been designed by the people who want it to be a good game. There are three parts to this philosophy; 1) game development, 2) game quality, and 3) game maintenance.

We don't put out games with known flaws. When our games are released to the public, the developer has done everything possible to make the game what he wants it to be and what he thinks you want it to be.

Sure, we miss a lot of deadlines. But we don't purposely build up your expectations and then keep you on the edge of your seat for months (or years) before we move to the public.

Don and I do try to make our games enjoyable and realistic. It's more a matter of degree. While taking more of a middle road may seem the most logical approach and the most likely to please the most people, it is also the hardest path to follow. Realism and playability mix, but not easily and never completely. And amazingly, most people are extremists when it comes to games. Designing, then, can be a hopeless task because while you're pleasing some of the people, you're displeasing others. Still, gaming has expanded tremendously in the last few years, becoming more sophisticated and specialized. We're trying to touch base with each market.

By now some of you may be wondering what this AH Philosophy is about. As much as anything, this has been my way of introducing myself. Yes, I'll probably be writing this column again, unless there is a public uprising.

I'm a company man in that I believe in AH products. In this sense I was a company man long before I moved to Baltimore. Games are a part of my life. Playing is a passion and though sex is still first, gaming is a close second. Consistently, it certainly lasts longer. Gaming has become a natural...
1. **AVOIDING A DISASTER**

**ANSWER:** The four Belgian infantry units should be deployed by placing the 2-3 on Brussels and 1-3s on Antwerp and each of the clear hexes (N23 and P22). The Axis player will then stage all of his infantry except in the south of France. The inability of German air factors to counterair and intercept the Belgian and French air forces. The French will be unable to get a unit into Paris, resulting in the fall of France. If this occurs, the Axis player is probably not going to be upset because of the lack of bases from which to take Warsaw. The major cause of the dilemma for the Allied player is his inefctive deployment in Poland which allows the German to attack Warsaw using only infantry and air. The setup may have some economic advantages, but from a military standpoint it is a disaster. Of course, if you had started the French 3-5 on N24, this Axis ploy will not succeed, but that would create other problems, and a different question.

### DISCUSSION:

(a) The Axis player takes his turn followed by the Allied player, both for Britain and Russia even if Russia is neutral.

(b) Russia moves first (or passes) with its 116 BRPs, followed by the Axis with 68, and Britain with 18. After the German declaration of war, however, the Russian and British BRPs will be added together to determine order of move for their joint move.

### 2. THE UNWANTED INITIATIVE

**ANSWER:** (a) The Axis player attempting to attack and advance his French 3-5 adjacent to the Allies who would be a problem if I put the airborne on any hex south of Essen. From this location, the para unit can threaten Paris and open up any double line of Allied units except in the south of France. The inability of the airborne unit to reach beyond Lyons is no big loss since an air attack can effectively contain any breakthrough in the direction of Paris. One of the advantages of this or nearby hexes is the ability of the airborne to attack London in the Winter turn, but this threat is practically non-existent because of the lack of bases from which to provide combat air support to the attack. Actually, I don't like this opening for the Axis player. My preference is to have Germany declare war on Yugoslavia and together with Italy, make a 21-30 Attrition attack in the Mediterranean. This gives me a 50% chance of gaining the hex I will need to attack Belgrade without the tripling effect of the river. If this is not successful, then the airborne can assist in making the Winter turn attack to acquire Yugoslavia and 20 BRPs for 1940. Having failed to do that, my choice for this turn should be to put some infantry and air in position to attack Belgrade and the airfields. If it is successful, then it can threaten Malta or jump on the Yugoslavian Capital, however the conditions of the problem prevent this.

### WIZARD:

"Essen. Essen. Essen. I have no worries about the Allied player attempting to attack and advance his French 3-5 adjacent to the Allies who would be a problem if I put the airborne on any hex south of Essen. From this location, the para unit can threaten Paris and open up any double line of Allied units except in the south of France. The inability of the airborne unit to reach beyond Lyons is no big loss since an air attack can effectively contain any breakthrough in the direction of Paris. One of the advantages of this or nearby hexes is the ability of the airborne to attack London in the Winter turn, but this threat is practically non-existent because of the lack of bases from which to provide combat air support to the attack. Actually, I don't like this opening for the Axis player. My preference is to have Germany declare war on Yugoslavia and together with Italy, make a 21-30 Attrition attack in the Mediterranean. This gives me a 50% chance of gaining the hex I will need to attack Belgrade without the tripling effect of the river. If this is not successful, then the airborne can assist in making the Winter turn attack to acquire Yugoslavia and 20 BRPs for 1940. Having failed to do that, my choice for this turn should be to put some infantry and air in position to attack Belgrade and the airfields. If it is successful, then it can threaten Malta or jump on the Yugoslavian Capital, however the conditions of the problem prevent this."
WITCH WEST: “R25 on an airborne counter. With my airborne unit on this hex, the Allied player will need to defend in depth along his entire front. The triple line required to prevent a damaging German breakthrough will limit my opponent’s ability to stack units even with optimum use of armed ZOCs. Since an airborne counter has to be used in the attack if it is to be brought over by SIR for the airborne to operate out of. My strategy for the Winter turn is to take the three minor countries and, with the help of the airborne, attack into northern France hoping to gain two or three hexes as a base for a Spring attack on Paris. However, I can change this if there is a faulty Allied defense in the south allowing for a deeper penetration towards Paris and the possibility of encircling a major portion of the French army. There are other tactics that can be employed such as attacking through Sedan with paratroopers landing on P23 and armored units making exploitation attacks on O23 and P22. This attack has some disadvantages including the narrow base at Sedan and the exposed armored units, particularly if they take some lessons. No other choice for placing the airborne will give me the same degree of flexibility when I attack in the winter.”

5. A DIFFICULT DECISION

<table>
<thead>
<tr>
<th>ANSWER</th>
<th>SCORE</th>
<th>VOTES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yes and add 8 factors</td>
<td>100</td>
<td>5</td>
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<tr>
<td>Yes and add 7 factors</td>
<td>70</td>
<td>1</td>
</tr>
<tr>
<td>Yes and add 6 factors</td>
<td>60</td>
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</tr>
<tr>
<td>No</td>
<td>50</td>
<td>2</td>
</tr>
<tr>
<td>Yes and add 4 factors</td>
<td>40</td>
<td>0</td>
</tr>
<tr>
<td>Yes and add 3 factors</td>
<td>30</td>
<td>1</td>
</tr>
</tbody>
</table>

DISCUSSION AND PANEL COMMENTS

The conditions of this problem are somewhat contrived, with the rapid German advance and the less than optimum placement of Allied units at the beginning of the turn. It was presented to the panel in an effort to see how far players would go to recapture Paris at the expense of British economic strength. If the vote of the panel is any indication, they will not only put up the 15 BRPs for an Offensive option, but risk a considerable amount more at unfavorable odds. In part, this large vote for taking action may be a result of the conditions, with the Allied player knowing that he is behind, resorting to desperate measures in an effort to catch up. Except for the top score, ranking this problem was not easy. Since the overall thrust of the panel was to attack, any reasonable action such as adding 5 or 7 air factors instead of an airborne will get a high score simply giving up on France. Now let us hear from the panel, starting with a strong objection to the conditions.

WITCH EAST: “Yes and add 8 air factors. I should abstain from voting rather than agree to be saddled with the conditions as stated in the Situational Record. I have no idea what any player is about to do, but I can offer possible ways for the French to win, adding seven factors will give better defense and as good or better offensive opportunities, such as Stuttgart and R25. The panelist who voted for Aachen apparently intends to challenge the Allied player to make an attack.

LION: “Aachen. I expect that most of the panel will select Essen because of the safety of that hex, their reasoning being that the French will have a double opportunity since I would pick up my 3-3 move up and join the attack in order to make a drop, the airborne unit must be on a supplied airbase at the beginning of the turn. Apparently this panelist is not concerned about the French getting an 11-20 Attrition attack together and attempting to advance of the French 3-5 into Q25, or of the Allies taking Offensive options with the same goal in mind. Such an attack will be difficult to mount because Q25 can be assaulted from only one hex and the attack would go against a tripled defender. With the two Italian air units at Milan and Venice, the French will not be able to get better than 1-2 odds, and if Britain joins in these odds can only be increased to 1-1. Any contestant who answers this question with R25, but does not specify the airbase counter, will get no score. In order to make a drop, the airborne unit must be on a supplied airbase at the beginning of the turn.”

TINNAN: “Bremen! From this location, I can threaten both London and Paris, and if they are adequately garrisoned by the Allied player, make a drop on Copenhagen, unstringing the defender there. The airborne unit will then be in position to attack Norway in the Spring.”

WITCH WEST: “No. My choice is to bow out gracefully and accept the elimination of France. Arguments can be made on both sides of this issue, but to me the compelling one is that Britain’s economic strength will be sorely taxed over the next two years even without throwing away 50 or so BRPs in this low odds attack on Paris. I will need to construct those two fleets so that the British navy can be strengthened in the Mediterranean and reinforcements can be deployed as required. Also I will need to send ships to Russia in 1941 and maintain Britain some ability to attack the mainland in order to siphon off from the Eastern Front as many German units as possible. I would not give up on France this easily perhaps, if more French units could make the attack, thereby reducing the need for British air factors. I am not sure that I could make this decision at the game table where the desire to retake Paris or at least eliminate some German armor may allow emotions to overcome logic.”

East is one thing and west is something else, or whatever Kipling said. This answer is hard to figure out coming from a normally aggressive player, but the point is well made regarding the difference in how the problem arises. If you are sitting in the calm of your home with only minor distractions such as your wife hollering at you to get the chores done or the kids wanting help with their homework, it is easier to arrive at a logically correct answer in figuring out a problem or even in preparing a move for PBM, than it is in the heat of battle at the game table. I think that there would be very few, if any, players who, in practice, could resist the urge to attack. Both players knew that if you are going to attack, you should do so to the
the Full turn and is obviously intending to not only occupy the Low Countries but to advance into France as well, French units should be used to back up the Belgian and Dutch armies. If possible they should be stacked, but even when this cannot be done, the temptation to use the larger British units must be resisted. This allows French air units to be used for defensive air support and conserves British BRPS so the two fleets can be activated in 1939. In addition, the Allied player will be able to move British units into N23 and O23 without having to take an offensive option and forces the Germans to attack them in the Spring before taking on the French in Paris. Because of the Anglo-French cooperation rule, Allied air strength is at a disadvantage when in defense, but by making the Axis player attack ground units of one country before those of the other, some of this can be overcome. Of course, the number of air factors added an interesting observation as to why the attack should be made.

WIZARD: "No. I cannot agree that the Allied player should have the British take an offensive option that risks almost 50 BRPS on a 15% chance of success. I will use them instead to construct the two fleets so that Britain will have greater ability to move units around, particularly for sending reinforcements to the Mediterranean. This problem is compounded by the fact that the German player is 'lucky' in his movement of his forces at the end of the Fall turn and his use of British air units in defensive air support. In preparing for the German Winter turn attack, I would put French units in the 24 column, including two at Sedan, and the three British units redeployed into France at N23, O23 and P22. This will require the Axis player to breakthrough the French before being able to take on the British, significantly reducing the possibility that they will even be attacked. The British units will then be in position to screen Paris when the Germans attack the following turn and they can take on both countries' air forces.'

I am not sure many players would agree with these two panelists that the French should be used in the 24 column in this situation. If only one unit can be in a hex because of the breakthrough threat, wouldn't it be better to use the larger British units in order to make the German task more difficult? Perhaps this would be a good question for the panel when THIRD REICH is again being featured. Incidentally, when the Wizard is the Axis player, his opponent of your choice, on your turn, the Allies attack, this cooperation rule is not as much of a problem since each country's air units can perform different missions.

** FACTORY OUTLET **

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

The January/February (Vol. 16, No. 4) and attendant Philosophy 77 demand some sort of comment. The fact that I received it in April was due to two delays. One was the usual monthly magazine is going to come quarterly I'd rather keep the extra size. I would think it about three months on this. It would help him carry around the GENERAL counter to get at least 4 portage points.

I found the contents to be very nice. For every issue you expanded the size of the GENERAL, you also awarded the title of our "best" com-
products. Reality, our "best" products were completely new, while the GENERAL, were dearly below your normal high standards. While this is clearly a matter of personal opinion, I would suggest rearing the "filling" space with substantial material.

Of course you may say: "Well that's why we'd like the very large boxes and the various sides for us. After each issue this little box has "You want your". That brings me to another topic you touched on: the near glut of games on the market.

So with so many titles, and the fact that Joe Barker must many more titles than he can play well, I do see that there are a number of correspondings (even in a game with nothing to hide in a subject). I have no particular as to grins on this subject. I just hope that you took the possible lack of material into account when you decided to expand your size.

I am a believer of "less is best". The glut of games on the market just seems to make some of it you. That's why I plead with you not to release games that are not finished. In this time of glut, you have only a few days to look over and make sure you know money I think it certainly cheaper for you (and lessees to me) not to have to release revised games.

I think you have done on the whole. However, I believe there are a line of exceptions. The MAGIC REALM is obviously a case in point. If there has been any game for a long time, yet, no sooner was it released for play and then re-released. While AH has been very good about providing updated and second editions at no cost, the lack of being excited about the new material is just as they wouldn't want to deal with the large tag price at one price I can say AAAAARRRGGGGHHHHH! To the unlearned it says 'We want you'. This brings me to the articles for us. After all each issue has this little box. The thought of these games is to be

rented to us. After all each issue has this little box. The thought of these games is to be

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Q. If the active player is attempting to force march a force containing some French Guard units, some French units, and some French satellite units, which modifiers are applied to the die roll?

A. The answer to this question is contained in the example on Page 6 and is clarified as follows:

The Play Balance rating (2.61) is strong and reflects a fine development job by Frank Davis. The Bismarck (2.60) indicates an attractive product, inside and out. While the Ease of Understanding (2.34) and components for an excellent overall rank. Proving that consistency can be better than the realization of extremes and that, perhaps, there can be a happy marriage between realism and playability.

The well-rounded ratings for Physical Quality (2.37), Mapboard (2.32), and Components (2.54) indicate an attractive product, inside and out. While the Ease of Understanding (2.34) and components for an excellent overall rank. Proving that consistency can be better than the realization of extremes and that, perhaps, there can be a happy marriage between realism and playability.

The Balance Play rating (2.61) is strong and reflects a fine development job by Frank Davis. Coupled with the well above average rating for

**THE QUESTION BOX**

**AVALON HILL RBG RATING CHART**

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we believe Major John Bayley's point that each individual category is important and that the categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 3 is the equal to one hour.

**WAR AND PEACE**

**SUBJECT Multi-player Grand Strategic Game of Napoleonic Empire**

**Title** WAR AND PEACE

**RATING CHART**

<table>
<thead>
<tr>
<th>Category</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dealism</td>
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</tr>
<tr>
<td>WAR AND PEACE</td>
<td>(2.32)</td>
</tr>
<tr>
<td>Realism</td>
<td>(2.54)</td>
</tr>
<tr>
<td>Take Balance</td>
<td>(2.61)</td>
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<tr>
<td>Overall Value</td>
<td>(2.32)</td>
</tr>
<tr>
<td>Game Length</td>
<td>2 hr., 50 min.</td>
</tr>
</tbody>
</table>

**TC**

**A. The Combat Phase consists of an unlimited number of Combat turns. Each round should be resolved in the following sequence:**

**Q. Please outline the sequence followed during the Combat Phase.**

**A. The Combat Phase consists of an unlimited number of Combat turns. Each round should be resolved in the following sequence:**

1. The active player indicates all of the attacking forces he wishes to participate in combat voluntarily. Anytime a hex is automatically moved to the nearest hex containing an unoccupied unit of the same color. If the leader is eliminated in the city, the player leader is captured by the opposing leader. Captured leaders may be exchanged for other captured leaders. Leaders may be captured during the combat phase, and the combat phase must be completed before any capture is accomplished. Leaders may be captured during the combat phase, and the combat phase must be completed before any capture is accomplished.

2. The active player may withdraw any force which participated in combat voluntarily. Anytime a hex is automatically moved to the nearest hex containing an unoccupied unit of the same color. If the leader is eliminated in the city, the player leader is captured by the opposing leader. Captured leaders may be exchanged for other captured leaders. Leaders may be captured during the combat phase, and the combat phase must be completed before any capture is accomplished.

3. After all of the indicated attacks have been resolved, first the active and then the inactive player may withdraw any force which participated in combat voluntarily. Anytime a hex is automatically moved to the nearest hex containing an unoccupied unit of the same color. If the leader is eliminated in the city, the player leader is captured by the opposing leader. Captured leaders may be exchanged for other captured leaders. Leaders may be captured during the combat phase, and the combat phase must be completed before any capture is accomplished.

4. After all voluntary withdrawals have been executed, first the active and then the inactive player may attempt to reinforce any force which partook in combat during the current round. Anytime a hex is automatically moved to the nearest hex containing an unoccupied unit of the same color. If the leader is eliminated in the city, the player leader is captured by the opposing leader. Captured leaders may be exchanged for other captured leaders. Leaders may be captured during the combat phase, and the combat phase must be completed before any capture is accomplished.

5. After all attempts to reinforce have been executed, all forces which possess a current movement point of zero must withdraw. This step is omitted after the first round of combat.

6. The active player indicates all of the opposing forces which participated in combat voluntarily. Anytime a hex is automatically moved to the nearest hex containing an unoccupied unit of the same color. If the leader is eliminated in the city, the player leader is captured by the opposing leader. Captured leaders may be exchanged for other captured leaders. Leaders may be captured during the combat phase, and the combat phase must be completed before any capture is accomplished.

Q. What do I do if there are not enough counters to meet the indicated Force Pool additions?

A. All additions to the Force Pool are limited by zero movement points. If the number of counters is less than the required movement points, the addition is omitted. Note: There are also a few extra counters not required by the game's rules, and these are not used in the game. Avalon Hill Napoleonic era games

**COMING UP NEXT TIME**

**1. CROSS OF IRON**

**Title** WAR AND PEACE

**Subject** Multi-player Grand Strategic Game of Napoleonic Empire

**War and Peace** is the 45th game analyzed in the RBG. With a 2.34 cumulative rating, ranking seventh on the overall, the way may now be open for more Avalon Hill Napoleonic era games.
Infiltrator's Report

The maximum strength of the Guild battle plan would be ten: 'A five' leader, five tokens and five spice. The sixth token must be kept aside to keep control of the stronghold. The Atreides can devise a battle plan of ten, also: a four leader, eight tokens and four spice. But because he took his turn first, the Guild is now the 'first player' and, as such, wins all ties. Neither player will lose their leaders as the Atreides prescience will always allow him to select the proper defense.

The Harkonnen player can move forces into Carthage. Here the maximum Harkonnen battle plan would be a 'four' leader plus four tokens and four spice for a total of eight. The Guild can dial a 'three leader', five tokens and three spice for a total of seven. If the Guild plays his poison treachery card, he guarantees that the Harkonnen will lose his leader and reduce his battle plan to four. By the same token, the Harkonnen will eliminate the Guild leader by playing the projecticle. This reduces the Guild Battle Plan to four. Again, as the 'aggressor', the Guild wins the tie.

The question now arises, how did the Guild get the eleven spice needed to ship tokens to Carthag and win two battles when he has only three spice at the start. The trick here is to acquire spice by killing your own opponents leaders which win both battles. In the Harkonnen battle you can only guarantee getting three spice from your own leader loss. The Harkonnen player can prevent giving you spice by using a cheap hero. Unfortunately you use your initial allotment of three spice to make your shipment.

Here is the second trick of the puzzle. Note that if you ship the five tokens from your reserve onto Carthag or Arrakeen (or Arrakeen for that matter) the Atreides can defeat you for you use all your tokens in battle which accomplishes the same thing. You must have a minimum of six tokens in one and eight in the other. The only way to get six tokens to Carthag would be to ship them from Habbanya Ridge Sietch. On the surface this may seem to be suicidal as the Guild must win in Habbanya Ridge Sietch, but a timely placed Karama card prevents the Bene Gesserit from shipping reinforcements to her one token in the Sietch. The Guild just needs to match the one token to win. His battle plan is the one strength leader, no tokens and no spice. The Bene Gesserit voice cannot prevent the Guild from playing both of his weapons and since he has no defense, either Guild weapon will knock off her 'five' leader. This guarantees a Guild victory and provides two more spice than needed to defeat the Harkonnen. The Harkonnen victory gives the Guild three more spice which with the two left over from the Bene Gesserit, gives the Guild the five he needs to defeat Atreides and win the game.

The situation above is not the only one that could happen. The Guild can adapt to all other moves made against it. As an alternative, let's say, the Atreides stays put and makes no shipments. Since he has equal strength in both Arrakeen and Carthage, his highest scoring battle strength is eight. Because the Guild is unable to predict where the Atreides will commit his spice and best leader, he must be able to match eight in both strongholds. If he uses his 'three' leader with a seven token force, he must use three spice to reach eight. If he uses his 'five' leader with a five token force, he needs only one spice to reach eight. The five spice gained from the Bene Gesserit leader more than satisfies this spice need. For any Atreides or Harkonnen shipment, what he gains in token strength, he loses in spice. The shipments will not improve the battle plan.

Winner: Guild

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.

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

JULY 4-5-6
NANCON 88-III, Houston, TX
Contact: Nan's Toys, 1385 Galleria Mall, 501 Westheimer, Houston, TX 77056
NOTE: AK, KM tournaments

JULY 4-5-6
EMPICRON III, ConSpirecy, New York, NY
Contact: POF 662, 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) 871-6444 NOTE: RAIL BARON

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

JULY 25, 26, 27
MAINECON '80; Portland, ME
Contact: John Wheeler, 102 Front St., Bath, ME 04530. (207) 443-3711. NOTE: Miniatures emphasis.

AUGUST 1-2-3

AUGUST 2-3
BANGOR AREA CON, Orono, ME
Contact: Ed Stevens, 13 South St., ME 04481

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. Hinkle, PACIFICON, P.O. Box 5833, San Jose, CA 95150. NOTE: SL, KM, & DIP tournaments.
OBLIGED TO PHONE IN THE PAST. I'M GIVING THIS A CHANCE. TRYING TO COUNTUP MY APPS, GET MY 'LOST GAMES' OUT OF THE WAY./card/4.

MARCH 1984

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OIL, WATER, LAND OR AIR--ANYWHERE YOU CAN TACT.

Vol. 12, No. 3--July, 1981

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CONTEST #95

Assuming average luck, in the 1815 Scenario of WAR AND PEACE, the French player will gain 15 Movement Points by forced marching during the first French Movement Phase. Within the restrictions of the standard rules, and the scenario rules, contestants may use this total of 15 Movement Points to move the French units as he would during a normal game, and then indicate the French deployment at the end of the Movement Phase in the space provided below.

Second, contestants should designate all French attacks for the first round of combat, pursuing the strategy which will give the French player the greatest chance of delaying an Anti-French victory.

Finally, assuming that only the largest of the attacked non-French forces is forced to withdraw at the end of the first round of combat, contestants should designate all French attacks during the second round of combat. Assume that the French Imperial Guard Optional Rule is in effect, that the result of every combat die roll is "7", that no French force is forced to withdraw in the first round, and that the French player succeeds in any attempt he makes to reinforce the battles he initiated on the first round.

DEPLOYMENT—(Hex #)
FIRST ROUND—(Hex #)
SECOND ROUND—(Hex #)

Example:

J13 Leader (0), 41, 1C
KK14

Explanation: In the Deployment column indicate the hex each force occupies at the end of the Movement Phase, and the composition of the force as illustrated in the example. For each force listed, indicate the hex that force will occupy at the end of the Movement Phase, and the composition of the force as illustrated in the example.

Ten winning entries will receive certificates redeemable for free AH merchandise. Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid, an entry must be received prior to the mailing of the next GENERAL and include a numerical rating for the issue as a whole as well as list the best 3 articles. The solution will be announced in the next issue and the winners in the following issue. Issue as a whole (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible) Best 3 Articles.

1. 
2. 
3.

NAME
ADDRESS

CITY STATE ZIP

PANZER LEADER: AN OVERVIEW By Jeffrey Paul Jones, Vol. 16, No. 2
TACTICAL ALTERNATIVES IN 1941 By David Jameson, Vol. 16, No. 5
MODULES FOR ESSENCE OF DUNE By Charles Vassy, Vol. 16, No. 6

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