Much to my relief (and I hope yours), I am pleased to report that the accounts of my demise at the hands of some coin jingling midget in the last issue were greatly exaggerated. Frankly, I think Shaw got a bum wrap. I would have fingered the loud mouthed kid from Jersey myself, but then I never was much good at detective games. In any case, it’s little ol’ me, DJG, back at the helm of the AH GENERAL again so any bouquets or brickbats you feel like throwing as a result of this issue should be aimed in my direction. Don’t be misled by the ARM by-line on the lead article. It really is me who is putting this issue together, but after that avalanche of ARM manuscripts you were subjected to last time I figured I’d better wear you off the stuff gently lest anybody suffer from withdrawal pains.

This installment of the AH Philosophy really don’t have all that much to do with Avalon Hill. As many of you know I am active in a group of local Baltimore gamers who got together to form an organization incorporated in the state of Maryland for the express purpose of putting on an annual gaming convention. The name of our corporate group is ATLANTICON, Inc. It gets its roots from the old Interest Group Baltimore which sponsored and ran the first two ORIGINS conventions here in Baltimore. We made a presentation at the GMA meeting at ORIGINS ’80 for the purpose of securing the franchise to sponsor a future ORIGINS convention here in Baltimore and were gratified to be selected as the sponsors for ORIGINS ’82. At that time it was decided that we should run a regional convention in the summer of ’81 as a dry run for our presentation of the national convention the following year. This idea was discussed among many of the principal officers of the various companies attending ORIGINS ’80, and the general opinion was

Continued on Page 38, Column 3
FLIPPING OUT by Alan R. Moon
Analyzing the Winning Edge in CIRCUS MAXIMUS

The main problem was that a player would move adjacent to another chariot and attack over and over, until the other driver was able to evade or brake, or the attacker ran out of movement points. Since a chariot can have as many as 20 or more movement points, this made combat very powerful and much too inviting. There wasn't a rule to prevent such multiple attacks, so everyone did it. Now vicarious bloodshed is fine as long as it is limited to cardboard counters, but when a chariot that is committed to 20 movement points suddenly finds that its planned lane is blocked as it approaches a corner forcing upon him a severe corner strain chance and decides to slow down by throwing out a veritable anchor in the form of 12 consecutive attacks on some poor bystander in front of the corner, it's time to check design priorities.

Another problem was that lash attacks were rarely used because they were ineffective and a poor second choice to ram attacks. Ram attacks were much deadlier, especially considering a chariot could ram another chariot's team more than once, killing an outside horse and then attacking an inside horse. Again, although this seemed unrealistic, nothing prevented it in the rules.

The third major problem was the way the chariots were apportioned during the setup. The system was based solely on luck, and many times one player would wind up with a super chariot while other players would have sub-par ones. This was compounded by the ability of any player to attach scythe blades to his chariot with the only cost being a reduction of three movement points (reducing the team speed by three). Everyone took them if one person did, or he was just an unstoppable killer on the loose. Though the tendency was to gang up on the best chariot, alleviating this problem to some degree, this seemed an unsatisfactory solution to an unnecessary problem. And ganging up on a chariot with scythe blades if you didn't have them yourself was akin to suicide.

All this led to a game that rarely went the scheduled three laps. Often there would be only one or two chariots left by the second lap. Endurance became negligible because the race never lasted long enough for it to become a factor. And players were knocked out of the race many times after only one or two turns. It was just too bloody.

While I still enjoyed the game, the feel of an actual chariot race was missing. I first brought the game to Don Greenwood's attention shortly after it was released, raving about how much fun it was. So recently, after acquiring the game as part of the Battleline package, he began the development project well aware of the game's problems. The resulting AH version is not only a much better game, but a much more realistic one in the sense that it is now a race. There is still combat and not everyone finishes every race, but it is first and foremost a chariot race, not a demolition derby. And the missing feel of the danger, speed, and strategy that was chariot racing is now present and accounted for.

Luck has been taken out of the setup by using the SPEED CIRCUIT system; i.e., allowing players to build their own chariots according to how they wish to run the race. There are four categories, to which players must allocate a total of four preparation points.
A player with this chariot will have no friends, but probably no enemies either. The problem will be figuring out how to attack them. The driver modifier of +2 is to ensure a profitable number of successful attacks when you are able to catch them. Opponents should not be able to catch you, as the defender only has 0 endurance. A common variation would be to allocate one point to driver modifier and one to team speed.

2) Flashing Hooves: Team Speed—2 Points Team Endurance—0 Points Driver Modifier—2 Points Car Type—0 Points

This is a horse of a different color and the other players will be seeing red (because of the trailing dust being kicked up in their faces). This player's strategy works. A player with this chariot will get the lead immediately and try to stay there the whole race, extending the distance spread between him and the rest of the field until he is completely out of danger. The driver modifier is necessary to get an extra movement point and to aid in avoiding attacks if other chariots do catch up, because the other chariots will attack if they can. The driver modifier gives this player the speed advantage needed to pull away and prevent any other chariots from catching him. This chariot will drive its team home without a hitch.

3) Lasting Pleasure: Team Speed—1 Point Team Endurance—2 Points Driver Modifier—1 Point Car Type—0 Points

This is for the player who plans to stay out of trouble and just ride his time, hoping the other players will, with their teams and each other's teammates, race around the ground during the race, leaving you the easy pickings of victory. With more than enough endurance for three laps, this driver should use voluntary straining on almost every turn. The major advantage is a poor defense with not enough speed or driver modifier to make a difference. The major disadvantage may be the low profile look you give. When using this setup, make sure the other players know your stats. When attacking, this driver should only make lash attacks versus teams, because he cannot afford to lose his whip in a lash attack versus a driver who would prevent him from voluntarily straining (whipping his horses) for the rest of the race.

4) Horse With No Name: Team Speed—1 Point Team Endurance—1 Point Driver Modifier—1 Point Car Type—1 Point

Otherwise known as Whiny Wessel, this is your average chariot, but it is deceptive so watch out for this from the beginning. The player who sees himself as a jack of all trades, driver modifier exists because there are no other types, and this chariot will have more versatility than any other type chariot, and can become a lesser grade of any of the other types, especially with favorable die rolls on the Speed and Endurance Charts. He will be flexible enough to attack or race. The combat rules have been changed from the original version to put the emphasis on selective attacks as opposed to unlimited random ones. Allowing only one attack from each space a player moves into corrects some other problems. A player who has figured his speed wrong going into a corner can no longer use multiple attacks from one space to use up excess movement points. In addition, the artificial feel of standing still while making multiple attacks is completely eliminated. A good attack is worth the expenditure of the one movement point it costs, a bad attack is not. Only one attack is allowed from each space a chariot moves into, but the attacks are more effective in general. The lash attack has been made much more effective, while avoiding attacks has been made more dependent on driver modifiers.

The whole combat procedure is better now and more logical. The defender always has a chance to avoid an attack, and if successful can choose whether to brake or evade. Braking prevents further attacks from the same player because you are moved backwards, but this costs you endurance factors. Evading costs no endurance factors but leaves you open to another attack from the same player who can follow the path of your evasion route. Evading does cost movement points though, which are taken from your next movement turn.

Lash attacks are now more common than ram attacks. Occasionally a defender will accept a ram attack (because chances are almost as good that the attacker will take damage, either solely or along with the defender) where he would not accept a lash attack. In many cases, a lash attack is the logical choice. Since endurance has been made a significant factor, any attack which causes the defender to brake costs him two endurance factors making even an unsuccessful attack valuable. The safest attack of any kind is a lash attack against the team. Nothing bad can happen to the attack. A lash attack versus a driver always carries the risk of having your whip grabbed, lost for the rest of the game.

Some of the Combat Results Tables have been significantly altered to make them statistically correct and logically favorable to either the attacker or defender. Results such as 'Josled' are no longer clearly explained and much more meaningful in regards to its long range consequences. A Critical Hits Table which adds a great deal of excitement in that it can lay low even the most invulnerable player has been added that comes into play whenever the Driver Modifier and Car Type results match a roll of 20.

A new Log Sheet provides space for marking your speed each turn, once again 'la Speed Circuit'. In addition, boxes are provided for driver modifier, team speed changes, and whip loss. There are now ten chariots in the counter mix. This is certain to lead to a more engaging game. Each player is required to bring another player, and players should not limit the field to ten if more players are readily available. Many other minor changes address rule clarifications or additions in the name of realism or common sense, such as a first turn speed reduction equal to the roll of one die to recreate the need to accelerate from a standing start. Except for the addition of the Critical Hits Table to the Advanced Game and some minor rule clarifications, the Advanced and Campaign game remain basically unchanged.

STRATEGY TIPS

If you care about winning, forget about revenge. Of course, if you are playing for fun and enjoy revenge, go ahead, but forget about winning. The other players will catch you. The strategy is not to go after him. Ignore him or wait till the time is right and you have a definite advantage or opportunity. If you can stay out of everyone's way and still remain in contention, this is the best strategy of all. In our last play test game, Don Greenwood had a commanding lead throughout the race with a "Flash Hooves" combination which kept him out of harm's way until he started to fall back to the pack entering the final turn due to falling endurance. He still had a commanding lead though and I was able to close the
You are driving the red chariot down the homestretch in the last lap of a CIRCUS MAXIMUS game and it is now your turn to move. Yellow and Black have already completed their moves for this turn but the other four chariots still in the race have yet to move. The chariot types are listed below along with their current driver modifiers. Your task is to make a move for Red which will give it the best chance of winning the race based on the assumption that all players will make a move predicated on their own highest possible order of finish—rather than playing to deprive someone else of victory.

Have done that, predict the most likely winner by checking the box on the contest form corresponding to that chariot. All actual written moves must be made on the official entry form contained in the insert of this issue.

Each chariot has its maximum possible speed (including driver modifier) and remaining endurance listed in the space directly behind the car. This maximum speed is the equivalent of the written turn speed and must be used in solving the contest. To show your move for the Red chariot merely list the grid-coordinates of the final space occupied by the Red team at the end of this turn. Grid coordinates consist of two parts: 1) the lane—indicated by the maximum safe corner speed number for that lane, and; 2) the number of spaces away from the start of the turn. [Example: the Orange wreck is located in space 9-6.] Indicate the use of any Voluntary Straining by writing the letter S in parentheses following the insert form corresponding to that chariot. All actual written moves must be made on the official entry form contained in the insert of this issue.

Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of Vol. 17, No. 6 and include a numerical rating for the issue as a whole as well as list the best three articles. The solution will be announced in Vol. 17, No. 6 and the winners in Vol. 18, No. 1. When rating the issue as a whole remember the lower numbers equate approval; higher numbers indicate disapproval.

Red Move:

Most Probable Winner:

- Yellow, Light, +2
- Green, Normal, +1
- Purple, Heavy, +2
- Black, Heavy, 0
- White, Light, +2
- Blue, Heavy, +2
- Red, Light, +2


gap only enough to attack him—not to take the lead. My attacks were largely ineffectual except that he was goaded into responding in kind. The movement points he expended in attacking me during the next two turns enabled a third player to edge him by a nose at the finish line. He had been tricked into attempting revenge at the price of victory.

Chariots in the outermost and innermost lanes are the most vulnerable to attack. If they are forced to sideslip towards the wall, they flip. The best attack is a lash attack which can produce the swerve result. Ram attacks do not have a forced lane change result. Drivers with negative driver modifiers (due, for instance, to 'Jostle' results) are also particularly susceptible to attack. You will have an increased chance of making any type of a successful attack on such a driver. Any chariot caught in a corner lane is in potential trouble. If attacking from the outside, lash the driver. An "S" result can move him into an inside lane where he may have to expend additional endurance and chance the Corner Strain Chart if his last executed move is at a speed above the posted safe lane speed. If attacking from the inside while in a corner, favor a lash attack on the horse which may result in him using double endurance (whip and corner strain) plus the increased likelihood of a flip. Other attacks too good to pass up are any situation in which the defender cannot brake or evade due to the close proximity of other chariots. Lash attacks on the driver are preferred here due to the possibility of a chain reaction involuntary attack spasm caused by a Swerve result. Another optimum attacking situation occurs anytime a chariot has just cleared one of the inside corner lanes. He does not dare brake because to do so would put him back into the corner for his next move. He may be able to evade but that merely allows you to chase him closer to the spina where a lash attack on the driver could cause a game ending Swerve result. He is truly on the horns of a dilemma.

Don't bother with drivers that are hurt or damaged so badly they are already out of the race. That is a waste of time. Such drivers are reduced to the role of spoilers anyway, and you will just be playing their game. Rather, you should recruit their services against the leader on the chance that if they move first they'll be able to make an attack on an opponent who can beat you.

Count out the number of spaces it is to a corner during the other player's moves (it is illegal to do so during your own turn). Then, decide whether it is to your advantage to go through an inside or an outside lane. Lane one is the most efficient in terms of allowed MPs per total spaces. This tends to make lane one popular so many times it isn't worth the trouble of fighting for it, especially when you consider how dangerous the inside rail is. In fact, unless the race is on the line, it's not a bad idea to stay away from the inside land altogether unless you feel you are safe from attack. The important thing to remember with regard to corners though is not so much which lane to take as it's being able to get through the corner completely in one turn whenever possible. To this end, it is important to know the board. Lane 1 has only six spaces which means you can safely negotiate the entire corner without straining if you start at the beginning of the corner. Lanes 2, 3, and 4 have the same number of spaces as the safe posted speed which means you must risk two strain points to get entirely through this corner from the edge. Lanes 5 and 6 exceed the posted speeds by one additional space so you must risk three strain points to make it through in one turn. Lanes 7 and 8 are so long that one can't get through them regardless of starting position without a favorable voluntary strain result and therefore should only be attempted by a fast chariot which has been forced to the outside. Similarly, when playing with the reaction rule it pays to know how many squares are in each straightaway. If you know
there are 34 spaces to a straight and you are only seven hexes out of the last corner, you instantly know you are 27 spaces from the next corner. While the others furiously count out 27 spaces you can be using your second to count their moves. Taking that example a step further, assume you have a fast chariot which, through a combination of initial position and good fortune is now occupying lane 7 sixteen spaces from the first corner. If you have prepared yourself for the mathematics of the game you will now instantly know you need to write 22 for the second turn as soon as you ascertain that you are indeed 16 spaces away from the corner. If no one gets in your way this will leave you in the optimum position for turn 3 on the inside rail entering the first turn, because 16 plus six inside lane changes equals 22. Each inside lane change merely adds one to the cost of the forward progress desired. Of course, if someone does get in the way you can use up your extra movement points by attacking him.

Back to the corners again, there is one important rule of thumb to keep in mind which is often ignored. Don’t attempt to take the inside lane on every corner. To do so you must slow down in the stretch sufficiently to end your turn next to the corner. By the time you’ve done that you’ve squandered more movement factors than you would gain by taking the inside lane anyway and probably expose yourself to attack in the bargain. The mechanics of the game are such that the most effective way to take the turns is to go wide after every corner taken on the inside. By alternating between the inside and outside approaches you’ll gain the most movement. Of course, if you have been slowed by damage this becomes less true and the inside lanes become more of a necessity the slower you get.

When you are in the middle of a crowded race near a corner, write down a speed one or two movement points in excess of what you actually want. This will give you some extra in case you need to brake to avoid attacks or have to change your mind about which lane to go through. You can also use up extra movement points by attacking or changing lanes to the inside and then back to the outside. There are several ways to use extra movement points but none to gain any after your move has begun.

The Corner Strain Chart is now not as drastic. Exceeding the safe corner speed by one, two, or even three MPs is not as much of a risk.

The game is now race oriented. The thunderfoot approach can be a winner but it is unlikely if all the other players go with speed. One scythe bearing chariot will have a tough time disabling seven speed demons before the survivors move beyond reach. A heavy chariot needs companions to be a winner. The heavy chariot becomes a much more worthwhile proposition in the Campaign Game where elimination of an opponent can mean more than winning a race. Heavy chariots can and can even have different types of scythe blades on different wheels. When a player has scythe blades on only one wheel or has different types of scythe blades on different wheels, all die rolls on the Corner Strain Chart are ±2 and all die rolls for Flip due to Wheel Damage are -1. Scythe Blades add +2 to all Ram Attack Damage dice rolls and Long Scythe Blades add +4 to all Ram Attack Damage dice rolls.

**OPTIONAL RULES**

Despite Don Greenwood’s dislike of this section of the article, CIRCUS MAXIMUS is the type of game that cries out for more rules (says he!). So, to add the Hollywood touch, I suggest one or more of the following optional rules.

**A More Detailed Specification Method**

As much as I like the simple four point preparation point setup, I’m sure there will be others who will prefer this type of thing. The tradeoff is, of course, playability for realism (?).

1. Each player receives 32 Preparation Points.

2. Preparation Points may be distributed in any manner among the categories on the Specification Chart with the following restrictions:
   a. A player must have four horses. Horse Four may not be faster than Horse One, Horse Two may not be faster than Horse Four, and Horse Three may not be faster than Horse Two.
   b. A player does not have to have a whip. He cannot have more than one whip. A long whip moves attacks on the Lash Attack Table two columns to the right.
   c. A player does not have to have scythe blades. He can have scythe blades on only one wheel or on both wheels and can even have different types of scythe blades on different wheels. When a player has scythe blades on only one wheel or has different types of scythe blades on different wheels, all die rolls on the Corner Strain Chart are +2 and all die rolls for Flip due to Wheel Damage are -1.

**SPECIAL WEAPONS**

**POUCH OF DUST:** Cost: 1 Preparation Point

Once during the race, a player with a pouch of dust can attempt to throw the dust into the eyes of another driver. His car must be adjacent to the other driver’s car at the time the dust is thrown, and this action costs one movement point. When the dust is thrown, the attacker rolls two dice and adds his driver modifier to the total. If the total is 10 or more, the attack is successful and the attacked driver must roll two dice (adding or subtracting his driver modifier) and consult the Dust Attack Table. If the attack is successful or not, the player has thrown his dust.

**KNIFE:** Cost: 2 Preparation Points

Once during the race a player with a knife can attempt to throw the knife at another driver or team regardless of facing. The range to target is calculated by including the target hex but not the attacker’s hex. The knife attack costs one movement point. When the knife is thrown, the attacker rolls one die for each hex of range and subtracts his modifier from the total. If the total is 3 or less, the attack is successful and the attacked driver must roll two dice (adding or subtracting his driver modifier) and consult the Knife Attack Table.

**DUST ATTACK TABLE**

<table>
<thead>
<tr>
<th>Dice Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Defender falls out of his chariot and becomes a dragged driver, except that he is behind his car and not just the team. The team and car are treated like a runaway team.</td>
</tr>
<tr>
<td>3-5</td>
<td>Defender swerves into the attacker. Treat as if both cars are damaged in a ram attack.</td>
</tr>
<tr>
<td>6-8</td>
<td>Eye Wound. Same as ‘5’ on the Critical Hits Table with the following additional result: the defender swerves away from the attacker. Sideslip two lanes.</td>
</tr>
<tr>
<td>9-10</td>
<td>Defender is blinded and must make two driver hits. In addition, the current team speed is reduced by half and cannot be changed. Each turn thereafter he must roll one die, and cannot regain control and free usage of his team’s speed until he rolls a ‘5’ or ‘6’.</td>
</tr>
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<td>11</td>
<td>A gust of wind blows the dust back into the attacker’s eyes. Treat as an eye wound as in ‘6-8’ above against the attacker.</td>
</tr>
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**KNIFE ATTACK TABLE**

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<td>Defender killed. Treat the body and team as a dragged driver and a runaway team as in ‘2’ on the Dust Attack Table.</td>
</tr>
<tr>
<td>3-6</td>
<td>Major wound. Defender suffers a number of hits equal to the roll of one die.</td>
</tr>
<tr>
<td>7-9</td>
<td>Minor wound. Defender suffers one driver hit.</td>
</tr>
<tr>
<td>10</td>
<td>Minor horse wound. Nearest horse suffers a number of hits equal to the roll of one die.</td>
</tr>
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<td>11</td>
<td>Horse killed. Nearest horse killed.</td>
</tr>
</tbody>
</table>

**SPECIFICATION CHART**

<table>
<thead>
<tr>
<th>(Cost in number of Preparation Points in parentheses)</th>
<th>Horse One</th>
<th>Horse Two</th>
<th>Horse Three</th>
<th>Horse Four</th>
</tr>
</thead>
<tbody>
<tr>
<td>1(0)</td>
<td>2(1)</td>
<td>3(2)</td>
<td>4(3)</td>
<td>5(4)</td>
</tr>
<tr>
<td>3(5)</td>
<td>6(6)</td>
<td>7(7)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Driver Modifier</td>
<td>0(0)</td>
<td>1(5)</td>
<td>2(10)</td>
<td>3(15)</td>
</tr>
<tr>
<td>Driver Hits</td>
<td>2(0)</td>
<td>4(1)</td>
<td>6(2)</td>
<td>8(3)</td>
</tr>
<tr>
<td>10(4)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Right Wheel Car Hits</td>
<td>2(0)</td>
<td>4(1)</td>
<td>6(2)</td>
<td>8(3)</td>
</tr>
<tr>
<td>10(4)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Right Wheel Scythe Blades</td>
<td>4(6)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Both Wheels Scythe Blades</td>
<td>6(7)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Left Wheel Car Hits</td>
<td>2(0)</td>
<td>4(1)</td>
<td>6(2)</td>
<td>8(3)</td>
</tr>
<tr>
<td>10(4)</td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
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<td>11</td>
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</tr>
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</table>
SPEAR: Cost: 4 Preparation Points.

During the race, a player with a spear can attack other drivers or teams with the spear. His car must be adjacent to either the other driver or team at the time the attack is made, and this action costs two movement points. He may make only one attack per turn, but may make one attack during each turn he still has the spear. When an attack is made, the attacker rolls two dice and adds his driver modifier to the total. If the total is '10' or more, the attack is successful and the defending driver must roll two dice (without modification) and consult the Attack Table. In addition, when a driver with a spear is straining in a corner, ramming another chariot, or being rammed by another chariot, the player must roll two dice (subtracting his own DRM), and if the total is '10' or more, he must then himself roll two dice (without modification) and consult the Attack Table; to see if he has been injured by his own spear.

### WEATHER TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Initial Result</th>
<th>Subsequent Checks</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Rain</td>
<td>Clear</td>
</tr>
<tr>
<td>2</td>
<td>Clear**</td>
<td>Rain</td>
</tr>
<tr>
<td>3</td>
<td>Clear</td>
<td>Rain</td>
</tr>
<tr>
<td>4</td>
<td>Clear</td>
<td>Rain</td>
</tr>
<tr>
<td>5</td>
<td>Clear</td>
<td>Rain</td>
</tr>
<tr>
<td>6</td>
<td>Clear</td>
<td>Rain</td>
</tr>
</tbody>
</table>

*Rain is in effect. Roll on this column immediately. Another '1' result means that the race starts under "mud" conditions as well as rain.
**Roll on "Initial Result" column at start of each lap.

RAIN

Rain has the following effects as long as it continues to rain:

1. Dust attacks are not allowed in the rain
2. Team speed is reduced by one
3. CORNER STRAIN CHART MODIFIERS are amended as follows:
   - Light chariots add a '3' to all dice rolls.
   - Normal chariots add '2' to all dice rolls.
   - Heavy chariots add a '1' to all dice rolls.
4. LANE CHANGES are now subject to modification as follows:
   - Light chariots must roll one die whenever they change lanes. If the result is a 5' or 6' they complete the lane change and then immediately sideslip one lane in the same direction. There is no movement cost, but all normal rules apply, such as involuntary ram attacks. Normal chariots must follow the same procedure, but only sideslip on a result of '6'.

MUD

Mud has the following effects:

1. Once mud has been declared the effects of Rain on lane changes and corner straining become permanent even if the rain stops.
2. The combined effects of rain and mud increase the Corner Strain DRMs by +1 for each type of chariot.
3. The safe cornering speed of all chariots is reduced by three when "mud" is in effect.
4. Team speed is reduced by two.
5. A dragged driver suffers only one third (as opposed to half) the resulting numbers of hits determined by one die roll at the conclusion of each movement phase in which he has been dragged.
6. An individual driver on the track can move one square for each three (as opposed to two) remaining unmarked driver hit boxes (fractions rounded up) per turn.

### 4th EDITION ANZIO RULES

Yet another edition of the ANZIO rules is available. As our custom, whenever we run a game requiring new plates, we make whatever changes we have uncovered since the last edition which might improve the game. Ever watchful Tom Oleson supplied us with a few minor corrections so we updated the rules accordingly. Possession of the 4th edition is by no means a necessity but for those purists who absolutely must have the latest edition you are hereby advised of its availability for $2.00 plus 10% postage and handling. Maryland residents please add 5% state sales tax. Be advised that ANZIO is now available in new packaging featuring the artwork of Rodger MacGowan, but that this packaging does not ensure that the 4th edition rules are necessarily inside.

### HORSE CARCASSES

When a horse is killed and cut free, a horse carcass counter (use a blank counter) is placed in that square on the track. Chariots passing over horse carcasses treat them like chariot wrecks with a special -1 DRM. EXCEPTION: The horse carcass has no effect on the chariot from which it is cut loose on the turn it is cut loose.

### CRITICAL HORSE HITS

Whenever a horse takes a hit, the attacker rolls two dice and consults the CRITICAL HORSE HITS TABLE.

### SPEAR ATTACK TABLE

<table>
<thead>
<tr>
<th>Dice Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-6</td>
<td>Major Wound. Same as '3-6' on Knife</td>
</tr>
<tr>
<td>7-9</td>
<td>Minor Wound. Same as '7-9' on Knife</td>
</tr>
<tr>
<td>10-12</td>
<td>Defender killed. Same as '2' on Knife</td>
</tr>
</tbody>
</table>

### FIRST TURN ACCELERATION

On the first turn of the game, each player must roll two dice (subtracting their driver modifier) and reduce their written turn speed by that amount (to a minimum of 0)

### VOLUNTARY STRAINING

Players must write an 'S' after their Turn Speed (example: 19S), when writing their Turn Speed each turn, but may make one attack during each turn they still have the spear. When an attack is made, the attacker rolls two dice and adds his driver modifier to the total. If the total is '10' or more, the attack is successful and the defending driver must roll two dice (without modification) and consult the Attack Table. In addition, when a driver with a spear is straining in a corner, ramming another chariot, or being rammed by another chariot, the player must roll two dice (subtracting his own DRM), and if the total is '10' or more, he must then himself roll two dice (without modification) and consult the Attack Table; to see if he has been injured by his own spear.

### SQUAD LEADER T-SHIRTS

Yes, we are following up on the success of the PANZERBLITZ T-shirts with yet another offering on what has become our hottest game. Now you too can become a SQUAD LEADER whether you play the game or not. The back of the shirt is adorned with the same Avalon Hill logo you've seen before on the PANZERBLITZ shirts. Be sure to specify size: small, medium, large, or extra large. $5.00 plus 50¢ for postage and handling. Maryland residents please add 5% state sales tax.

### THE WARGAMER'S GUIDE TO MIDWAY

Containing thirty-six pages of the best of THE GENERAL articles on the game plus 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 eldest citizens that has never needed a major revision. A game which has grown old gracefully, maturing by getting better.

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 $4.50 plus 10% postage and handling charges, and is available from our mail order dept. Maryland residents please add 5% state sales tax.
ADVANCED
RICHTHOFEN'S WAR
by David A. Bottger

Combining Si-Move, Maneuvers and Excitement to Improve RICHTHOFEN'S WAR

Few variant articles are as solidly based as David Bottger's state-of-the-art update of RICHTHOFEN'S WAR. Most variants add just that—variety, a new way of playing a game which has grown tiresome from repeated play. Usually, such things are lacking a certain degree of historicity, playability, validity or all of the above. Such is not the case here though.

Eight years later I can still remember the excitement and anticipation as I unwrapped RICHTHOFEN'S WAR and opened the box for the first time. Inside, that photographic board and those blueprint-like counters convinced me that this was the game air-war buffs had so long awaited. Here Avalon Hill had captured the chivalry, glamour, color and drama of World War I in the skies.

Or so I thought. But my excitement turned to disappointment as I discovered that RW played more like aerial PANZERBLITZ than the air battles I had read about. First I move and shoot at you, then I hover there while you move and shoot at me. Enemy on your tail? No problem—just circle around 10 his tail while he sits there. In fact, the enemy hardest to hit is the one in front of you.

So RW found its place on my dusty shelf with other flawed simulations, to rest there until AH's recent acquisition of AIR FORCE and DAUNTLESS started me wondering whether the AF/D simultaneous movement system could be transplanted to RW. That, plus other revisions intended to get RW off the hobby's dusty shelf, is the purpose of this article.

All Basic, Tournament and Optional RW rules apply unless stated or clearly implied to the contrary. Following each advanced rule is a brief statement of its rationale.

SIMULTANEOUS MOVEMENT
Each turn consists of three phases: (1) Joint Movement Plotting Phase; (2) Joint Movement Execution Phase; (3) Joint Combat Phase.

JOINT MOVEMENT PLOTTING PHASE—During the Joint Movement Plotting Phase, each player plots the movement of all aircraft under his control for the immediately following movement execution phase on the revised Aircraft Status Pad (figure 1). All movement is plotted secretly and is not revealed to any other player (friendly or enemy) until the Movement Execution Phase (exception: Tailing).

Each turn, the owning player notes the speed and beginning altitude of his aircraft for that turn in the appropriate columns of the ASP. Next, altitude changes for that turn are inserted, the number of meters preceded by a "⁺" for climbs and a "⁻" for dives. Speed plus MP's gained or lost due to altitude changes equals net MP's which must be expended in movement that turn.

The movement plot for each aircraft consists of a series of numbers and/or letters indicating how that aircraft will move that turn. Movement straight ahead is denoted by a number representing the number of hexes straight ahead the aircraft will move.

Turns are indicated by an "R" (right) or "L" (left) for each hexside turned in that direction. Thus, an aircraft plotted "2RR3" will move two hexes straight, turn two hexsides to the right, then move three hexes straight ahead in its new direction.

"Special maneuvers" consist of the maneuvers described in the article entitled "Unexpected Maneuvers" by Michael Turner in Vol. 14, No. 4 of THE GENERAL. That article and the Maneuver Cards it describes are available separately from Avalon Hill for $4.00. Figure 2 summarizes the notations, MP costs and altitude changes for special maneuvers.

The movement point cost and end position for loops depend on the size of the loop performed, which in turn is limited by the aircraft's climbing ability. Figure 3 shows the relationship of these factors.

Subject to limitations imposed by accumulated damage and critical hits, any aircraft can perform any special maneuver. However, no aircraft may perform more than one special maneuver per turn and no altitude changes other than those required by the special maneuver may be made during the turn.
turn a special maneuver is performed. In addition, special maneuvers must be separated from turns by at least one hex of straight movement, both before and after the special maneuver.

**Figure 3**

**Loop Chart**

<table>
<thead>
<tr>
<th>Maximum Climb</th>
<th>MP Cost</th>
<th>End Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>Per Turn</td>
<td></td>
<td></td>
</tr>
<tr>
<td>up to 50m</td>
<td>2</td>
<td>start hex</td>
</tr>
<tr>
<td>100m</td>
<td>4</td>
<td>1 hex behind start hex</td>
</tr>
<tr>
<td>150m</td>
<td>6</td>
<td>2 hexes behind start hex</td>
</tr>
<tr>
<td>200m</td>
<td>8</td>
<td>3 hexes behind start hex</td>
</tr>
<tr>
<td>250m</td>
<td>10</td>
<td>4 hexes behind start hex</td>
</tr>
<tr>
<td>300m</td>
<td>12</td>
<td>5 hexes behind start hex</td>
</tr>
</tbody>
</table>

Note: Loop notation is circled number representing MP cost of loop to be performed.

**JOINT MOVEMENT EXECUTION PHASE**—During the joint movement execution phase, each aircraft is moved in accordance with its movement plot. Any illegal move plotted is ignored, with any MP’s left over as a result of ignoring the illegal move expended in movement straight ahead after legally plotted moves are executed. Any excess climb or dive plotted is also disregarded.

**Rationale**—The addition of simultaneous movement eliminates the PANZERBLITZ qualities of RW. Simultaneous movement does not simulate air combat perfectly, of course—no pilot with a 10 second (turn equivalent) reaction time would have survived long. But the alternative, ¾ (average reaction time) second turns, would be completely unworkable.

The restrictions on special maneuvers reflect the usefulness of these maneuvers in combat. With no restrictions on their use, special maneuvers would make firing a rare event.

Although any aircraft can perform any special maneuver, the special rules for loops were felt necessary to avoid the absurdity of an FK/8, for example, looping around to the tail of a Fokker Triplane.

**TAILING**

An aircraft may “tail” an enemy aircraft if the tailing aircraft: (1) is within four hexes of the aircraft to be tailed, including altitude differences; (2) is wholly or partially within the 60 degree arc extending from the hexside from which the tail of the tailed aircraft points; and (3) has the tailed aircraft in the field of fire of its forward-firing guns (see figure 4).

Before the tailing aircraft’s movement is plotted, but after movement for all other aircraft is plotted, the owner of a tailed aircraft must reveal a portion of its movement plot to the owner of the tailing aircraft. The portion of the tailed aircraft’s movement to be revealed depends on the relative maneuverability of the aircraft involved and the range between them.

The maneuverability index is cross-referenced with the range between the aircraft (including altitude differences) on the chart labelled figure 5 to determine what percentage of the tailed aircraft’s movement, in net MP’s (rounded to nearest whole MP, with .5 rounded up), must be revealed to the owner of the tailing aircraft.

**Figure 5**

**Tailing Chart**

<table>
<thead>
<tr>
<th>Maneuver Schedule</th>
<th>Index</th>
<th>Range in Hexes</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>1 2 3 4</td>
</tr>
<tr>
<td>Index</td>
<td></td>
<td>---------------</td>
</tr>
<tr>
<td>-2</td>
<td>20</td>
<td>40 50 60 70 80</td>
</tr>
<tr>
<td>-1</td>
<td>30</td>
<td>40 50 60 70 80</td>
</tr>
<tr>
<td>0</td>
<td>40</td>
<td>50 60 70 80 90</td>
</tr>
<tr>
<td>+1</td>
<td>50</td>
<td>60 70 80 90 100</td>
</tr>
<tr>
<td>+2</td>
<td>60</td>
<td>70 80 90 100 110</td>
</tr>
</tbody>
</table>

If the MP’s to be revealed make up any part of the MP cost of a hexside turn or special maneuver, the entire hexside turn or special maneuver must be...
Rationale—As every geometry student knows, the hypotenuse of a right triangle does not equal the sum of the other two sides, but that is how range is computed in RW. Restoring real-world geometry adds almost nothing in complexity.

As the range chart shows, as the distance in hexes increases, altitude differences have less effect on range. For example, at one hex a 200m altitude difference adds three hexes to range, while at six hexes, the same 200m adds only one hex.

### DIE ROLL MODIFIERS

The following modifiers apply *cumulatively* to the die roll of attacking aircraft under the specified conditions:

<table>
<thead>
<tr>
<th>Situation</th>
<th>DRM</th>
</tr>
</thead>
<tbody>
<tr>
<td>Side attack</td>
<td>-1, +1</td>
</tr>
<tr>
<td>Tail attack</td>
<td>+1</td>
</tr>
<tr>
<td>Attack on aircraft moved</td>
<td>+1</td>
</tr>
<tr>
<td>during preceding movement</td>
<td></td>
</tr>
<tr>
<td>phase</td>
<td></td>
</tr>
<tr>
<td>Firing aircraft used 10 or</td>
<td></td>
</tr>
<tr>
<td>more net MP’s in turn</td>
<td></td>
</tr>
<tr>
<td>Target aircraft used 10 or</td>
<td></td>
</tr>
<tr>
<td>more net MP’s in turn</td>
<td></td>
</tr>
<tr>
<td>Firing aircraft moved in</td>
<td></td>
</tr>
<tr>
<td>straight line during last</td>
<td></td>
</tr>
<tr>
<td>½ (to nearest MP) of net</td>
<td></td>
</tr>
<tr>
<td>MP’s in turn</td>
<td></td>
</tr>
</tbody>
</table>

Rationale—The optional *RW* deflection rule reflects the fact that as the relative speed of aircraft increase, accurate fire becomes harder. The +1 modifier for tail attacks reinforces this lesson, as do the -1 modifiers for the speed of the firer and target. In addition, the speed modifiers help rectify the unrealistic speed-maneuverability trade-off present in the game as published.

The modifier for firing on a tail-ed aircraft (used in addition to tail attack modifier, where appropriate) represents an attacker’s ability in such a situation to line up his shot, as contrasted with fire against an enemy suddenly appearing in the field of fire.

The modifier for movement straight ahead prior to firing simulates the advantage of a stable gun platform. As such, it, like the other modifiers, applies to fire by rear as well as forward-firing weapons. To a certain extent, this modifier replaces *RW*’s Tournament “sighting” rule, which is not used in advanced *RW*.

**CRITICAL HITS**—When a critical hit is rolled on the Target Damage Table, the firer consults the Critical Hit Table (figure 8) corresponding to the angle of attack, either front, rear or side.

Rationale—Besides allowing a greater variety of critical hits, the separate tables portray the characteristics of the various attack angles. Head-on (front) attacks present the greatest chance to inflict as well as receive serious damage. The tail (rear) attack can be fatal, but the odds are lower. A side attack can hit any part of the target, and so is the most unpredictable Critical Hit Table.

**JAMMING**—Any gun which fires two or more consecutive turns is subject to jamming. On the second consecutive firing turn, a gun will jam on a roll revealed. In addition, a ailed aircraft must announce whether it is climbing or diving, but not the amount of the altitude change.

**COMBAT**

FIELD OF FIRE—The field of fire for forward-firing guns consists of the hexes in the 60 degree arc extending from the hexside to which the aircraft points, to a range of 7 hexes. An aircraft wholly or partially within this arc may be fired at (Exception: Optional *RW* rule VII.1). Figure 6 illustrates the field of fire.

**RANGE**—Range is determined by cross-indexing the distance in hexes between the firer and target with their altitude difference, if any, on the chart labelled figure 7. During the Joint Combat Phase, aircraft are considered to be at their ending altitude for that turn, i.e., beginning altitude plus or minus altitude changes made that turn.

![Figure 6: Field of Fire](image)

**Rationale**—Simultaneous movement makes it more difficult to get into firing position, since the enemy no longer sits still while you stalk him. To compensate, the field of fire is expanded.

**RANGE**—Range is determined by cross-indexing the distance in hexes between the firer and target with their altitude difference, if any, on the chart labelled figure 7. During the Joint Combat Phase, aircraft are considered to be at their ending altitude for that turn, i.e., beginning altitude plus or minus altitude changes made that turn.

![Figure 8: Critical Hit Tables](image)

**Critical Hit Tables**

<table>
<thead>
<tr>
<th>Roll</th>
<th>Critical Hit</th>
<th>Front</th>
<th>Rear</th>
<th>Side</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Pilot killed; aircraft shot down</td>
<td>Pilot seriously wounded; no forward firing; turns limited to 1 hex per turn, no special maneuvers</td>
<td>Controls jammed in direction last MP spent; roll of 1 or 2 to unjam</td>
<td>Controls jammed in direction last MP spent; roll of 1 or 2 to unjam</td>
</tr>
<tr>
<td>3</td>
<td>Fuel line severed; immediate glide, no ff guns</td>
<td>Engine on fire; must sideslip 4 turns and roll to put out, or aircraft destroyed</td>
<td>Engine damaged; max. speed reduced 1 MP</td>
<td>Engine damaged; max. speed reduced 1 MP</td>
</tr>
<tr>
<td>4</td>
<td>Prop hit; immediate glide at min. speed +1 MP</td>
<td>Elevator cables hit; no climb, max. dive &gt;100m per turn</td>
<td>FF guns hit; no further fire</td>
<td>FF guns hit; no further fire</td>
</tr>
<tr>
<td>5</td>
<td>Engine damaged; max. speed reduced 2 MP</td>
<td>Tail skid hit; +1 on landing roll</td>
<td>Aileron hit; turns limited to 2 hexes per hex</td>
<td>Aileron hit; turns limited to 2 hexes per hex</td>
</tr>
<tr>
<td>6</td>
<td>Aileron hit; turns limited to 2 hexes per hex</td>
<td>Landing gear hit; +1 on landing roll</td>
<td>Elevator hit; max. climb, dive &gt;100m</td>
<td>Elevator hit; max. climb, dive &gt;100m</td>
</tr>
<tr>
<td>7</td>
<td>Landing gear hit; +1 on landing roll</td>
<td>Observer wounded; rear guns use TDT column D</td>
<td>Observer killed</td>
<td>Observer killed</td>
</tr>
<tr>
<td>8</td>
<td>Wing hit; max. dive &gt;100m</td>
<td>Aileron cables fouled; turns limited to 1 hex per turn</td>
<td>Aileron cables fouled; turns limited to 1 hex per turn</td>
<td>Aileron cables fouled; turns limited to 1 hex per turn</td>
</tr>
<tr>
<td>9</td>
<td>Engine damaged; max. speed reduced 4 MP</td>
<td>Tail hit; max. climb &gt;100m, dive &gt;200m</td>
<td>Observer wounded; rear guns use TDT column D</td>
<td>Observer wounded; rear guns use TDT column D</td>
</tr>
<tr>
<td>10</td>
<td>Engine damaged; max. speed reduced 2 MP</td>
<td>Elevator cable hit; no special maneuvers, +1 MP per hex turn</td>
<td>Elevator cable hit; no special maneuvers, +1 MP per hex turn</td>
<td>Elevator cable hit; no special maneuvers, +1 MP per hex turn</td>
</tr>
<tr>
<td>11</td>
<td>Elevator cable hit; 0 in 3</td>
<td>Gas tank hit; glide on roll of 1 first turn, 1.2 second, etc.</td>
<td>Controls jammed; fly straight until 1 or 2 rolled</td>
<td>Controls jammed; fly straight until 1 or 2 rolled</td>
</tr>
<tr>
<td>12</td>
<td>Pilot killed; aircraft shot down</td>
<td>Controls jammed; aircraft shot down</td>
<td>Controls jammed; aircraft shot down</td>
<td>Controls jammed; aircraft shot down</td>
</tr>
</tbody>
</table>

**Notes**

1. A pilot or observer wounded twice is killed.
2. Forward-firing guns may not be fired by an aircraft in a glide or with its engine on fire.
3. An aircraft with its engine on fire must perform at least one sideslip per turn for four consecutive turns. A single die is rolled each turn and if a "1" is rolled, the fire is out and the aircraft may resume normal flight. If a "1" is not rolled or if the required sideslips are not performed, the aircraft is destroyed. A forced landing may be attempted if the aircraft is able to reach the ground within four turns, but a +2 die roll modification is applied to the forced landing roll.
4. If a "Hit gun hit" is scored on an aircraft carrying both wing-mounted Lewis and fixed forward-firing guns, an additional die roll is required to determine which gun is hit. 1-3 = Lewis gun hit; 4-6 = fixed forward-firing gun hit. The gun not hit may still fire.
5. If "Controls jammed in direction last MP spent" is scored, the damaged aircraft’s movement plot for that turn is examined. If that aircraft’s last MP was spent performing a turn, barrel roll, falling leaf or sideslip, the controls are jammed in the direction of that maneuver. The aircraft must continue turning in that direction, at a rate of one hexside per hex moved, until the controls are unjammed by a roll of 1 or 2. If the last MP was not spent in any of the listed maneuvers, the controls are jammed straight and the aircraft must move straight until they are unjammed.
of '1'. On the third consecutive turn, a roll of '1' or '2' results in a jam: on the fourth turn, '1', '2', or '5'; and on the fifth and succeeding turns, '1'.

For each turn that a gun is not fired, the die roll to jam is reduced by one. For example, a gun firing four consecutive turns will jam on a roll of 1-3. After one non-firing turn, the roll needed to jam is 1-2.

Players roll separately for jamming of wing-mounted Lewis and rear-firing guns.

CLEARING JAMS—A jammed gun may subsequently be unjammed. The following table summarizes the die rolls needed to unjam each type of machine gun represented in RW.

<table>
<thead>
<tr>
<th>MG Type</th>
<th>Roll to Unjam</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wing-mounted Lewis</td>
<td>1-2</td>
</tr>
<tr>
<td>Fixed forward-firing</td>
<td>1-3</td>
</tr>
<tr>
<td>Rear firing</td>
<td>1-4</td>
</tr>
</tbody>
</table>

A gun jammed a second time cannot be unjammed.

Rationale—Jamming and clearing jams apparently occurred more frequently than the standard RW rules allow. These advanced rules reflect that fact, as well as the increased probability of jamming as continuous firing heats up the gun. As guns cool, jamming becomes less likely.

The chance of clearing a jam depended on a variety of factors too numerous to simulate. One factor, however, was the accessibility of the gun. Lewis guns mounted on the upper wing were least accessible. Fixed forward and rear-firing guns were about equally accessible, but the pilot could not generally give his undivided attention to the task, since there was an aircraft to fly. The observer had no such distraction—only the enemy on his tail.

RELOADING—Lewis and rear-firing guns must be reloaded after each two turns of firing. Lewis guns are considered reloaded after one complete turn of level, straight movement. Rear-firing guns (including rear-firing Lewis guns) are considered reloaded after one turn without firing.

Rationale—Lewis and rear-firing guns were drum rather than belt-fed, requiring frequent recharging. This rule, in conjunction with the specific rules for Lewis guns, presents players with the choice of continuing combat at reduced firepower or attempting to reload.

LEWIS GUNS—Each ammunition supply (front) box for aircraft having both Lewis and fixed forward-firing guns should be divided in half diagonally, to represent the fact that these guns may fire separately. If both guns are fired, the entire ammunition supply box is marked off and fire is resolved normally.

If the Lewis gun is fired alone, only the upper half of the ammunition supply box is marked off and fire is resolved by rolling on TDT column B but halving the result (fractions rounded down). Critical hits apply only on a roll of 1 on a single die.

Similarly, if the fixed-forward gun is fired alone, the lower half of the ammunition supply box is marked off and fire is resolved by rolling on column B and halving the result (fractions rounded up), with critical hits applying on a roll of 1-2.

Aircraft carrying Lewis guns may fire at aircraft directly above in the same hex, using only the Lewis gun.

Rationale—For the sake of historical accuracy, it should be noted that in this rule the term "Lewis gun" refers to wing-mounted forward-firing Lewis guns such as those on the SE.5a and some Nieuport 17's. However, the reloading rules apply to all Lewis guns, including fixed-forward-firing (e.g., Nieuport 11) and rear-firing (e.g., Sopwith 1½ Strutter).

Wing-mounted Lewis guns had a flexible mounting which allowed them to fire at aircraft above. Players may decide for themselves whether this advantage outweighs their reduced firepower effectiveness and reloading requirements.

FOKKER D-VII—Fokker D-VII aircraft may fire at aircraft directly above in the same hex. This fire is resolved normally on TDT column A.

Rationale—The Fokker D-VII had the unique ability to "hang on its prop," allowing fire at aircraft directly above.

LANDING—After each mission a die is rolled for each surviving aircraft to determine whether it lands safely at its home airfield, using the table in figure 9:

<table>
<thead>
<tr>
<th>Figure 9 Landing Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dice Roll</td>
</tr>
<tr>
<td>------------</td>
</tr>
<tr>
<td>1-6</td>
</tr>
<tr>
<td>7</td>
</tr>
<tr>
<td>8</td>
</tr>
<tr>
<td>9-13</td>
</tr>
</tbody>
</table>

The following die roll modifications apply to this roll:

<table>
<thead>
<tr>
<th>DBM</th>
<th>Reason</th>
</tr>
</thead>
<tbody>
<tr>
<td>+4</td>
<td>Pilot seriously wounded</td>
</tr>
<tr>
<td>+2</td>
<td>Pilot slightly wounded</td>
</tr>
<tr>
<td>+1</td>
<td>Critical hit on landing gear</td>
</tr>
<tr>
<td>+1</td>
<td>Aircraft has over 50% accumulated damage</td>
</tr>
<tr>
<td>-1</td>
<td>Ace pilot</td>
</tr>
</tbody>
</table>

Rationale—Even victorious aircraft must land safely. This rule may be used in Campaign games to abstractly simulate this fact. In conjunction with it, players may wish to decide prior to combat how far from their respective airfields each mission takes place, so that it may be determined whether aircraft forced into a glide reach their airfield. Players wishing to adopt this procedure should remember that most combat occurred behind German lines.

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A PSEUDO-SIMULTANEOUS MOVEMENT SYSTEM FOR SQUAD LEADER

In Vol. 15, No. 3 of THE GENERAL there was an interesting idea presented on how to turn the SL system into a SI-Move (simultaneous movement) game. Although SI-Move has its merits, all of which I'm sure have been pointed out before, its major problem has always been how to plot each move without feeling like you just composed a term paper. Granted in games such as WS&IM and SUBMARINE, all with relatively few units, this has not been much of a problem. But with the SL system possessing such a variety of unit types, each able to perform special and unique actions, it soon becomes difficult at best to use a plot type SI-Move system in any but the first few scenarios. This is truly a shame, for the SL system excels in the later scenarios where the system has more fully developed. Another problem lies in the relatively large distances that units in SL can traverse. This results in some rather strange results when employing a plotted movement system. For example, it's hard to imagine units actually moving right along side one another without reacting in some way to each other's presence. Unfortunately, this is exactly what can and does happen in SI-Move systems with large MFs.

With all this in mind I have experimented with a "pseudo" SI-Move system that requires no written record system and present it here as an alternate to the existing SL system. Note that I use the word "pseudo" in my description because it is not a true SI-move system. Actions are performed with each player alternating movement and fire during their respective phases. This is somewhat similar to the system used in "TOBRUK" but with certain refinements and additions. Many of the additions I concede were borrowed from other game systems though they have been presented here in somewhat different form.

The only record keeping is done on the playing board with the use of what I call "Command Counters." Gamers owning copies of "TOBRUK" will find that the "Movement" and "Fire" counters included with that game work very well for these "Command Counters" and are the only additional items required in order to incorporate this system into the SL game. As stated, only two types are required, "Fire Commands" and "Movement Commands." Single counters with a different comment on each side seem to work best.

Unless otherwise stated all SL rules are in effect. All phases are now dual player participation phases, which means players no longer have separate player turns. If any problems should arise that it seems I have not covered, always fall back on the "intent" of the original SL rules and not the written letter. Note also that this system will work with any of the present SL gamettes and by following the intent of these modifications, it should be relatively easy to adapt them to any further gamette (may their numbers be many).

SEQUENCE OF PLAY

1.0 Dual Rally Phase
2.0 Dual Command Phase (New Phase)
3.0 Dual Prep Fire Phase
4.0 Dual Movement Phase
5.0 Dual Defensive Fire Phase
6.0 Dual Advancing Fire Phase
7.0 Dual Rout Phase
8.0 Dual Advance Phase
9.0 Dual Close Combat Phase

DISCUSSION OF SEQUENCE OF PLAY

1.0 Dual Rally Phase
1.1 No Change here.
2.0 Dual Command Phase

2.1 This is a new phase in which each player will determine his general course of action for the game turn by placing "Command Counters" under all his units on the board and any reinforcements scheduled to arrive this turn. There are only two types of command counters and therefore only two types of "Command Counters" required. The first type of Command is "Fire" which will allow all designated units to perform any function that is normally allowed in the Prep Fire, or Defensive Fire, or Advance Fire Phases. The second command is "Movement" which allows the designated units to move in the Movement Phase and fire in the Advancing Fire Phase, under the normal rule constraints. A unit with no command counter assigned to it may do nothing at all this turn until the Advance and Close Combat Phases. No unit may perform a function without the appropriate "Command Counter" present allowing that function (i.e., no unit with a "Movement Command" may fire in the "Prep Fire Phase").

2.11 When employing these rules it becomes necessary to determine possession of support weapons among multiple squad/crew stacks in the same hex. Therefore, care must be taken to arrange stacks such that the possessing infantry unit is directly on top of all support weapons in its possession.
2.12 Stacks may be freely rearranged within a hex to change possession of support weapons only during a friendly Movement and/or Advance Phase. Such a change of possession may not take place during the Movement Phase if both the receiving and losing infantry unit fired during the Prep Fire Phase. Any weapon which is fired during the Prep Fire Phase may not be transferred during the Movement Phase.

2.13 Note that free arrangement of a stack within a hex is dependent on normal "hex" stacking limits. If a hex contains a bunker, entrenchments, sewer or 2nd level building a separate "hex within a hex" situation may apply. For example units outside a bunker may not freely trade possession of weapons with units inside the bunker until the unit actually moves within the bunker even though they occupy the same hex.

2.14 Infantry may not fire or carry weapons it does not possess.

2.15 Should an infantry unit in a stack possessing weapons be eliminated, those weapons become possessed by the next highest infantry unit in the stack at the start of the next friendly Movement or Advance Phase.

2.2 To avoid players taking advantage of knowing what commands have been issued to opposing units, "Command Counters", when assigned, are actually placed above the units rather than on top. In this way the opposing players will not know what commands have been assigned to which units. I have also found that the easiest way to perform this is to have one player look away from the board area while the other player places his "Command Counter".

2.3 Units stacked together during the "Command Phase" may have commands assigned as individuals or as groups, as long as all units in the same group have the same command assigned. All units above a "Command Counter" up to the next "Command Counter" (if any) are considered belonging to one command group.

2.4 All Units stacked together that are to be issued "Fire Commands" need only have one "Fire Counter" present with all the units to fire, placed above that counter. When the player wishes to fire from this hex and all units with the "Fire Command" may fire. Units holding their fire may fire later in the same phase, or fire in a different phase. A leaders' DRM may still apply to one fire attack, though it may still be used when determining any MC's as usual.

2.5 The same is not true for "Movement Command" groups. All units placed in the same "Movement Command" group must be moved as a group and remain as a group throughout the movement phase. There is one exception to this rule, and that is, if a unit breaks while a stack is moving, that unit must of course be left behind in the hex it broke in.

2.6 For leaders to impart their movement bonus, the leader must be in the same designated "Movement Command" group.

3.0 Dual Prep Fire Phase

3.1 Any units with "Fire Commands" may fire or perform any other activity normally allowed during this phase, i.e., entrenchment attempts, etc. Players alternate firing units one at a time, or one fire group at a time. Results are applied immediately before any other units fire. The first player is determined by having each player roll one die with high number firing first. Ties are rerolled. Example: Unit "A" fires at and breaks unit "B". Unit "B", because of its now broken state, would not be allowed to return fire.

3.2 Players need not fire all their units within a common fire command at this time. Some units may withhold fire and fire later, or in another fire phase altogether (see Ex. 1).

3.3 As players alternate firing units either player may "pass" and decline further fire. Once a player "passes", he may no longer perform any further activity during that phase.

3.4 Once a unit fires, place a "Prep Fire" on it, remove the "Fire Command" counter and move the unit to the bottom of its stack.

4.0 Dual Movement Phase

4.1 Players during this Phase move their units in random order according to the roll of two dice and the "Movement Order Table" (4.9). Only units that have been assigned a "Movement Command" may be moved in this phase.

4.2 To determine which column of the "Movement Order Table" to be used, the ratio of "Movement Commands" that each player has in play (including all reinforcements to arrive this turn) must first be determined. The player with the most "Movement Command" counters in play at the beginning of the Movement Phase is considered player "A" and that number of "Movement Command" counters is found on the horizontal row of the "Command Ratio Table" (4.8). The opposite player, player "B" finds his total on the vertical column. The two numbers are cross referenced and a "Table Column" number determined for use on the "Movement Order Table" (4.9). This column is used throughout the movement phase to determine the order in which the players will move their units. Roll two dice and cross reference the number rolled with the appropriate "Table Column" number on the "Movement Order Table" (4.9) to determine which player will move. Repeat this until one player has finished moving all of his units or a player "passes". If a player "passes" he forfeits the right to move any further units for the remainder of the phase. The other player may then complete the movement of all his units with "Movement Commands" remaining. Example: assume
player "A" has four "Movement Commands" assigned (four counters in play) and player "B" two. Entering the "Command Ratio Table" (4.8) with these two values indicates that "Table Column" 5 is to be used throughout this movement phase. Assume that the following numbers were rolled; 6,9,7,11,5,5. Using "Table Column" 5 the following movement order would have resulted; A,B,A,B,B passes to A. Note that on the last dice roll player "B" had to pass the move to player "A" because he had moved all his eligible units, i.e., units with "Movement Commands" (in this case two).

4.3 Actions such as Parachute Drops and Glider Landings are resolved at the beginning of the movement phase and do not require "Movement Commands."

4.4 Units entering the board as reinforcements do require separate "Movement Commands." for each unit or group of units that a player wishes to enter at the same moment.

4.5 Vehicles transporting passengers may unload their passengers in the same or adjacent hexes (as in the normal SL rules) at any time during their movement phase and still continue movement, all done with just one "Movement Command" given (see Example 84).

4.6 Vehicles may not bring moving units back to tracked hexes to be overrun, though they may move through tracked hexes normally.

4.7 Remove all "Movement Commands" as each unit or group moves and/or at the end of the phase.

**Command Ratio Table (4.8)**

<table>
<thead>
<tr>
<th>A</th>
<th>0 to 2</th>
<th>3 to 5</th>
<th>6 to 10</th>
<th>11 to 16</th>
<th>17 to 21</th>
<th>22 to 25</th>
<th>26</th>
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**KEY:**

8. Use Column #4 on Table (4.8) for Player "B" Moves

5.0 Dual Defensive Fire Phase

5.1 This phase is conducted similar to the Prep Fire Phase. Players once again alternate firing units (with high dice roll going first again). Only units that still have "Fire Commands" counters remaining may fire during this phase.

5.2 Once a unit fires, remove the "Fire Command" counter, place a Prep Fire counter on the unit and move it to the bottom of its stack, as in the Prep Fire Phase.

5.3 Units not fire at tracked hexes normally with all effects being applied to all units that passed through those hexes, whether friendly or enemy.

5.4 Defensive fire against a moving vehicle is still resolved as the vehicle is moving (during the movement phase), but again, only units with "Fire Commands" still remaining may fire. Note that the movement order as determined by the "Movement Order Table" does not change if vehicles are fired on by the opposing player during the Movement Phase as Defensive Fire.

5.5 Immobilization attacks by infantry units (36.13) requires and uses a "Fire Command". Units that move or are designated to move by the presence of a "Movement Command" counter may not attempt to immobilize adjacent vehicles.

6.0 Dual Advancing Fire Phase

6.1 All units without Prep Fire counters may now fire, with players alternating units or firer groups (with high die roll going first).

6.2 Units with "Fire Commands" still remaining may fire at full effectiveness while units without, fire as moving units with all the usual modifiers in effect. Note that units which had "Movement Commands" assigned but did not actually move, still fire with the usual modifiers for moving.

6.3 Remove all "Command" and "Prep Fire" counters at the end of this phase.

7.0 Dual Rout Phase

7.1 Players alternate routing eligible units (with high dice roll going first).

7.2 Rout requirements are determined at the moment the unit(s) actually routs.

7.3 All broken units in a hex that are to rout, must rout as a group, at the same moment, and to the same hex if possible.

7.4 Routing units require no "Command" to rout.

8.0 Dual Advance Phase

8.1 The only change in this phase is that both players alternate advancing units, one unit at a time (with high dice going first).

8.2 All units stacked together and advancing into the same hex must be considered one unit during this phase.

8.3 Once a hex becomes occupied by units of both players, all units in that hex are locked in Close Combat and no units from either side may move or advance out of that hex until all units of one side have been eliminated or captured as in the normal SL system rules. Other units, regardless of side, may still enter that hex up to the stacking limits.

9.0 Dual Close Combat Phase

9.1 No change here.

**Closing Remarks**

The reasons and merits of most of the changes and additions are, in most cases, obvious. All but probably the "Command Ratio Table" (4.8) and its associated "Movement Order Table" (4.9). These tables together do nothing more than attempt to space the movement of the opposing units out "equally" in a somewhat random way. Without it the player with the most movement commands would have a distinct advantage during the movement phase. Players would tend to place separate movement commands on everybody possible, in hopes that the other player would run out of units to move before they did. The player with the only units remaining to be moved could then move without fear of a countermove.

With the tables provided, players are never quite sure when they will be able to move the next unit but will still be fairly confident that the movement of units will be more or less balanced. For example, a player with twice as many units to move in a phase as his opponent, will have twice as many opportunities to move and would expect to move two units to every one of his opponent’s. But the order will be random, despite the final outcome being the same. Each player hopes that he wouldn’t have to move all his units first, but the possibility is there. Think of it as over- anxious troops who can’t wait to get moving. In small level combat this can and often does happen.

You can also use these tables to adjust for more experienced troops or other advantages that one side may have by shifting the "Table Column" number used on the "Movement Order Table" (4.8). For example, say that one player has veteran troops or is possibly fighting in an area familiar to his troops. This can be shown indirectly, by shifting down one command column. Perhaps player "A" and up one column when he's player "B". In most movement phases this would result in the majority of his troops being moved near the end of the phase permitting him to better react and exploit his opponents moves.

Players not wishing to use the tables can substitute a cup filled with marked chips from each player. The number of chips placed in the cup by each player being equal to the number of movement commands assigned that turn. Each time a chip is drawn, with a player mark on it, that player moves a unit, or group. This continues until all the chips have been drawn or one player passes. Then the losing player adds one or two chips plus a little. You do get the exact ratio of movement commands though, whereas the tables are approximate. Where it does help is in movement phases where both players have only a few units to move. It can also be used to hide the actual number of movement commands each player has assigned by allowing each player to place his marked chips into the cup secretly. Though again, in most scenarios it was found to make little real difference.

The real beauty of this system, I feel, lies in the need for each player to plan in advance his general actions for the coming game turn. Planning for the unexpected now gains even greater importance. The battlefield flows back and forth as players search for a weakness in the other player's position. Reserves become a major asset for both players. The attacker must use his reserves to exploit any breakthroughs he may have achieved while the

**Movement Order Table (4.9)**

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<th>Table &amp; Dice Roll</th>
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Continued on Page 23, Column 3
ONCE MORE, INTO THE RUBBLE—OF STALINGRAD!

"A Revisionist’s Reply to Unjust Criticism"

By Louis R. Coatney

The title and subtitle are Louis’—not mine. You see, I side with the varmint who got Mr. Coatney’s goat in the first place. That should come as no surprise to those readers who have grown familiar with my taste in games. I’m about as solidly entrenched in the playability camp as one can get. Besides, I like STALINGRAD the way it is... it is one of the few games I still play regularly—a magnetized version adorns my den wall and the units therein are constantly shifting across the stepspe of Russia as my postal games evolve. Why, I’ve even played the master, old George himself, on a couple embarrassing occasions. So it is with no small trepidation that I give Lou a forum once again to hawl ol’ George to task for trying to defend a “game” from a pack of “simulation” or “realism” enthusiasts. STALINGRAD is admittedly meagreons behind the current state of the art, but to an increasingly smaller number of old timers like George and myself such variants as this are pure heresy.

At last, I received my 16/4 issue of THE GENERAL and was finally able to read some of this scathing criticism of a few of my STALINGRAD revision proposals which I heard George Phillips had been blithely bandying about in various wargames journals. George’s criticisms essentially reduce to charges that my “Five Simple Revisions to STALINGRAD” (proposed in my 16/2 GENERAL letter to the editor) possess mechanical absurdities, imbalance the game and violate Mon Lisa’s smile. It is intriguing that he has passed up a fair better opportunity to tear into the Byzantine complexity of my “STALINGRAD—Revisited and Revised” article’s revision proposals in the 15/2 issue of THE GENERAL. Possibly, he considers the Five Simple Revisions to be more reasonable as the greater threat to STALINGRAD’s chastity.

George may be our most fervent spokesman for wargamers (including myself) who justifiably yearn for the old days when an “elegant simple”—should I be so ungracious as to say crude?—wargame could be analyzed to its murky depths and could become, thereby, a universal institution: a “classic”. Therefore, I will not use my revered “any clown can be a critic” line on George: he is certainly not just any clown. Moreover, George has good reason to personally identify with STALINGRAD—his contributions to THE WARGAMER’S GUIDE TO STALINGRAD were basic and indispensable. Instead, I hereby dub George Phillips “The Defender of STALINGRAD” and duly defer to Avalon Hill any arrangements for the presentation of a scroll of tribute, ceremonial sword, live grenade or whatever.

Considering the now considerable investment of time and thought in the Stalingrad status quo by many longtime wargamers, an over-protective attitude about the game is understandable—but is nonetheless indefensible. A wargame is an historian’s (or futurist’s) model of an historical (or future) military event. A worthy designer’s goal is always to meld a synthesized maximum of historical accuracy and playability, without allowing one of these two essential ingredients to destroy the other and the game. If uncompromised playbalance and playability is all that someone really wants from a game—not history—then I recommend that he instead try checkers.

Since I have now published both a basic and advanced/comprehensive Russian Front/Great Patriotic War campaign game to my own satisfaction—STURM NACH OSTEN—I SHTURMY NA ZAPADI—I can more soberly return to revise ever-becoming STALINGRAD in its own “classic” design context. As with any valid wargame, STALINGRAD’s basic purpose is to put its players into the historical commander’s respective decision-making situations—however abstractly modelled that situation might be. Although STALINGRAD may be “elegantly simple”, its gameplay is intolerably unhistorical with little of the penetrations and pocketings which so characterized the historical campaign, operationally.

Following, is an amended, amplified and briefly annotated expansion of my “Five Simple Revisions to STALINGRAD”, with suggested map revisions provided for the dedicated revisionist. Some of the proposed revisions may be verbatim excerpts of some of my STURM NACH OSTEN... I SHTURMY NA ZAPADI! rules, but I give Avalon Hill permission to reprint them in this article. All rules and components of the 1974 edition of STALINGRAD are retained, unless contradicted by any of the following revisions:

I. Victory Conditions: Add Stalingrad and Grozny to the roster of (major, grid-type) Russian victory and replacement-factor-producing cities. If, at the end of any Russian Player-turn, the Axis Player’s units occupy four of the (now) five Russian replacement/victory cities, the Axis Player immediately wins. Moscow counts as two victory cities for Axis victory determination purposes. If the German player has not achieved his victory conditions, he can still make the game a draw if he controls and has in supply at least eight Russian grid-type cities when time runs out. Otherwise, the Russian wins. If, at the end of any Axis Player-turn, the Russian Player’s units occupy either Warsaw or Rostock, the Russian Player immediately wins.

This revision recognizes the strategic importance of the Ukraine and Caucasus to the Russian war effort and recognizes the strategic importance of the Russian oil fields and the Balkan flank to the Axis war effort.

II. Pre-Game Setup: In the pregame setup, the Russian Player must place at least one of his units on each of any 12 of the Russian major (or replacement/victory) cities.

This rule effectively simulates STA TVA’s cautious and controversial pre-war strategic deployment of Russian forces into a Reserve Echelon too far removed from the western borders to immediately support those Russian forces deployed thereafter. Only once the Axis invasion had already begun (and pre-war political pacts and policies had been proven false) was STA TVA able to take effective military control of Reserve Echelon forces. The rule also simulates the historically rapid recall of Russian reserves back to active duty in July 1941. In summary, this rule compels a piecemeal commitment of the initially massive Russian Front forces and is compelled to make in 1941 by those pre-war political factors over which it dared not control.

Finn, Hungarian and Rumanian units must be set up within their own countries’ respective borders. (Hungarian units may not leave Hungary until May 42.) Four German infantry corps may be set up in Rumania, and two German infantry corps may be set up in Finland. All other German units must be set up only in German-occupied Poland.

There were realistic limits to the amount of military force which could he massed on the German/Western frontiers at the borders of the Greater Germany before the invasion without arousing Russian suspicions and defensive preparations.

III. Replacements: Finn and Rumanian replacement units must reenter the game on their own respective national capitals: Helsinki and Bucharest. Hungarian and Italian units must reenter the game on any mapboard edge hex in Hungary. Any German unit may reenter the game as a replacement unit on Warsaw or on any western mapboard edge hex. Additionally, German infantry units may reenter the game as replacement units on any of the above-listed entry points. Russian replacement units may reenter the game on any Russian victory/replacement city or on any eastern mapboard edge hex. For a unit to reenter the game on a friendly replacement entry point, that entry point must be in supply and may not be occupied by an enemy unit or in its ZOC. No more than one replacement unit per turn may reenter the game on each friendly entry point.

This rule provides realistic limits to and opportunities for Axis replacements and for German strategic reinforcement of remote theaters like Finland.

A German armor or armored infantry unit may not reenter the game as a replacement unit if there are over ten such units already on the board.

The poor Russian roads inflicted breakdown losses in wheeled equipment transport from which the Wehrmacht never recovered.

Russian monthly replacement factor production rates (per producing victory/replacement city) are now: Three beginning in Jul ‘41 until increased to six beginning in Nov ‘41 until decreased to zero in Aug ‘42 and continuing thereafter. The total Axis monthly replacement factor rate is now three beginning in Jul ‘41 until increased to six beginning in Jan ‘42 until increased to nine beginning in Jan ‘43 and continuing thereafter.

This replacement rate makes any early German losses serious and desirable enough to encourage early Russian counterattacks, however costly. If the game is imbalanced to either player’s advantage, any play-balance modifications should be made with care taken to preserve the dramatic increase in Soviet replacements in Nov ‘41 which reflects—however arbitrarily—the arrival of the Siberian Reserves and which encourages a Russian counteroffensive in late 1941 and/or early 1942.

IV. Movement: Use the AFRIKA KORPS Automatic Victory rule with the stipulation that no unit may use the railroad movement bonus as or after it moves through the ZOCs of a stack of AVd units. For the sake of review, the AFRIKA KORPS AV rule reads, “As soon as enough attacking units are in combat against a defending unit to create an automatic elimination situation (7 to 1 normal or 5 to 1 surrounded), that defending unit’s zone of control is immediately ignored for the remainder of the attack.” Therefore, the unit must be moved (not yet moved by the attacker may move through and beyond that defending unit’s adjacent squares. Attacking Units may even move over the defending unit itself, although they may not stop on top of it. However, that defending unit remains in play and is not removed from the board until the attacker is ready to resolve all battles.”
Using the AK AV rule, a weak screen of Russian 2-3-4’s can no longer slow the German BLITZKRIEG to a one hex crawl. (Without this rule, STALINGRAD remains a decent simulation of World War One combat on the Eastern Front; although the expert favor of Russian cavalry/infantry units should be half of their defense factors, instead of two-thirds.)

A unit beginning its movement in one enemy ZOC may not move into a different enemy ZOC, unless one or both of the enemy ZOCs have been fully overrun by an overrun attack. (EXCEPTION: See Rule VII.)

This encourages a realistic retention of reserves for attack and counterattack purposes.

A unit must use normal operational movement factors at the instant it moves out of an enemy ZOC hex, although it may use its (strategic) Rail Movement Bonus thereafter. A unit using or having used Rail Movement Bonus movement factors may not move into the ZOC of any enemy unit (which has been overrun or not). In snowy weather turns, the Rail Movement Bonus for Russian units remains unaffected and for Axis units is reduced only to “6” instead of being halved to “5”.

...V. Terrain Effects on Operational Movement and Combat: Any armor, armored infantry or cavalry unit must expend two movement factors for each mountain hex it enters. Any armor or armored infantry unit must expend one movement factor for each frozen swamp hex it enters. (These rules replace the previous “one-hex-per-turn” rules.) All other units move through swamp hexes as though they were clear terrain hexes. (For movement purposes only, frozen swamp hexes are treated as clear terrain hexes.)

These terrain movement penalties are a little more reasonable than the original ones.

In attacks against units which are defending in mountain hexes, are being attacked solely from unfrozen river hexes or—for Russian units only—are defending in swamp hexes (which are frozen or not), the initial combat odds are reduced by a one-column shift downward for each such terrain advantage to obtain the initial combat odds.

Before computing the initial combat odds of an attack, the combat factors of any Russian infantry unit are increased by (an additional) two and the combat factors of any Axis infantry or armored infantry units are increased by a maximum of one—for both combat odds and exchange cost calculation purposes—if defending in any of the above-described advantageous terrain situations.

Before computing the initial combat odds of an attack, each Russian infantry unit defending in a Russian victory city hex or in Sevastopol has its combat factors increased by (an additional) two and each Russian or Axis infantry or armored infantry unit defending in any other grid-type city hex situation has its combat factors increased by (an additional) one—for both combat odds and exchange cost calculation purposes. (This is in addition to any terrain-induced combat factor bonus described in the above paragraph.)

Furthermore, a “D back 2” combat result against any unit defending in any kind of city hex—dot- or grid-type—is nullified, with no losses or retreats being inflicted against either side. During the owning player’s player-turn, any of his units which are in grid-type city hexes are relieved of their normal obligation to participate in some attack if enemy units are adjacent to them. A “D Elim” combat result against defending infantry or armored infantry units which are in any of the defender’s own victory city hexes is automatically converted to an “Exchange” combat result instead.

The above terrain effects revisions properly reflect the defensive combat capability differences between the different combat arms and put terrain effects on combat into a more balanced and judicious perspective.

VI. Combat Results: In the case of an “A Elim” combat result, the attacker’s units which are lost need only equal the exchange value of the defending unit(s). (A unit’s attack factor is still used as its exchange value—factor-modified by any terrain advantages if it is an infantry-type unit, of course.) Any surviving attacking units are retreated as with an “A back 2” result.

2.1 Attacks are now cost-effective.

On a “D back 2” combat result, the defending units are now retreated two hexes away from the defended hex as the defender wishes. (See Rule V. above about terrain situations which release the defending hex(s) from this obligation to retreat.) A unit receiving an un-nulled “D back 2” combat result is still eliminated if it is unable to retreat a full two hexes away from the defended hex because of impassable hexes, enemy ZOCs, etc. Defending units receiving a “D back 2” combat result—nullified or not—are “dispersed”: they may not move during the defending player’s own immediately following player-turn, and they may be compelled to attack adjacent enemy units at that time. To signify their dispersal, units are faced towards the opposing player immediately after they have been retreated. Dispersed units are recovered to the owning player’s control (and refueled) at the end of his normal movement phase.

Von Moltke the Elder reputedly refused the mantle of “military genius" with the reply that he had never conducted a retreat. Few things in gaming have been more absurd than the retreat rules of the old war gaming "classics" which enable the defender to operatonally disengage at will and even to redeploy and re-engage strategically in combat. Movement Bonus thereafter. A unit using or having used move in or out of impassable hexes, enemy ZOCs, etc. Defending units receiving a “D back 2” combat result—nullified or not—are “dispersed”: they may not move during the defending player’s own immediately following player-turn, and they may be compelled to attack adjacent enemy units at that time. To signify their dispersal, units are faced towards the opposing player immediately after they have been retreated. Dispersed units are recovered to the owning player’s control (and refueled) at the end of his normal movement phase.

VIII. Stacking: Stacking limits are in effect at the end of the owning player’s movement phase and at the start of his player-turn itself. As many as three Russian units may be stacked together in the same hex if all of them are infantry and/or cavalry units of the same nationality. Otherwise, as many as three Axis units may be stacked together in the same hex, not more than two being German armor or cavalry. (In other words, Hungarian units may never be stacked with Hungarian units or move through a hex occupied by a Hungarian unit, and vice-versa.)

As many as three Russian units may be stacked together in the same hex only if all of them are armor units; otherwise, no more than two Russian infantry units may be stacked in the same hex, and of these no more than one may be an infantry or cavalry unit.

In any hexes north of (but not including) the hex-row containing Leningrad, there may be more than 1 cavalry, armor or armored infantry unit—Russian or Axis—stacked in the same hex.

This rule reflects the roto-net capacity restrictions of Axis motorized/mechanized units, while giving Russian armor units a genuine role in the game. (The Russian infantry units should be army-sized, and the huge Russian cavalry units might be anachronistic representations of KONARMYI formations—who knows?)

IX. Supply and Isolation: At the end of the owning player’s player-turn, any of his units which are out of supply are eliminated, unless they are in grid-type city hexes. Only one isolated unit (of the owning player’s choice) is eliminated from a grid-type city hex per turn. In an owning player’s own victory city or—for the Russian Player, only—in Sevastopol, any one of his units may survive indefinitely.

This reflects the ability of units to gain sustenance from and retain cohesion in urban areas.

X. Finn Power: Finn 2-3-4s should be 2-3-4s, and Finn 3-3-4s should be 3-5-4s. If attacking Russian units on Finland hexes, the attack factors of Finn units are doubled in perfect and mud weather turns and are tripled in snow weather turns—for both combat and exchange purposes.

The Fins were the best (although not the most aggressive) allies the Germans had.

XI. Map Revisions: The following revisions are mostly additions, since major changes are difficult to make.

The following cities should be grid-type cities: Königberg, Gorki, Tula, Kubishvir, Voronezh and Grozny.

The following minor, dot-type cities should be added: Vyzyma (T31), Kaluga (V32), Mmecl (R18), Gomel (BB23), Borisoglebsk (BB36), Zhitomir (FF18), Vinnyts (HH17), Krivoy Rog (J22), Zaporohe (J24), Ploesti (O010) and Krasnodar (O018).

The Don River should be added: "EEE21-DD22, CC23, CC24, CC25, BB26, AA26, Z27-Bryansk-X28. NN20 should be a river hex.

There should be a rail line running eastward out of Moscow into Vladimir, then up a hill and eastward off the board through Gorki and Kazan.

A unit (R18) should be in German territory—not Russian—and the border should be corrected accordingly.

Really, a new map would be far preferable.

XII. Parlaying Comments: To game players and critics I leave the complete playtesting and fine-tuning of my revision proposals. I realize that some gurus might still inhabit the above suggestions and that play balance will require extensive experimentation. I take full moral responsibility (and a little glee) in revising STALINGRAD once again, and I would appreciate receiving (copies of) any comments, questions or criticisms concerning this article. My address is RR4, Box 4927, Juneau, AK 99803.
THE EVOLUTION OF STRATEGY
A STILL EVOLVING ANALYSIS OF PANZER LEADER SCENARIOS
By David S. BiekSza

As the wargame industry churns out more and more titles, players seem to be increasingly seduced by novelty. The veteran game that can successfully compete against the fresh product is becoming progressively rarer. A strong exception is PANZER LEADER, still a favorite after six years on the market. I've placed a lot of armored wreck counters on its mapboards since it first appeared, so its sixth anniversary seems an excellent opportunity to reminisce about the odd lot of scenarios I've become familiar with. Perfect plans for victory will be conspicuously absent in each discussion, because like most gamers I learn more by committing mistakes than by theorizing from first principles. Instead, I recall how tactics for a particular scenario evolved in response to the interplay of different ideas.

Situation #7—Encirclement of Nancy The scenario card promises a free-swinging battle. The American player leads almost an entire combat command: a tank battalion, an infantry battalion riding halftracks, and an artillery battalion. The force deploys near the west map edge and must penetrate along the long axis of a mapboard and a half to seize all the town hexes in Grancelles. Casualties have no bearing on the victory conditions for the Americans—not that the Germans are likely to cause many. The scratch Nazi force consists of an infantry battalion (mostly submachine gunners), miscellaneous guns, some Czech-based armored vehicles, and a few trucks and wagons. Though they win by hanging onto a single hex of Grancelles, they cannot lose more than a dozen combat units in the process. Terrain provides an equalizer: to reach Grancelles the American vehicles must cross a single bridge outside of Aar- tain.

With such a tremendous bottleneck in their favor, it seemed logical for the Germans to place all the antitank artillery in Aar- tain and billet a SMG company there. The rest of the Kampfgruppe retired to the suburb of Grancelles on the east bank of the stream. (The Hetzers and GW 38's conducted a mobile delaying action west of Aar- tain before fleeing to safety.) When the American arrived on the ridge overlooking Aar- tain, they decided against clogging the bridge with vehicles. Infantry dismounted to spot the enemy lurking in the buildings, thus clogging the ridge with vehicles. The foot soldiers emerged from the traffic jam in small groups. With no hard targets at the far end of the cannon barrels, the German antitank gunners held their fire and the submachinegunners easily dispersed potential spotters until time ran out.

Thereafter, the Americans coordinated the unloading of the infantry better, but on the other hand the Germans replaced the ATGs in Aartain with more submachinegunners. The task of spotting proved to be nearly impossible, but on one occasion (thanks to miraculous die rolls) a stack remained in good order. U.S. artillery flattened the town—even the 57mm antitank guns opened up, so that more tanks could exploit the gap. But when the Sherman's passed through Aar- tain the Germans unleashed their Secret Weapon—trucks and wagons. Trucks parked sideways on the roads to Grancelles forced the tanks into cross-country detours. Then the five Nazi vehicle units occupied the five town hexes on the west bank of the stream; after the armor clanked adjacent they simply backed up onto the five bridge hexes. But once the Americans finally advanced onto the bridges, the Nazi "last ditch defense" proved to be no great threat. The Shermans ripped apart the enemy positions, and the Germans salvaged a draw only because a lightly mortared platoon survived a 4-1 attack on the final turn.

Clearly the Germans were doomed if the Yanks entered Grancelles, so to bolster the defense of Aar- tain the Kampfgruppe commander lined up the AFV crews and asked them if they were ready to die for the Fatherland. Not surprisingly, the answer turned out to be affirmative. The next time the Americans topped the ridge, they found all the enemy armored vehicles neatly lined up on the bridge. Their wrecks limited stacking to such an extent that U.S. spotters had essentially no hope of avoiding dispersal.

Historically, the XII Corps, Third Army, planned a double envelopment of Nancy. While the 35th and 80th Infantry Divisions pressed directly towards the city, Combat Command A of the 4th Armored Division raced deep into enemy territory from the north to cut off the city's supply routes. At the same time, Combat Command B advanced across a large number of watercourses to complete the encirclement from the south. On 14 September, the date of the scenario, CCA shot up columns dispatched by the 15th Panzergrenadier Division to reinforce the city while CCB crossed the Meurthe River and scattered disorganized opposition from the 553rd Volksgrenadier Division. The scenario reflects the action on the southern arm of the encirclement, though the German player seems to have more troops than is warranted. On a broader scale, the scenario demonstrates the nature of the early portion of the Lorraine Campaign—U.S. units attempting to retain their mobility in the face of adverse terrain and increasing enemy resistance.

Situation #8—Marieulles The description of the engagement undoubtedly caught the eye of every ROTC student as soon as he or she opened the box top: "Elements of the US 7th Armored Division engage a mixed force of German officer trainees at Marieulles." In the scenario, Marieulles becomes Granvilles and the officer candidates become an infantry battalion, one company of which is armed with submachine guns. Three batteries of 88's (plus the trucks to change their facing under the Artillery Field-of-Fire Limitations rule) provide most of the firepower. Victory hinges on how quickly the Americans can take control of the town. Unfortunately, the task force from the 7th Armored is not well endowed with the armor-piercing weaponry necessary to root the Germans out of the buildings. A battalion of armored infantry riding halftracks is beefed up by just one battery of M7 self-propelled artillery, a company of M4A75's, and the inevitable 57mm antitank guns.

The rapid crushing of a pocket required little subtlety. The burden fell on the infantry, who had to fill the dual role of spotter for the AP weapons and close assault force for liquidation of dispersed enemy strongpoints. Usually Granvilles was battered between a two-company hammer and a one-company anvil. The only significant change of tactics concerned the M7 battery. While the indirect fire rules were still a novelty, the artillery remained...
hidden to crush the 88's with low-risk indirect shelling. Even with the reductions for attacking a stack of armor, the Allies needed to get a platoon or two of infantry on the armors to obtain 4 to 1 odds on the enemy guns. On the other hand, the officer trainsees were unlikely to be disturbed by the HE, and friendly A-class units would have to look elsewhere for targets that turn. The Americans found that progress was more rapid when the M7's as desert guns firing at point blank range.

The German defense always began with a solid ring of units around the perimeter of the town to minimize enemy penetration. (A conspicuous hole was the bridge in AX9, exposed to fire from initially-deployed U.S. units, but the Germans in "split珍珠港" suburb were in no danger of being hit by U.S. vehicles moving along the stream. As far back as Vol. 12, No 1 of the GENERAL, vehicles were prohibited from moving directly from one bridge hex to another.) After that, the German positions contracted into either of two defenses. In one, the troops formed a small number of strong points based on the 88 batteries, under the theory that a large defense force minimized the chance of elimination from direct fire followed by close assault. In the other, the troops spread out into many small stacks, under the theory that the more 40)+(720) tanks to the defenders, the more chances they had of rolling a "5" or "6". In practice, the outcome of the scenario tended to be independent of the style of both the attack and the defense. Bad luck for the U.S. player would cause a marginal German victory, but most often the result would be a draw.

Historically, Mariuelles was located south of Metz, just beyond the WWI fortress ring that city. Metz not only blocked the advance of the Third Army’s XX Corps to the West Wall, but it also formed a barrier for Nazi resistance along the Moselle River. The XX Corps ordered the 7th Armored Division to encircle the city from the south. On 16 September, the date of the scenario, the 48th Armored Infantry Battalion from Combat Command A jumped off, armed by the 23rd Armored Infantry from CCB. As soon as the men crossed the River Line (a tiny bridgehead across the Moselle), they encountered a Rhenish knot of resistance centered on Mariuelles. The armored infantry needed the entire day to the attack on a battery of infantry reinforced by 88’s, and they succeeded only after a fierce tank battle. So the scenario is remarkably faithful to the historical engagement... except that the German forces belonged to" the 17th S.S. Panzergruppen Division. However, German officer trainsees did constitute the backbone of the defense. Their fierce resistance in the old forts completely stalled the Americans for two casualty-filled months.

Situation #9—Operation Market: Nijmegen The Valentine Bridgehead catches the eye in this scenario, one of only two in which the bulky silhouette appears. It leads a British contingent of "Brick Carriers", 25-pounders, and the four-vehicle Sherman platoons. A battalion of infantry with some trucks is identified as an American paratroop unit. Granicles now becomes Nijmegen, and the stream flows through it the city, but unlike the trainsees they refused to sit and wait for the enemy. For one thing, the Tommy's had no 88’s to rally around. For another, the engineers provided a potent close assault threat. So when the Germans closed in the Britishers spent the rest of the game trying to destroy stacks of weak tanks. At first they were successful. The Germans emulated the U.S. 7th Armored at Mariuelles by splitting their forces into two groups in order to seize the key in between. Due to transportation limitations, the armor had to carry the ration to move on. Thus a two-pronged attack tended to dilute AP strength too much. Then the armor and infantry consolidated into a unified attack formation, backed up by all the artillery (which customarily unlimbered among the trees north of the stream facing the larger part of Granicles). The result was a slow British withdrawal that resembled squeezing toothpaste out of a tube. But by reversing the direction of the advance, chasing the British into the fire of the artillery pieces, the Germans met increased success.

Now the contest was an even match. Yet the Germans enjoyed so marked a superiority that there seemed to be some key factor missing. That factor proved to be the manner in which the infantry entered the fighting. It seemed logical to mount the twofold effort on the seven AFV units and five wagon detachments. However, this necessarily spread the riflemen thin until late in the game. Alternatively, a four-high stack of platoons could deploy in one of the wooded areas north of the town in order to march onto town on foot. Such a plan essentially improved the defense, and it represented a reasonable offensive close assault threat. The British now found themselves in a tough position, trying to fend off the armor in the south while the proverbial irresistible force ran loose in the north. Employment of this tactic, the Germans began to win regularly. (I had the misfortune to play against a German player in the middle of a convention tournament. I managed to win only because my opponent became demoralized after I close-assaulted his GW 38’s out of their misery. Psychological factors can often overshadow material factors.)

Historically, there is some ambiguity as to exactly what engagement the scenario is supposed to represent. The composition of the forces suggests the stand conducted at the north end of the highway bridge over the Lower Rhine at Arnhem. Here a battalion of the 1st Parachute Brigade, reinforced by a company of engineers, supported artillery transported by jeeps, valiantly resisted the German's forces from the 10th S.S. Panzer Division. However, the pocket collapsed on 20 September. By the date indicated on the scenario card, the 1st Parachute Division was pinned against the river by the 9th S.S. Panzer Division ("Kamp-Gruppe Harzer"), and in the next four days would be annihilated. In either case, the flavor of the battle is adequately conveyed by the game—encircled Brits standing up to impossible odds.

Situation #15—Elsenborn Ridge Anyone who'd buy a guide called PANZER LEADER most probably daydreams of occupying the commander's hatch of some big, hulking armored vehicle. As an aside, ever notice how this always involves the lead tank in the column? Somehow no one ever thinks of the fellow eating copious amounts of dust at the rear of the column? Anyway, this scenario provides the other end of the equation. The American player commands an entire company of big, hulking King Tigers. In fact, the German player commands a most interesting Kampgruppe: three battalions of infantry, four tank companies (Tigers and Panthers accompany the King Tigers), a good amount of transport, and artillery support from flak and mortars. In contrast, the Americans have little to catch the eye. Two battalions of infantry form the backbone of the defense. Light artillery and a few platoons of weak armor provide minimal support. The American player finds most of his aid and comfort in the woods of the north. The former was certain to fall to the woods of the south. The latter was certain to fall to the woods of the north. The latter was certain to fall to the woods of the north.
The tank destroyers were always too elusive for the Germans to trap them in a single group. Only when the Allied forces attacked did the M10s and M7s become useful. The Americans wisely kept the tanks hidden until the last moment, then they could ambush the Germans without warning. With the tank destroyers in action, the Panzer Division could not advance without suffering heavy losses. The battle of the Bulge was a decisive victory for the Allies, and the tank destroyers played a vital role in securing victory.

### Situation #16 — Bastogne: Prelude

Historically, the Battle of the Bulge caught the Americans by surprise. The Germans had planned a massive surprise attack, but the Americans were able to respond with speed and determination. The battle was a grueling struggle, with both sides suffering heavy losses. The Americans eventually emerged victorious, but the battle had severe consequences for the Allies. The Germans were forced to retreat, and the American forces were left to deal with the aftermath of the battle. In the scenario, the Americans are forced to react to the German attack, and they must work to secure their positions in the face of a determined enemy. The players will have to use quick thinking and strategic planning to emerge victorious.

### Situation #20 — Remagen Bridge

The Remagen Bridge was a crucial part of the American advance, and the Germans were forced to defend it with every resource they had. The bridge was a vital link in the American line of defense, and the Germans were determined to hold it at all costs. In the scenario, the players will have to use their strategic skills to overcome the German defenses and secure the bridge for the American forces. The scenario is a difficult one, and it will require careful planning and execution to emerge victorious.
Would You Believe A Week? by Marcus Watney
A Veteran Limey Takes Issue With "Rome Wasn’t Burn’t In A Day"
one when I am playing Britain! Mark suggests an Italian declaration of war on Greece in Winter 1939 and says: "Regardless of whether or not Yugoslavia has fallen, the Italians should . . . launch an attrition option, even a weak one". But if Yugoslavia has not fallen, a Mediterranean offensive will be required to capture Belgrade before the Year/Start, and of course this cannot be combined with an attrition against Greece. Unless the British fail to set up strongly in the Mediterranean, a Blitzkrieg against Belgrade on the first turn is rather risky, so that in practical terms Italy cannot expect to have an opportunity to take an attrition against Greece until 1940 if a 1939 attack on Yugoslavia is planned.

In proposing the delights of an opening attrition against Greece, Mark has committed the cardinal sin of failing to consider all the setups available to the Greeks. The one he showed was the conventional and most usual, but a crafty Greek will deny him an 11+ attrition using the defense shown in figure 3. Remembering that CC25/DD28 is impassable, the exploitation Athens can only be captured at exactly 1-1, yielding less than 50% chance of success, because only six air factors can aid the solitary exploiting 2-5 and because fleets may not shore bombard during exploitation. This restriction on the power of fleets is very important, and is a twist in the rules many new players miss. Without it, the Allies could gallop up Italy and along the French coast in 1944 and 1945. What this all means is that the defeat of Greece by neutral Italy requires a declaration of war and two offensives (unless the Italian player is willing to hang around for a few years hoping to roll a one or a two twice on the 1-10 attrition column). The total cost of this Italian adventure is 40 BRPs plus the cost of any losses. Even if no losses are taken, Greece will not show a profit until the 1945 Year/Start.

If economic considerations are not enough to discourage an all-Italian attack on Greece, the likely military consequences should be. Throughout his article, Mark has greatly exaggerate the effects of opening 35 BRPs for a declaration of war against Italy. Given a good opportunity to significantly weaken the Axis, the Allies will consider the cost a worthwhile investment reaping military, if not financial, dividends. This is particularly true if the 35 BRPs come from the less valuable French treasury. British intervention in Greece does not require many units, gives the British an easily defended port (which is also an objective) in a critical strategic area, and most important of all, offers an opportunity to knock Bulgaria (perhaps even Rumania) out of the war with a landing at Salonika. The German war against Russia is not affected so much by lack of BRPs as by lack of Axis units, and the loss of any Axis Minor Ally, particularly Rumania, spells the rapid collapse of the German front in 1943. The German player knows this, and will respond to a British intervention immediately and in strength. The best way for the Axis to capture Athens is with an air-supported paratroop: if the British fleets are positioned to intercept Italian shore bombardment, five British ground factors in Athens force the Germans to risk the permanent elimination of their paratroops, and seven factors make such an attack impossible should the arrival of Folgere. The alternative is a long arduous slog down the easily-defended Greek peninsula. If the British player intends intervening, against an Italian initial attrition he will usually set the Greeks up along the Albanian border, being willing to trade extra Greek losses for space—remember that as the rules stand at present, front options are declared before Neutrals are set up, a rule which I hope will be reversed in the new edition. Even if the British lose Athens, they will be able to hang on to the valuable Greek islands without difficulty; an airbase on the Greek island of Lesbos (CC30) for instance covers both Greek beaches, three Turkish beaches, Crete, Athens, Sofia, Istanbul and Rhodes! A paratroop unit there would force the Axis to garrison both Bukarest and Albania too! All this I hope convinces readers that British intervention in Greece in 1940 distracts the Axis not the Allies, and helps both France and Russia. Those Italians still determined to attack Greece should also consider the problems of defending the Balkans in 1943 and 1944. Salonika is always a weak link in the Axis defense at this time, and Greek partisans will make it weaker, tying down even more Axis units. Frankly, the best Axis defense of their southern flank is a neutral Greece.

Mark's analysis of Italian opportunities in Egypt is also unduly optimistic. Notice a flaw in the Italian dispositions: if at least one armored unit is not in the front line, the British can use the defense of figure 4 to thwart the Italian attack before it begins. It is best not to put both armored units in MM24, since that encourages the British to reply by placing WDF in MM25; I suggest one in MM24 and the other on the coast (LL24) keep the Italian's options more or less open. I do not like the Beya defense of Egypt quoted by Mark; it is good against neither attrition nor offensive. If an Italian declaration of war and immediate offensive looks imminent (by which I mean, if Italy began the year with at least 100 BRPs), I suggest sacrificing WDF by using the defense of figure 5. As soon as war is declared, the ZOC of WDF extends into Libya, and the Italians are prevented from moving adjacent to Alexandria even after exploitation. And that is always the aim of a good British defense of Egypt: if the Italians cannot move adjacent to Alexandria on the first turn of an invasion, British reinforcements can be SRed into Alexandria directly allowing the British player considerable flexibility in response, and avoiding the necessity to use Sea Transport. If, which is more usual, the Italians can only take an attrition on the turn they declare war, the only defense required is two I-3s, one each in LL27 and MM27, denying the Italians an 11+ attrition (but make sure the French evacuate Tunisia though!). On the second turn of invasion, a defense like that shown in figure 6 increases the cost to the Italian of an advance to something like 15 BRPs per hex, without committing a single British air unit. Egypt is so easy for the British to defend that the Italian player should never plan on capturing Suez: all he can plan to do is to draw British units away from other fronts. Except for a lucky 1-2 attack, the Italian player has no hope of beating the British back across the Suez Canal even with significant German help.

Continued on Page 43, Column 1.
JUST ONE MORE CHANCE

A HAUNTED DEVELOPER REASSESSES HIS OWN GAMES

By Don Greenwood

Satchel Paige, a pro baseball player of considerable repute long before I could vouch for his abilities, is probably better known today for his oft quoted saying: "New baseball players are coming along so fast, it may be gaining on you." This bit of homespun philosophy could easily be applicable to the scientific game developer in today's hobby. The "state of the art" is relentlessly in its pursuit of better games, and yesterday's achievements all too rapidly seem to dwindle into insignificance. Every designer pursues the ever elusive "perfect game" and to the extent that such a creature exists I guess I am more obtuse than most. Certainly I seem to be more susceptible to the second and third edition rules rewrites and corrections than the majority of my comrades here at the Hill. You can attribute that to whatever you will, but I hope you'll forgive me if I think of it as something other than a condemnation of my ability to write comprehensive rules.

To me a game is something more than something to be read, played once or twice, and then forgotten. If a game is good it should be played over and over again so that the players can enjoy the subtleties and nuances of play that only come from experience generated by repeated playings. Casting aside for the moment the question of historical lessons and accuracy, this means that a game is not acceptable as long as it can be improved. Just because the initial wave of purchasers has long since graded the title good, bad, or somewhere in between and relegated it to the recesses of their collective closets is no reason to give up the pursuit of excellence for that title. I believe a publisher has an obligation to its customers and, over the long run, to itself to improve upon published titles whenever possible. If not for the convenience of those of my ilk who continue to play a favorite game for the rest of their gaming life, then for the next generation of players who will be creatures long years down the road. Aside from the time and expense of changing printing plates, there is just no acceptable reason—at least to my way of thinking—for allowing a game to continue to be printed and sold with known errors. Such changes are cost prohibitive over the short run simply because they incur additional expense without adding to potential sales.

Once the initial crest of excitement and publicity for a new product subsides it is rarely born again. As a rule, the enthusiasm of the initial players quickly spreads to all players who have access to the game, which is usually only during the first year of publication. This is hardly a new phenomenon and I must admit to having been a member of the opposition at one point. When I first came to work for AH, the in-joke was to make light of a certain designer who sent us his "finished" game for publication followed by almost weekly submissions of "final" improvements to that finished design. It seemed old so-and-so could never finish his game. Ultimately we rejected his design and published one of our own on the same subject which was quite successful. In this case I think the designer was probably correct. All of his improvements were rather minor and it is unlikely that he was ever going to complete his game. The "problem" we were faced with was one that I have observed frequently among the players of the hobby. Now that past experiences have tempered my sense of humor somewhat I must admit to being much more sympathetic with the plight of that original "never quite finished" designer. For that, if I have not already guessed, is what this article is all about.

There are probably more than a thousand confessions of a game developer who wishes he had done it a little differently the first time. Here then is my list of "should have been" which I would eventually like to implement in improved editions. I hope you'll try them and let me know what you think. If you agree that they make for a better game, maybe I'll feel more comfortable about suggesting them. If not, perhaps they'll help someone else improve his game.

Who's that knocking on the ramparts?

ALESIA was one of my more pleasant development jobs as the game was pretty good before I ever saw it and the designer, Robert Bradley, was a pleasure to work with. After resolving some rules ambiguities and adding the provision for an AH mounted board configuration, the main problem soon settled down to a debate on play balance. In the original, most prior players of the game felt that, if anything, it was balanced in favor of the Romans. Our playtesters disagreed strongly. This was somewhat puzzling as most of the changes made were to the defense. As a result, players were able to maintain balance by shifting the balance of movement they enjoyed previously. No longer will the Gallic player be able to know exactly when the interior forces will sortie out to aid the relieving force. He can only attack with his exterior forces in such a way as to signal a real effort to the besieged forces and hope they will interpret it as such and react accordingly.

Unfortunately, this rule change will swing play balance drastically in favor of the Roman player in my opinion and should only be used between inexperienced players or those of widely varying capabilities. Should the players be relatively experienced and still desire to use this rule, I would suggest omitting the Numidian Light Infantry from the Roman OB.

Never a Yank When You Need One

It seems that the less work I do on a game the more fondly I remember it. WAR AT SEA certainly qualifies in that respect. Aside from some brutal beatings sustained in playtest sessions which really haven't stopped now that the game has been in print for almost five years, it was a joy to work on. After rewriting the rules for clarity with relatively few substantial changes in substance, the main concern was again play balance. Like almost everyone who plays the game today, we rapidly decided that it was foolish to contest the Med, and abandoned it to the Italian so as to concentrate against the Germans. I no longer feel that way, but that's another story. We still play the game, only unbalanced in favor of the Axis, which I resolved by changing the North Sea POC totals for the Allies from 0 to 1, thus yielding the Allies a potential increase of 8 POC per game over the version I now play. Happy with that change I pronounced the game balanced and ready for publication.

Needless to say there are those who disagreed with me, and even I will admit to a slight imbalance in favor of the Axis. Others feel that their advantage is far more pronounced, but I can produce letters from people who can't figure out how to win balance problem for those who feel the Romans are still outmaneuved I offer the following change. Delete the current 18.2 and replace it as follows:

18.2 In a two player game where only one person commands both the exterior and interior Gallic forces, an additional delay must be enforced. The delay is determined by the Gallic player rolling a die the turn after each turn in which ten or more reenforcing Gallic units land on or traverse the Outer Works and at least one Hand-to-Hand Combat has been resolved. If he rolls a '1' or less all of the interior Gallic forces must leave Alesia and may not return until one or more of them have entered an Outer Works hex or engaged in Hand-to-Hand Combat.

Once returned to Alesia, the interior forces must pass this die roll again to enable them to leave the haven of the city's walls. The Gallic player must deduct 1 from this die roll for every additional ten Gallic units in combat on the previous turn. The number of Gallic units counted in the above total cannot include any units outside the borders formed by any four adjacent off-board zones to a depth up to and including the inner ring of Outer Work defenses in that zone.

This change not only hinders the Gallic player, it is a far more realistic portrayal of the situation in which Vercingetorix was placed. The interior and exterior Gallic forces cannot be assured the almost complete coordination of movement they enjoyed previously. No longer will the Gallic player be able to know exactly when the interior forces will sortie out to aid the relieving force. He can only attack with his exterior forces in such a way as to signal a real effort to the besieged forces and hope they will interpret it as such and react accordingly.
with the Axis so we'll leave the degree of imbalance a moot point. Suffice it to say that when played on an expert level, it is commonly held that the Axis player still enjoys higher prospects of success. My tastes for war games is still frequent, I found even a slight imbalance irritating. My initial reaction to the problem was to change the rule regarding failure of a speed roll resulting in safe passage to the port desired at the other end of the voyage, albeit a course that kept the ship from being used in the present turn. A ship which failed a speed roll would have to stay in the port occupied at the beginning of the turn. The idea was to put some teeth into the Neutral Port rule requiring disabled ships to leave port or lose POC, and in so doing force German raiders to fight in the South Atlantic or risk sacrifice of POC. Regrettably, it hurt the Allies more than the Axis because the same rule which would have spelled the end for German raiders, also meant that British battleships might never make it to Murmansk to provide protection for the Russian bound convoys. Competent Allied play usually requires getting one or more 4-4-4s into the Barents, and if they failed the failed the Allied player has no ships available there in future turns. Scrap that idea! Eventually I decided to help the Allies by making American reinforcements more accessible. Rather than entering only on a die roll of '6', they became progressively more likely to appear by allowing them to enter on a die roll of 5's or 6's on turn one and every other turn. The overall play balance is slight because the American ships are still restricted to the North Atlantic, but it is enough. The extra ASW protection for the convoys on the first leg of their crossing and the few British ships released to other duties by the increased presence of the Americans is just enough to improve the Allied chances, and is more historical to boot as the American involvement is considerably underestimated. This change has already been made and is now an official rule amendment which I urge WAS players to use.

I Lost an Automatic Victory

Aside from a poor decision to include some last minute scenarios in the first edition which have since been gloriously improved by Richard Hamblen who took over responsibility for the later editions of the game, my nightmares over TRC have been relatively few. Most of the ink used in criticism of this game has been directed at 'my' automatic victory rule which prevented units used in an AV attack from attacking in the 2nd movement phase of that turn. I do not repent. In my opinion the rule is both realistic in terms of showing the force necessary to eliminate a unit's very presence in the form of neutralizing its ZOC in addition to eliminating the unit, and necessary for play balance reasons.

Of more concern to me is the course we took on the matter of whether units could move outside of their Military District on the first turn provided they were not contesting some other initial Military District. At the time, I answered this query to the first edition rules in the affirmative simply because that was the way the rules were written. Richard chided in his support for the decision feeling that it was necessary for play balance. I no longer am so sure. At this point I tend to think that allowing units to move through Districts without their initial ZOC assignment is a contradiction to the spirit of the designer's intent. Furthermore, it provides too many gimmicks which can be pulled on an inexperienced Russian player. It is hard enough to play defense in this game without handicapping the Russian further on the opening turn in this way. The variables which he must confront in his opening setup are now almost too diverse to be handled by the average player. Fortunately, perhaps, I have given way to Richard whose love for the game and experience therein now far exceeds my own, and as a result you'll probably never have to put up with my preferences on this matter.

The Third Coming of the Third Reich

THIRD REICH was the first really difficult development I undertook at AH and it showed. For all the accolades the game has received over the years, it is admittedly my poorest effort and the one I am least pleased with. I have related before and doubtless will again that the major problem here was that I spent so much time redesigning the game to make it work, that it never received any development—at least not in the sense that term implies by AH standards today. A hastily prepared second edition which did little other than answer the most frequently posed questions was offered the following year and has sufficed until now. Having grown tired of answering THIRD REICH questions ad infinitum for the past seven years I’ve finally allowed myself the indulgence of redeveloping this game from scratch. Progress on a revised third edition has been underway for over a year and is now entering the final stages of play testing. As a result I believe some different groups of THIRD REICH enthusiasts will find the game more manageable and realistic than the original.

For someone who prefers to be in favor of revising old titles to improve them with the hindsight gained by years of exposure to the hobby’s critics, this opportunity would appear to be the ultimate fantasy fulfilled. It isn’t, but it is close. Besides clearing up ambiguities in the rules, the new version will simultaneously improve the game in a manner that is both obvious and more easily assimilated. The changes in this edition are too lengthy to list here in their entirety. They will be analyzed in detail in a planned feature article dealing with the new game. I will say that among the problems addressed and vastly improved in the new edition are Strategic Warfare, Murmansk Convoys, and the implementation of political plays and pressures.

The 8th edition of Squad Leader

No, not hardly but the ongoing SQUAD LEADER series has afforded me the opportunity to fulfill that fantasy I referred to above. Working on a game system, especially one as popular as this one, and not just a game has given me the opportunity to constantly update and improve a game after its release to the public. This has been readily, and apparently the major reason this system was developed is to allow all the various groups of THIRD REICH enthusiasts to play with a simultaneous feel. If you have any questions or suggestions, please drop me a line at:

1316 Oddstad Blvd, Pacifica, CA 94044.

SL Movement... Continued from Page 14

defender must use his to plug any holes that may have been created before they can be exploited, or even to launch that well timed counterattack. As a by-product the "free shot" effect of the original SL system has also been eliminated. No longer does the non-moving player have the luxury of an entire turn with all of his units in the "Defensive Fire Phase", just because there was no other action allowed. Each player must closely balance the number of moving and firing units to what he feels will be expected of them during the game turn.

As with any new system it is always recommended that you familiarize with the number of available counters in play at a time. But this system in no way restricts you to handling only small scenarios. On the contrary, one of the major reasons this system was developed is to allow all the SL scenarios to be played with a simultaneous feel. Either way, the German hold the upper hand.

Historically, Combat Command B of the 9th Armored Division faced ill-led and badly demoralized defenders at Remagen, so the force levels seem to have been adjusted considerably to equalize the contestants. But several aspects are accurate—the lack of artillery fire (for fear of demoralizing the bridge), the necessity of approaching the bridge through a town, and demolition of a ten-meter-wide crater in the approach road and a hole in the bridge surface bearing vehicular traffic.
What follows is not a guaranteed script for success, but rather food for thought for the Royal palate, for analysis will improve your KINGMAKER play perhaps more than in any other game. From my side, it is also more desirable to wage battle with aristocrats and not as demeaning as taking advantage of peasants. The preface is Commandment #1—KNOW THY BOARD!

Assignment and Deployment of Nobles
To better be able to assign your original quota of cards requires knowledge of the crown and event decks and who is moving first. The latter is discovered by simply looking at your opponents’ cards. You can’t be 100% certain, but it is unlikely that any player will discard the Chancellor or either of the two Archbishops. The former requires no more than an analysis of the two decks prior to play. I can’t substitute for your own vision, but I can give some direction. It is important to know who gets killed, who gets called where and how often each occurs.

If playing the Basic rules, the event deck will slay each noble six times, except for Percy, Neville, and Mowbray, who are killed only five times each. That obviously provides extra reason to use the larger nobles in combat. The event deck also calls most of the nobles at least once, except Howard, Grey, Herbert, Audley, Hastings, Cromwell, Grey, and Clifford, who are not called. These nobles are small but important, and clearly deserve more consideration for the assignment of offices than do their small counterparts who are called. (Especially Bourchier and Holland, who are called twice.) All nobles called by the deck are called to their castles and not into the open. This can be a mixed blessing—sometimes adding needed extra strength and other times making them easy targets. Whenever cards can be assigned that give a choice of placement, do so.

Of the Title cards, four are subject to calls and the Earl of Kent is called twice. Except for Westmoreland, who is called into the open, all are called into towns. The slightly safer and superior titles that are not called are the Earls of Richmond, Wiltshire, Worcester and Salisbury.

Of the Office cards, only the Chancellor, the Steward, and the Treasurer are not called. Office cards that have extra strength in a given area are always called into that area, which is almost as good as not being called (except when you need one of them elsewhere). That leaves only the Admiral, the Warden of the Cinque Ports, the Constable of Dover Castle and the Marshal subject to potentially dangerous calls.

Of the Bishops, all are called except Lincoln and Durham. All of the calls are to towns or cities, but can still be an inconvenience.

Any player could take this information and make up an ideal force, but it unfortunately doesn’t work like that in a real game. Therefore, the things that become of paramount importance in assigning cards are: 1) Table Position (this obviously doesn’t apply if playing by mail with simultaneous movement); 2) The other cards in play and; 3) Combinations—the most important of the three. These are not so readily apparent as you may imagine, even to the best of players. For example, Richard Berg stated in his article “Playing Your Hand in Kingmaker” (Vol. 14, No. 2 of THE GENERAL) that he would never make Mowbray the Marshal as Mowbray is called five times and the Marshal ten. In fact he said he would even consider assigning the Marshal to an enemy’s Mowbray. Later, in the same article, he said that while Stanley may be strong, his “constant calls” negated his importance. Well, in my deck, Stanley is only called once and if I had to use the Marshal, I would prefer that he be given to Mowbray! Of Mowbray’s five calls and the Marshal’s ten (I know—it is eleven, but I firmly believe that the call added by one of the newer event cards should be ignored.) the two are called by the same card four times. This means that there is a choice of placement in the open or in a castle. This allows escape from enemies, who eagerly awaited your arrival, more often than not. This danger is usually the Constable of the Tower of London as no one else is strong enough to take on 150 men. This combination (See #3 above) allows a choice that is not available with any other noble. In addition, the combination is at least 130 strong, a very potent force especially in the beginning when strength and position are so important. Even the Constable of the Tower of London will be hard pressed to get a 2 to 1. Add 40 or so mercenaries and even a 3 to 2 isn’t certain. It is also possible that the Constable isn’t in play yet (See #2 above) or that he may be moving immediately after you, meaning that he must draw the card moving you or you would simply move away on your turn (See #1 above). A second favorite of mine to be given the Marshal is Stanley. This is for a different reason—Such a combination must begin at least 170 and more likely 180-190 strong, without mercenaries. Boats are a requirement for this arrangement, however. (I’ve not given Percy as a choice simply because, unlike Mowbray, Percy’s calls add to the already large enough portion that the Marshal carries.)

Other combinations are more obvious, such as Courtenay and the Chancellor of the Duchy of Cornwall, Talbot or Herbert with either the Chancellor of Lancaster or Chamberlain of the County Palatine of Chester, Stafford or Bourchier with the Constable of the Tower of London or Percy and the Warden of the Northern Marches, (the differing calls could weigh against this combination as well.) but all are based on number 3 above or area considerations. The opposite consideration of not being called away from strength is equally important. To show what I mean, I will ask a simple question. Is there anybody out there who would like to see Scrope/Richmond/Constable of London get called to Masham? The answer is easy. Fully three fourths of the players would like to see that happen—the ones who don’t have Scrope! It is a long road home, isn’t it?

The same principle applies to Title and Bishop cards. For example, if you must use the Duke of Exeter, use it with Holland, Courtenay or the Chancellor of the Duchy of Cornwall, or a combination thereof. Use the Archbishop of York with Neville, Mowbray, Roos or Scrope (All are called with the Archbishop). The theory behind such combinations is to try to create choices by assigning cards that are called to the same general location by the same card. My personal favorite combination is Neville/the Chancellor/Archbishop of York. Together, they provide a strong power base, a modicum of cards/disruptions and Richard of York, whom I consider the most important heir in the game. Perusal of the cards will reveal all these examples and others.

Other crown cards aren’t subject to call, but their placement remains vital. Two theories exist as to the proper distribution of towns, ships and mercenaries: concentration of force or distribution to prevent total loss. Both have merit and usage should depend on the game rules being used. With basic combat wide distribution is preferable while with advanced combat concentration is desirable. This will be demonstrated later in the article. For now, suffice it to say that the odds of losing a noble in combat initiated by you are 1/36 (if stronger force) in the advanced game and 6 (5 if Mowbray, Percy or Neville) in 90 or more (the actual number
depends on what event cards are used) or 1 in 15 (1/18 for Big Three) in basic combat. Nobody wants to lose half his force simply because he drew the wrong card, but it is likely that nobody will want to give up the advantages gained by consolidation in advanced combat, either. Just read on.

Assignment of town cards is easy unless playing the optional rule that gives extra strength. With the rule, consolidation of towns to one noble provides a potent striking force that doesn’t depend on many nobles who are subject to call. Without the rule, distribution in order. (A side note here is that players should capture towns and assign them to a “faction” rather than to individual nobles when not playing the optional rule.) As to ships, if you want to keep them, assign them to your safest noble, not necessarily your strongest.

**STRATEGY**

I will deal with this subject shortly, sweetly and simply: in the beginning, GRAB; In the Middle obtain as much parliamentary power as possible (if playing the Optional Parliament Rule) and execute as many pretenders as possible (after all, they are pretenders to your throne); in the End, your (slightly superior) forces will do battle with the last remaining pretender or raze the English countryside to be declared King by Parliament while your enemy is in hiding. Along the way, you must place ships to pick up called nobles, prepare for your unlucky calls, set traps for your opponents’ unfortunate calls and do battle. To the latter we turn our attention.

In both basic and advanced combat, siege is the preferred method of attack, losing only to a “Bad Weather Delays Attack.” It can take an extra turn if playing the optional rule, but is still the best, easiest and most assured method of combat. Probably there is nobody in their right mind who will re-

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**NOBLE SUBJECTION TO CALLS**

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<th>CARDS CALLED AT THE SAME TIME</th>
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**TITLED CALL LIABILITIES**

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<td>Bishop of Norwich</td>
<td>1</td>
<td>1-N</td>
<td>1-SE</td>
</tr>
<tr>
<td>Earl Westmoreland</td>
<td>1</td>
<td>1-N</td>
<td>1-SE</td>
</tr>
<tr>
<td>Earl of Essex</td>
<td>1</td>
<td>1-SE</td>
<td>2-SE</td>
</tr>
<tr>
<td>Duke of Exeter</td>
<td>1</td>
<td>1-SW</td>
<td>2-SE</td>
</tr>
</tbody>
</table>
main to be sieged, they will sally forth in an effort
to save the field. Logically, they should do so, as
they have raised their odds from 1/70 to win 4.5 or 6/7
to win. More attacks are created by the optional
rule as the besieged nobles must attack in their turn
and can then be attacked again in the attacker's
turn. As to combat in the open, odds of 5-4 or less
should not be attempted unless the potential gain
outweighs the potential disaster. You can’t lose a
battle, but you can “accidentally” lose a noble or
be left in an indefensible position. (Isn’t it funny
how the gain always seems to outweigh the potential
bad luck?) The fact is that I will personally make a
Majority Victory (MV) attack if I have substantially
less nobles involved or they are less likely to die. For
example, with Mowbray/Marshal and Neville/
Chancellor, I will attack a force of 210 or less
strength (I like to leave some room for potential
added cards by the defense) that is comprised of four
nobles. With three other cards and is meaningless.
Needless to say, if you have seen all of the
cards that kill your nobles go by, you will attack
at the merest hint of a gauntlet being tossed (like
‘Why don’t you and I ally?’). Knowing what has
been drawn and therefore what is left for both your
noble and key opponents’ cards is one key to the
most important part of any strategy—preparation.

Playing the advanced game, combat in the open
becomes quite fascinating and should lead to the
creation of large nobles. I’ll make up an example
in which A has four nobles of “80” strength, two of
“60” and one of “100” while B has one of “270”
and two of “80”. In basic combat, this would be a
5-4 (400-340) and would succeed 29% of the time.
A noble or two could be killed randomly on either
side, but B could never win the battle, until his turn
at least! With advanced combat, it works like this:

Secondary Line (SL) 80 80 80 Reserve-60
A) Battle Line (BL) 80 80 80
B) Battle Line 80 270 80

A has a 2-1 attack against the two “80” nobles,
reduced to MV and one MV attack reduced to MV
for B. B has no real hope for counterattack and
is four times as likely to lose to the nobles killed
rolls as A is. A truly a prohibitive favorite. In the
prior situation, B had no guarantee, but was a
Strong Contender and in the above example, only
luck could help him. The more powerful a player with
the strongest nobles has to be rated the favored.
He should be allowed some traveling companions, as
even the biggest nobles need forces to draw away
some of the enemy’s strength to allow him a better
attack. 10 and 30 nobles are nice, but shouldn’t be
entirely necessary by B. Witness the example
where with A having a 270, 320 and a 10 nobles to
attack three 80 nobles in B’s faction. The two choices
are:

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<th>#1</th>
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<tbody>
<tr>
<td>R 50</td>
<td>B 80</td>
</tr>
<tr>
<td>SL 10</td>
<td>B 80</td>
</tr>
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In the first case, A has a 300-240 or 5-4 reduced to
MV. A has 1/18 chance of losing one noble and B
has 3/9 chance of losing one noble to nobles killed.
B has no option but to defend and unless A rolls a
‘12’ for his large noble, B is as good as extinct.
In the second example, by adding men, A’s chances
of winning are just as good, but now he must fight
a 1-2, 2-1 and 1-2 after reducing. All that has been
a gain is a good chance for B to kill a part of your
force that he shouldn’t have been allowed to see!
Why give that option to B! Extra strength isn’t
always the answer. There are questions that arise
in conjunction with this, but, at least in my
mind. The first that occurs to me is how are the odds
determined? If 50 men are making an attack against
110—from the weaker side, a 1 to 3 would result as a
1-2 can’t be obtained—from the stronger side, a 2-1
is the resulting battle. The implication in the rules
is that the stronger side is allowed on one of the
larger side as the attacker. The larger force,
whether attacker or defender, is always stated first
in all odds ratios.—Ed.
The second question is sort of a “chicken or
egg” question, based on this example:

SL 60 240 80
A) BL 80 80 80
B) BL x 270 80

Who gets to strip off first, A or B? If A and he shifts
30 to his left flank, B can no longer strip any men
off. If B, he can strip 40 to his middle and prevent A
from stripping! If both are simultaneous, that
would certainly be confusing. Which is it? The
attacker always strips his men first. —Ed.
The third question comes from this example:

SL 30 250 80
A) BL 80 100 100
B) BL 80 100 100

This attack is 720 to 580, not even a 5-4, but A has
three attacks: 400-200 reduced to 3-2 and two,
160-190 reduced to 4-5 against A. Victory against
the middle and loss on one side would leave:

SL 60 x 250 x
A) BL 60 250 80
B) BL 90 100 90

A quick victory has shifted the odds greatly in A’s
favor. He now has attacks of 70-90, 400-200 and
140-90 after stripping. He seems certain of victory,
but what would have happened if he was forced to
lose the noble or the 50 men who stood off the
first encounter to a losing battle? The rules don’t
deal accurately with this point that I can find.
It simply seems to be accepted that these men aren’t
subject to loss? Is that as it is intended to be? If so,
stripping becomes the powerful tool that I called it
caller in the article. Note first that the 30 noble of
the Strong Contender did try to move from one side
and is never lost or captured. In battle, a noble’s
strength is only lost when he is killed. I hope that it
is apparent to everybody that the luck element can have a
big effect on all of this postulating. What difference
does it make if you are a 4/7 favorite to win and
the other noble is a 10/1 favorite? It is as likely to
lose one of his three nobles in his
720-580 reduced. Since a Majority
Win wins the battle, you can still use the majority
of your noble strength in one battle and all the noble
killed rolls hold true. A is 1/9 to lose
one noble to the noble killed rolls as A is.
Not all other noble can take advantage of C.
Should both attacks fail, as long as they fail, B
loses. Then it is a battle and all the nobles
will be killed if named. The Dukes return.
No matter the outcome, suddenly there is a card to
draw at the end of your turn. Nothing is lost!
The Dukes of York and Lancaster can also be used
in this fashion with even better results if they can get
a 1-4 or better. Then it is a battle and all the noble
will be killed if named. The Dukes return,
by the rules as written, and there is a good chance of a
card now being available to draw. (I like to play
that once killed, these cards can only be assigned by
another heir, which leaves this option useful only
when you control both the top heirs.) The threat
of ambush can keep forces in towns where they are
subject to both plague and siege. A new ruling has
changed the use of the Plantagenet nobles. Anyone
who is a nobleman (including the nobleman who is
killed) cannot reappear on either side, until one of
two events occurs: the current first in line heir is killed
or has come under the control of another
faction.

WRITES: These should be used to substitute for a
called noble when they can save an important
noble for other uses or from death. In some cases
it can be quite essential. If a nobleman of the
estate is called to his doom, he can be replaced by a
“10” noble with 10 mercenaries. This can also be used
in the game to keep a force intact in its current
technique or to move it together. In the first case, the
Admiral is about to disembark a force and decimate
some local yokels. When he is called with ships to
some local yokels. There is no place to hide. The
Card is aptly named for Scrope but might be called ManRay
from Heaven by Neville. This event card makes the “Big Three”
even bigger. It also makes the idea of a very large, killer
force, more attractive. Spreading strength becomes
less important with this powerful card.

AMBUSH: The optional rule should be used but
despite it, ambush occur frequently, especially as soon as the
crown deck is exhausted. No matter the outcome, suddenly there is a card to
be drawn at the end of your turn. Nothing is lost! The Dukes of York and Lancaster can also be used
in this fashion with even better results if they can get
A 4-7 or better. Then it is a battle and all the noble
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who is a nobleman (including the noble
who is killed) cannot reappear on either side, until one of
two events occurs: the current first in line heir is killed
or has come under the control of another
faction.
I see no reason that these can't be substituted. It is even logical to extend the substitution to the ships alone. How about it, AHI? If these can't be done, then the question is: if a noble is substituted for, must the ships still go? To answer the first question, one ship can be substituted by write for another. The answer to the second question is yes. If one or more nobles are substituted for the Admiral or Warden, the ships must still appear at the raid.

FREE MOVES: If that noble is substituted for to save a lesser noble early in the game! Three or more of these cards can be much more important if saved and subsequently used to move a seemingly impossible distance to make a seemingly impossible attack. If the noble is important, by all means save him, if not bear up under the smirks of your opponent as he squashes your noble—you may surprise him later.

ROADS: This almost needs no discussion. Control of the roads allows a great control of the game with its flexibility of movement. To this end Shrewsbury and Clifford's castle are all that are required. The other branch is equally effective although much harder to obtain. Many games are decided by the battle for Shrewsbury.

ALLIANCES/TRADES: These are my rules.
1) Always be honest. Simply try to give him what he thinks he needs. In this way you may get a better one to be good enough.
2) Never attack immediately after a trade/alliance (unless an "unexpected" event card has provided the opportunity). Otherwise he may "feel set up" and never deal with you again.
3) Never ally under another's control unless totally desperate. Try to make your move on him. An additional point of attack or defense is possible, but in exchange you can attack the same force twice at lower odds. I'll leave it to the mathematicians to decide whether two 29% chances are better than one 57% chance. I simply don't like my fate to be in anybody's hands but my own.

CROWNING: You probably should not crown Richard of York, or his successor, at the start of the game—especially if there is little in the Chancery. Your opponent has little to gain by calling a Parliament and those Embassies will be forthcoming. Indeed, if playing with the Optional Parliament Rule, crowning can be held off indefinitely. Set a trap for the King and any foolhardy escorts.

EVENT CALLS: Set traps for the cards you desire to come up. The lengths you go to to maintain such a trap will depend on your relative strength. If weak, this is the best method to whittle away at your opponent's cards. Position now becomes important again as it would be foolish to set a trap your opponent can walk away from with ease. I once played a game where the only noble I had was Stanley/Richmond/Chamberlain of the County Palatine of Chester. I sat in Wales and waited for the infamous Battle of Shrewsbury. When it came up, I jumped on the noble that I had the best chance of drawing at the end of my turn after exeuting him. Having a second noble enabled me to play additional cards, gather additional force, make additional attacks and eventually win the game. Everyone else had one of his moves was "too strong to attack" (actually I could have had) and "too weak to defend." If you are strong, it is the weak that you must subjugate or eliminate and quickly, or you and your imagined "main opponent" will whittle at each other's strength until one or the other foes puts you out of your misery. Show no mercy.

OPPONENT MISTAKES: Watch for mistakes and jump on them! This is good theory for the entire game. One example is when an opponent places 380 men in a castle that holds only 300. Once you place, you march up and demand to know which 80 men are outside the castle. Only the extra 80 (or the number controlled by a noble that most nearly satisfies this requirement) can be placed outside and must be placed outside where they can be attacked. You would be surprised how often this happens in a real game. A second example is when an opponent drops his fleet into Calais (or Douglas or Carisbrooke) to the rich Richard. For some reason he has forgotten that you have a 3 to 2 superiority to him in ships and you react promptly and blockade him (Optional Rule). Now he has the choice of sitting, waiting to be plumaged or coming out and risking his entire force in an unfavorable action. This move has sealed 200 men away from England without having to use a single man of your own. (This jewel will work equally as well as Douglas or Carisbrooke.)

FRENCH MERCENARIES: This is a suggested Optional Rule: Allow this card to be used on both attack and defense more than once. Here are the following conditions are met: Defense: If the battle is lost or any single noble is lost by the defenders, then the mercenaries return home. Otherwise they remain attached to the faction. Attack: If two conditions are met the mercenaries can be retained for future use, otherwise they return to the crown deck.
1) The attack must be a siege and must be against a town or city (not unfortified town, obviously). It doesn't matter if there are troops other than the town's defense present, and 2) the town must be given to the mercenaries to loot. The latter condition means that mercenaries not belong to the attacker for defense, movement or parliamentary purposes. To be used it must be attacked again and not given to mercenaries. (If you like, you can make a siege against a town given to mercenaries last an additional turn to reflect its deterrence not to be taken by surprise.) One additional point is that the same town cannot be given to the French more than once during a game. Either or both of the above can be used (Defense or Attack) and should eliminate an unrealistic event—mercenaries going home when they are both successful and unable to continue their efforts. While getting rich, they stay loyal.

MERCENARIES, TOWNS AND SHIPS: Suggested Optional Rule: Allow unlimited transfer of these cards among nobles of a faction or between factions as long as both parties involved in the transfer are in the same square, even if just for a short while during movement.

MOVEMENT: Suggested Optional Rule: Allow land and sea movement to be combined in one turn (other than with fresh move cards). Land and Sea movement remains normal, but embarking or disembarking costs two of the five moves that a noble has coming. For example, a noble can move two areas on land, embark, and sail one area to sea to a total of five areas moved. Note that no noble or ship can exceed the five moves together. The ship above may have had four moves remaining but cannot take them as the noble has reached maximum movement. The reverse is also true. If nobles move from more than one place to join and embark, the highest move total is used for the group. A final note: if any group of counters are in the same square, even if transfer are in the same square, even if more than one move is used, you may not transport more than the number of moves possible.

Hence, if you have to its best advantage, don't adhere to an arbitrary "style" of play that you may prefer.
When Nicky and I first discussed the subject of a WARGAMER'S GUIDE TO THIRD REICH almost three years ago it seemed like a good idea at the time. Not only would it be entertaining, it would also be informative—it could be used as a collecting place for the seemingly endless rules queries which have plagued the game since its initial release. With that understanding, Nicky and his British colleagues set about the monumental and tedious task of recording a Campaign Game Series Replay, but the passage of years in the interim have done them in. It has since been decided to revise the game entirely and improve not only the clarity of the rules, but the quality of the design as well. In this way the basic flaws of the design, such as the Strategic Warfare imbalance so graphically portrayed in this game, could be corrected outright and not just glossed over with half measures. Consequently, this replay illustrates a game of the past—one which is about to be eclipsed by a newer and far better version.

From this I have learned more about the tactics of the game entirely and concentrate solely on the strategies employed. To that end we hope it is still entertaining reading.

The execution of the game was not perfect. By our own reckoning at least ten illegalities were allowed to pass, a small enough measure given a task of these proportions, but only one was significant and who among us can lay claim to having played a perfect THIRD REICH game? Nevertheless, please keep in mind that the publication of this replay signals the end of an era for THIRD REICH players, and that the moves described herein may prove to be drastically less valid in the new edition.

INTRODUCTION: Nicky Palmer

I've often wondered why THE GENERAL never had any THIRD REICH Series Replays. Surely the ebb and flow of a full campaign would be an ideal subject, especially as many players have never played through the entire war and would be interested to see how the game developed in the final years.

Accordingly, when Marcus and I took on the job of writing a GAMER'S GUIDE TO THIRD REICH (the finalization of which is awaiting the 3rd edition of the rules to ensure compatibility), we agreed that we would do a demonstration game and make blow-by-blow notes on our feelings as we penetrated deep into the intricate delights of the game. I don't think that either of us realised what a monumental task we were undertaking, and hundreds of working hours later we, and our collaborator Richard Wein, are sobered and wiser men—but it is impossible to subdue a sense of elation that the Replay has finally come to life, for a game whose quality I think—especially in the 1941-45 period when it was Richard vs. Marcus alone—justifies every minute of the time invested: quite simply I have learned more about THIRD REICH from this game than from all my previous playings, as one new tactical or strategic idea after another tumbled out under the pressure of their expert thrusts and counter thrusts.

Marcus and I started the game with Mike Nicholas, an experienced THIRD REICH player living in Brighton, England, where I was on holiday at the time. Mike and I made an early agreement to totally coordinate our strategies and tactical planning: Britain would support France as long as possible, and France would accept a strategy of attrition off her resources for Axis resources in the long term interests of the Allies. At this distance in time—two years—I can no longer remember which ideas came from Mike and which from me, and although the Allied Players' Notes are written by me in the first person the good ideas were probably Mike's.

With my holiday ending with years of war to go, Richard Wein agreed to take over the Allies for the remainder of the game. As the game had started on an Alliance basis (victory determined by Objective hexes), this in any case seemed the more interesting set of victory conditions, it was agreed that the game would be played to Alliance rules. This decision was, I think, justified by the fascinating struggle for the Objectives in the last year of play, when interest in a Coalition game would have diminished a great deal by a looming Stalemate result. The original idea was that I would make notes on each of the post-1940 moves at the end of the game, but although I would have played both sides slightly differently I have little doubt that the net effect would have been unfavorable, so I will keep quiet and let Don Greenwood comment in his usual italic medium. Thanks a lot! My main reservation is over the heavy commitment of both sides especially the Axis—to the North African struggle, but the European strategies were, I believe, correct, and at a tactical level the players' skill was such that comments from me in detail would be superfluous.

About the players: Marcus Watney is a professional writer and editor with a vast haul of games in his cupboards and many years of experience. He plays slowly and methodically—friends playing the role-playing game COSMIC ENCOUNTER have invented the WATNEY character, with the special characteristic: "You are allowed to analyse every situation for 3 hours"—but with laser-like accuracy, pursuing his strategic goals with single-minded precision. His analytical approach to the actual moves contrasts with his lively and inventive role-playing game style, but the European strategy were, I believe, correct, and at a tactical level the players' skill was such that comments from me in detail would be superfluous.

Richard Wein is a mathematician, and another analyst par excellence. Less of an abstract theorist than Marcus, his strength lies in a cool and unflappable playing style coupled with a near-perfect overview of every twist of the rules; he has taken the
Opening Setup: Ground units have their unit designations imprinted in black within a solid square for infantry, a solid circle for armor, and a solid triangle for airborne. Replacements are designated by the letter "R", paratroops by "P", and Minor Allies by a combination of nationality letter and attack factor (F2 = Finnish 2 factor unit). Air and naval units are shown by their attack strength within a hollow circle. Airbases are shown with an asterisk within a hollow circle.
Axis Fall 1939:

The British setup in the Mediterranean is most annoying. Threatened by an amphibious assault and an Allied double move, Italy dare not proceed with the invasion of Yugoslavia. In the north, Britain is also threatening to invade Norway: Germany is therefore playing it safe with no fancy first turn invasions. The German airwing in northern Denmark is positioned to give Oslo DAS in the winter, should the British land. The navy has been kept out of range of an RAF strike from Copenhagen and is also the principal component of the East Front garrison. Although it is not necessary to garrison Hungary and Bulgaria, Russia is not permitted to declare war on it, lest it work in our favor.\footnote{I have an infantry unit in Budapest ready to move either against Belgrade or on to the East Front, and a unit in Bulgaria to guard against a British attack from Salonika.} Armor is positioned around Munich to go to Italy's aid if the British land on the mainland. There is little I can do to prevent the fall of both Tchobik and Tripoli in the face of a double move, so I am concentrating on holding Benghazi and am just hoping for the best. Next turn's targets are Holland, Belgium, Norway, and Denmark.

Axis Fall 1939: Germany attacks and defeats Poland without a loss (a 2-1 followed by a 3-1 exploitation of Warsaw), and atrocities丹mark without effect, setting up an airborne and paratroop regiment in G32. Since the British are threatening to invade Norway, a German 5-4 is cleverly placed there, to give DAS to Oslo on the second turn of an Allied double move. The turn's builds make any Allied moves against Germany or Italy proper unlikely.

Allied Winter 1939:

Should I have taken the double move? The Scandinavian strikes were really what decided me: knocking out Norway was tempting, and the chance to use the Italian air force with the French to hit his forward air base was irresistible.

Allied Winter 1939: The second consecutive Allied move. Four French aircrews stage into Copenhagen, combine with the Danish airforce, and destroy the German 5-4 at G32. A tactical victory for the Allies. British troops capture Oslo. Incomplete Allied spending of 1939 BRPs is wasteful. Using Frankfurt as an airbase, the French counterattack Denmark again forcing losses on the German with only French forces. Aachen falls to a 2-1 attack.

Axis Winter 1939

Ouch! I was prepared to lose the aircraft in north Denmark to the RAF, but I failed to take into account that a double move would permit the French to swap off. The exchange of so many French air forces for German is a tactical victory for the Allies. My defense of the Rhine proved pretty ineffective. Still, I think the Allies have failed to use their double move to real effect: the capture of Norway and two German hexes is hardly consolation for the counterattack which is about to hit them, for I have found a weak spot near Lyons and hope to enter Paris in the spring. Even though I cannot enter the city in strength, it should at least paralyze French forces for a while. To the south, the usual Italian invasion of Egypt ensures the usual result: no effect. The departure of the French from Tunisia is gratifying, even though I know they only did it to deny me an 11+ attrition when the British retreat to the Quattara Depression. In the far north, my aircraft and paratroops are positioned well enough to launch an immediate airborne assault on Stockholm, leading to the eventual conquest of Norway I hope. Such a swift response to his impudent pre-emptive strike on Norway should put his nose out of joint a little!

Winter 1939 BUILDS/SR

**FRANCE**

**Allied Total**

**Armor** (8): 2 GCM T19, 5 GCM Par<br>
**Replacements (1):** N23, N21, P22, P23<br>
**Air factors (3):** 4 Q20<br>
**TOTAL EXPENDITURE: 27 (builds + 15 (offensive) = 42, leaving 77**

**SRs:** 24 inf (T24) to N24, 45 inf (P23) to O24, Sett (Marseilles) to Loterville

**BRITAIN**

**Armor** (8): 1 Can Porchester<br>
**Replacements (1):** Rosy, 25, L21, Plymouth, Dover, Great Yarmouth<br>
**Air factors (3):** 24 London<br>
**TOTAL EXPENDITURE: 47 (builds + 15 (offensive) = 62, leaving 22**

**SRs:** 5-6 Dieppe, M24, London to Bordeaux, St Nazaire, Renne; 1 can to P22, 30 arm (Last to S21); 8 inf (Plymouth) to M24

**ALLIED TOTAL BRP. LEFT:** 19

**GERMANY**

**Armor** (3): 5 Nuremberg

**TOTAL EXPENDITURE: 15 (builds) + 30 (offensive) + 30 (war on Sweden, Holland, Belgium) = 75, leaving 0**

**SRs:** 5-4 Dano to Milan, 14 Pr (The Hague or Turin), 41 Pr (The Hague) to Milan, 34 (Helsinki) to Berchesgaden, 1-4 (Helsinki) to Berchesgaden, 1 inf (J26) to L28, 8 inf (Copenhagen) to V22, 9 inf (J26) to J37

**No SRs**

**GERMANY**

**Armor** (3): 5 Nuremberg

**TOTAL EXPENDITURE: 35 (war on Allies), leave 22**

**SRs:** Replacements Milas and Genoa to V24 and X23; Celeste (X23) to MM24, 1 armor (X23) to MM24, 4 inf (Titane) to H15; Lour, 5-4 (Milan);

**AXIS TOTAL BRP. LEFT:** 22

**1940 YEAR START**

**GermANY**

**No BRPs left:** New base 150 BRPs<br>
**Conquests: Poland (D39 BRPs), Denmark (10), Netherlands (6), Belgium (10), Sweden (20 total 70)**

**Total BRPs 1940 start:** 220

**Spread 22 on 11 U-lows, leaving 198**

**ITALY**

**2 BRPs left:** Growth rate 20% = 4, but "new" base still 75

**Total BRPs 1940 start:** 75 + 4 = 79

**FRANCE**

**7 BRPs left:** Growth rate 30% = 2, but "new" base still 85

**Conquests: Luxembourgh (5, more in Norway 5)**

**Total BRPs 1940 start:** 85 + 2 + 5 + 5 = 97

**BRITAIN**

**22 BRPs left:** Growth rate 40% = 8, but "new" base still 125

**Conquests: share in Norway (3)**
Axis Spring 1940

I’ve made it into Paris through the back-door! That’ll give the Allies something to think about. But I am very concerned at the loss of yet another airwing intercepting French DAS, plus a further three air factors in an exchange: I cannot sustain that sort of loss-rate. Thanks to my failure to attack the French 18th infantry, I am about to have the door slammed in my face anyway, by French infantry re-occupying the Alps. Now, I must consolidate! I must take advantage of the limitation on French attacks (due to the capture of Paris) next turn and push a SR corridor deep into central France, along which to redeploy infantry for the final drive on Paris. While the invasion of Egypt continues with all the sluggishness of the First World War, it looks as if a humble 1-5 will accomplish the conquest of Tunisia single-handedly in record time! Half way through Spring 1940, the Allies are 22 BRPs ahead, so they could manipulate a double move again. However there is little incentive to do so, for only one could afford to take an offensive, which would mean the fall of France automatically since so many French units are out of supply.

Axis Spring 1940: The Germans capture Paris on exploitation at 1-1 (CA result becomes B, because the counterattack would have been at 1-3). Luftwaffe forced to intercept French 5-4 (La Rochele). German infantry captures Calais. Italians in Egypt gain 12C12, but no box is available after the British remove both front-line units. Italian invasion of Tunisia begins.

Axis 201 BRPs, Western Allies: 223 BRPs. Although the Allies could now take a double move, only one of them could take an offensive, and since Paris in this case only can be reaken with a joint offensive, taking the double move would automatically result in the fall of France.

Allied Spring 1940

His response is very worrying; the attack on Sweden came as a great surprise to me, and I have made a serious error in the defense of France which he has exploited to the full. Paris is burning as I feared, but at delightfully hideous cost to the Axis. The Allies charge back into the breach with another offensive, and the first French unit with Free status in mind slips off to Africa; the French must make a run for it with their air force next turn, so we rebuild the second air wing as well as my armor and some infantry. If I can evacuate both air wings it will be a tremendous asset in the west later in the war. This is a nice variant!

Allied Spring 1940: The French recapture Paris at 2-1. French 18th inf (U20) advances northeast up the French Alps to cut off the Germans in France. Para in this case only can be reaken with a joint offensive, and the first French unit with Free status in mind slips off to Africa; the French must make a run for it with their air force next turn, so we rebuild the second air wing as well as my armor and some infantry. If I can evacuate both air wings it will be a tremendous asset in the west later in the war. This is a nice variant!

Axis Summer 1940: As they say, fighting is “confused”. Am I behind his lines or is he behind mine? At last the French are feeling the pressure. The loss of Luxembourg will reduce France’s treasury to 44 BRPs, and while I remain adjacent to Paris no loans can be received from Britain. As a result, a number of infantry units have remained unbuilt. The advance of 9th Panzer has pushed French 17th and 25th infantry into the Alps. Now, I must consolidate! I must take advantage of the limitation on French attacks (due to the capture of Paris) next turn and push a SR corridor deep into central France, along which to redeploy infantry for the final drive on Paris. While the invasion of Egypt continues with all the sluggishness of the First World War, it looks as if a humble 1-5 will accomplish the conquest of Tunisia single-handedly in record time! Half way through Spring 1940, the Allies are 22 BRPs ahead, so they could manipulate a double move again. However there is little incentive to do so, for only one could afford to take an offensive, which would mean the fall of France automatically since so many French units are out of supply.

Axis Spring 1940: The Germans capture Paris on exploitation at 1-1 (CA result becomes B, because the counterattack would have been at 1-3). Luftwaffe forced to intercept French 5-4 (La Rochele). German infantry captures Calais. Italians in Egypt gain 12C12, but no box is available after the British remove both front-line units. Italian invasion of Tunisia begins.

Axis 201 BRPs, Western Allies: 223 BRPs. Although the Allies could now take a double move, only one of them could take an offensive, and since Paris in this case only can be reaken with a joint offensive, taking the double move would automatically result in the fall of France.

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The situation before resolution of combat on the Axis player turn of Fall, 1940. Germany has played variant 5 to activate Bulgaria and Rumania. Lenti Italian air destroys the 3-4 in Liverpool with maximum losses. The German airborne at Metz drops on P22 and with air support eliminates the French 18, & 41st Infantry at 1-1. The 2SS heads a 3-1 assault vs the French 8th that creates a breakthrough for the 19th & 48th Panzer to exploit through the airborne and attack Paris at 2-1 with air support. The resulting exchange eliminates the 19th Panzer and 6 AFs, but the 48th occupies Paris. The 29, 84, and 67th German Infantry eliminate the British 13th Armor at 1-1, and the Lenti Italian 5-4 counterair the French 3-4 in Constantine with maximum losses to complete the operations vs Paris. In Norway, The German 4, 9, 39, & 40th Infantry are lost in a 1-1 Exchange vs. the 1st and 2nd BEF.
Fall 1940: France fails: the British play the Free French Variant and gain a 9-factor fleet (moves to Plymouth), an 8-factor fleet (moves to Gibraltar), one airwing at Casablanca and SGCN armed. The British were up against the Free French. Vichy units in mainland France are one armoured, four infantry and two replacements. British redeploy a unit into Lorient using the Free French fleet, and rush an uncommitted Marseilles Convoy to Russia, worth 36 BRPs on arrival. The Soviets begin to prepare a Weymie-Wein defense (reversed spearhead).

Fall 1940 Builds/SR

**GERMANY**

**Total EXPENDITURE:** 46 (builds) + 30 (offensive) = 76, leaving 0

SKS: 1 (Genoa to Stuttgart) (builds up to 5, 4, 14 Pz (Kolberg) to C3, 24 Pz (Leipzig) to Poitiers, 1 inf (M26) to Danzig, 8 inf (S20) to Warsaw, 11 inf (S19) to Warsaw, 17 inf (P25) to R33, 5 inf (Vicenza) to T34, 7 inf (Dresden) to T34

**ITALY**

Air factors (3): Each at Taranto and Naples

**Total EXPENDITURE:** 30 (builds), leaving 0

SKS: 11 (A223) to A26, C6 (H114) to NN25, replacement (W23) to X20, 12 inf (H10) to X26, 12 inf (K22) to A22

**BRITAIN**

Total (3) 13 Scapa Flow

**Total EXPENDITURE:** 11 (builds) + 40 (Murmansk Convoy) (51), leaving 0

SKS: 1 (Malta) to Cairo, airbase (London) to G25, 2 (Freiburg) to Cairo, 12 inf (London) to Lorient (by Free French fleet Plymouth), 40 BRPs to the USSR, via Scapa Flow

Receives: 36 BRPs via Murmansk Convoy, total now 152, Russia will move first in Winter 1940.

**Axis Winter 1940**

Italy has declared war on the Soviet Union. The 61+ attrition has made little progress against the Russian defense (jointly conceived before the fall of Richard and myself). My double move against Russia has been neatly defused! Of course, most of his armor will be destroyed or (better still) starved to death, making it difficult for him to build a double-line in the spring. Lack of air bases as I advance into Russia is going to be a real problem. After attrition, three German units are in Russia, so this is my "first winter in the Soviet Union". By timing the first winter to coincide with an Axis double move I have side-stepped the Russian counterattack against undoubled German units. I shall also be able to launch four consecutive offensives in 1941. This is the great advantage of attacking Russia in Winter 1940. But I have made one error: I should have left 15 BRP in the German treasury last turn, so as to threaten an offensive against Egypt. Syria, Greece and Tunisia. This would have forced him to abandon the Pact Area entirely in his opening defense and set up all his units in the Soviet Union itself where an offensive could not touch them. I would thus have captured the Pact Area in time for the 1941 Year/Start. What a wasted opportunity!

**Soviet Winter 1940:** The Russians have the initiative thrust upon them. In this second consecutive move, they complete the Weymie-Wein defense (which protects the front-line from fracture after an attrition attack by relying on a flexible mesh of ZOCs). They keep the second line far enough back to be out of air-range.

**Axis Winter 1940:** Italy declares war on Russia (if Russia is defeated it will be a co-operative conquest). One German unit in Russia at the end of the movement phase, but three at the end of the combat phase. It is therefore the first Russian winter, 61 factors in contact. Result: 7C/3H, Russia removes front-line infantry. The mesh of ZOCs survives.

Germany finally conquers Norway: Britain abandons France. Italy makes no progress in Egypt, but captures Constantine unopposed.

**Winter 1940 Builds/SR**

**GERMANY**

No builds.

**TOTAL EXPENDITURE:** 0, leaving 0

**ITALY**

**Total EXPENDITURE:** 4 (builds) + 35 (war on Russia) = 39, leaving 10

**BRITAIN**

**Total EXPENDITURE:** 5 (builds) + 5 (war on Russia), leaving 10

**ATLAS**

**Total EXPENDITURE:** 5 (builds) + 5 (war on Russia), leaving 10

**FRANCE**

**Total EXPENDITURE:** 5 (builds) + 5 (war on Russia), leaving 10

**USA**

**Total EXPENDITURE:** 5 (builds) + 5 (war on Russia), leaving 10

**TOTAL AXIS BRPS:** 10

**TOTAL ALLIED BRPS:** 15

**1941 Year Start**

**Strategy Resolution:**

Russia has 11 U-boats, Britain 4 AW. U-boats survive resulting in a loss of 21 British BRPs.

**GERMANY**

No BRPs left. Base remain at 150

**CONQUESTS:** Poland (20), Denmark (10), Netherlands (10), Belgium (15), Luxembourg (5), Norway (10), Sweden (15), Russia (15), Bulgaria (13), France (42), total 152

**Total BRPs:** 1941 start: 152 + 152 = 304

**JAMAICA**

**Total EXPENDITURES:** 30 on 15 U-boats, leaving 272

**BRITAIN**

**Total EXPENDITURES:** 10 BRPs left. Growth rate 20% - 2. So new base 5 + 2 = 7

**CONQUESTS:** Tunisia (5)

**Total BRPs:** 1941 starts: 77 + 5 = 82

**BRITAIN**

**Total EXPENDITURES:** 2 BRPs left. Loss to strategic warfare, new base 125 + 19 = 146

**CONQUESTS:** Algeria (5), Morocco (3), Tunisia (5)

**Total BRPs:** 1941 starts: 106 + 121

**Total ACES:** 269

**AXIS SPRING 1941**

Due to Russia's excellent defense, there was little I could do this turn except isolate as much of the Russian front-line as possible. In the Mediterranean, though, the Axis took their first offensive against Egypt and made a little progress. A 1-2 attack on Alexandria, hoping for a CA, was thwarted when the British added two factors of DAS, bringing the counterattack odds up to 1-1. It proved to be a wise precaution; CA, Ex occurred! Who says I'm unrealistic optimistic making 1-2 attacks?
Making a lot of noise, I have announced move-
ments from the SW Box to the MC Box. In fact it is
only one U-boat, but I hope he will estimate it to
be a much larger force. The air wing in Oslo is also a
bluff; I hope he will assume I have secretly moved it
to the MC Box and decide not to risk any con-
voys. In fact it's giving DAS to Bergen which I con-
dier dangerously weak.

Axis Spring 1941: Germans surround Russian
front-line and consolidate; but the Russian defense
has been successful in minimizing the damage done
by the Axis double move.

The initial onslaught in the East has been held
back by the Dnep. However, with the Russian
Winter already over, I can expect another three
German offensives in 1941—not a pleasant prospect.
Since Russia's survival is likely to be in the
balance this year, I refrained from intercepting the
German naval activity in the Baltic. Every one of
my naval factors could be a vital contribution to the
75 factors needed to avoid surrender, providing I
hold Leningrad. My defense this turn has been
hindered by the lack of the three isolated armored
units. As it is, I just can't spare anything to prevent
the German 3rd infantry marching south from
Finland.

Britain's primary objective for the next few
turns must be to boost her forces in Egypt, where
the situation is becoming critical. I've placed 4
fleets in Gibraltar and intend redeploying 4 units
per turn—the maximum possible—into the Medit-
eranean. I doubt whether I will send any
BRP aid to Russia this year. I would have to open
the Land/Lease route or else lose 15 BRPs to the
German air unit in the Murmansk Convoy box, and
I simply cannot afford to do this as well as building
the units needed to save Egypt and retaining suffi-
cient BRPs to meet the Strategic Warfare losses (4
BRPs) this year.

I had the opportunity to take Berlin by landing
at Wilhelmshaven and gaining the BRP initiative
to give me a double move. However, there is enough
German armor and air power to ensure the capital's
recapture, and the likely consequences of the ensu-
ing Axis double move are too horrible to mention.
In fact, I was forced to send more BRPs than I
would otherwise have done to avoid taking the ini-
tiative. WDF and 5 GCM will stay in Scapa Flow for
a while. The threat of invasion and exploitation
should tie down some German units on garrison
duty in France.

Allied Spring 1941: Russian attrition proves to
be ineffective. Russia loses three armored and three
infantry units from isolation, British send rein-
forcements to the Mediterranean.

SPRING 1941 BUILDS/SR

GERMANY

Armee (8): 9 Prad 19 Prj 37, 19 Prj K36, 41 Prj K35, 46 Prj and 56 Prj
Q33, 37 Prj Q32

Italian (1): 18 and 23 Berdsk

Bulgarian Infantry (1): Sofia and X31

Air factors (3): 5 each in J22 and Berdsk.

TOTAL EXPENDITURE: 6 (builds), 10 offensive:1.150, leave

SRs and 21 inf (Berdsk) to AD13, airbase (G2) to L37, 54

(Kalensk) to L37, 54 (Calin) to C38 anned, 67 inf (G34) to

Bucharest, 10 inf (Bistri) to K39, 15 inf (G36) to N9, 39 inf Italian

17 inf (V32) to G22

ITALY

Infantry (3): “Cerino” Cassino, “Alpini” Naples

Armee (5): 5 CN and Tarranze

Air factors (3): 5 in Livorno

TOTAL EXPENDITURE: 25 (builds) + 15 offensive:40, leaving 42

BRITAIN

Armee (14): WDF Scapa Flow

Airbase (1): 39, 10 London, 8 L32, 2 B11 E12

Fleet (1): 1 in Portsmouth

TOTAL EXPENDITURE: 43 (builds), leaving 66

BRITAIN

SRS: Fleet (Portsmouth) to Malta, 13 arm to Port Said, 1 said

to G36, 1 BNF to NN28, airbase to Great Yarmouth, 12 to KX3

USSR

Armee (6): 15 143, 19 Prj

Armee (14): L516, 16540, 21 E13, 22 N42, 24442, 26 F42, 29 R41,

29 Q41, 30 P41

TOTAL EXPENDITURE: 21 (builds), leaving 139

SRs: 6 to K43, airbase (H44) to K47, airbase (G43) to H46, 54

(Kursk) to G47, 54 (Yaroslavl) to H46

The following are eliminated due to lack of supply: 14 arm, 22

arm, 13 inf, 19 inf, 27 inf

TOTAL ALLIED BRPS: 205

BRITAIN

Armee (2): 2 Milan

TOTAL EXPENDITURE: 4 (builds), leaving 38

SRs: Calere and CN to L227, airbase (P35) to MM27, airbase (L39)

TOTAL EXPENDITURE: 6 (builds), leaving 66

No build...

TOTAL ALLIED BRPS: 200

BRITAIN

No builds. Construct airbases in WW and L33.

TOTAL EXPENDITURE: 0, leaving 66

BRITAIN

Armee (6): 4 D5S, 11 G44

Infantry (1): 8 R45, 7 Q46, 11 S43

Infantry (1): 24 S43, 22 and 29 Q44, 15 R45, 23 Q46, 19 P47, 21

Q48, 37 N40

TOTAL EXPENDITURE: 26 (builds), leaving 113, 15 for loss of

Part Area = 88

SRs: 13 arm to M59, airbase (G47) to R46, 5-fight (Krar, Kazan

and Kalix) to W36, Eliza, Markap.

The following are eliminated due to lack of supply: 15 arm, 19

arm, and infantry units 3, 4, 5, 10, 12, 14, 18, 26, 30, 60, 67.

79 Soviet Combat factors on board.

TOTAL ALLIED BRPS: 154

Axis Fall 1941

That's odd. Russia took an attrition and lost two
armored units and twelve infantry units die of star-
vation. He has abandoned Moscow completely and
setup his newly constructed units along the Don.
My opinion is that he has over-estimated: he still
has 88 BRPs left. In his position I would certainly
have taken an offensive and tried to take down as
many panzers with me as possible. But I'm not com-
plaining! I took an attrition myself this turn, since
his screen of aircraft makes the line too strong to
break through; instead, I made an offensive. The capture
of Kolkodz means the end of the Murmansk
Convoy and I can therefore safely withdraw the
5-4 from the Box and return it to active duty. I much
prefer committing air factors to the Murmansk Box
than flets (whose effect is uncertain) or U-boats
(who are guaranteed to inflict at least some
damage by remaining in the Strategic Warfare Box).
It's a pity about those two U-boats unnecessarily
committed to the Murmansk Box.

My next targets are Leningrad (I have been preparin
a 1-1 infantry attack for some time),
Batumi (where a Russian fleet is based) and
coastal Turan and Siberia. At this rate it shouldn't
take long to get into Persia, particularly with Russia
now so close to total defeat.

The capture of Alexandria in a 1-1 attack is
marvellous news: things are going very well for the
Axis now!
Axis Fall 1941: In Russia the Axis take an offensive, and armor advances uncoordinated to the Don. But the infantry is now far behind. With 45th factors in contact, the Axis get only 3G and therefore fail to cross the Don. An attrition was forced on the Axis due to 15 factors of Soviet DAS guarding the river's defenders, beyond the range of the Luftwaffe. Moscow fails.

Germans and Italians launch a combined offensive in Egypt. Murray occupies Alexandria at 1-1. Italian 35th infantry advances into Morocco.

Allied Fall 1941

I was tempted to recapture Alexandria, but I can't spare the BRPs for an offensive and possible losses. I've stripped Britain of its defenses to reinforce Egypt, and my positions behind the Nile are fairly safe. Because I need to keep my air units out of counterair range, 12 and 1BFE have no air cover and could be attacked at 1-1. If he tries it, he would lose both Italian air units on an A or EX result. Britain looks vulnerable, but I'll have one turn to do something about it if he moves the paratro to the West or prepares an invasion force.

The Russians are almost back to the Urals now and can't run much further. However, the Panzers are too thinly spread that I'll be able to make a stand soon. I'm falling back as slowly as possible in the Caucasus, but I have to keep my second line out of German air range to safeguard it against airborne attack. My forces in this area will be cut off from the rest of Russia next turn and will have to be supplied from Britain. WDF is standing by in Syria, ready to open a supply line through Iraq and Persia.

Allied Fall 1941: Italian attrition recaptures Rostov. The Russians build a second line of defense across the Caucasus. Russia has 43 BRPs left. In Egypt, British attrition (14 factors) fails. Cairo is purposely abandoned, so as to deny the Axis the advantage of a BH adjacent to Suez.

**FALL 1941 BUILDS/SR**

**GERMANY**

Infantry (1): 7 Eisuse, 23 Aachen

Infantry (1): Hungarian in R23 (end: R33)

Replacement (1): R36

Air factors (2): 10 to Kolberg.

**TOTAL EXPENDITURE**: 19 (build) + 15 (offensive) = 34, leaving 128

SIRs: airbase (1941) and para to O45, 3-4 (Kolberg) to Paros (builds up to 5-4, airbase (R43) to R43, 5-4 (Tallin, Parnaw, Och on) to O43, M44, L44, 4 Pz to L22, lent Italian 1 arm to L22 and reverts to Italian control.

**ITALY**

Infantry (1): "Celer" Toranto

Replacement (1): Camino

**TOTAL EXPENDITURE**: 4 (build) + 15 (offensive) = 19, leaving 19

SRs: lent units are now 11, 14, 17, 20, and (Alpine) 2 arm to NM27, CN to Constantine, flt (Bengtss) to Orom, 11 inf to P22, airbase to P44

**TOTAL AXIS BRPs LEFT**: 147

NB: Allied total now 139 after loss of Moscow

**BRITAIN**

Infantry (3): 5 London

**TOTAL EXPENDITURE**: 3 (build), leaving 67

SIRs: 7 to Suez, WDF to DD1, Free French 5 GMC to Port Said, "Malta" to Gibraltar, 2 BFE to GI36, airbase (L122) to Jerusalem

NB: The Algiers replacement has been supplied by the fleet in Malta since Summer 1941.

**USSR**

Armor (6): 15 V46, 19 A59, 22 P55

Infantry (8): 859

Infantry (2): 114, 1046

Infantry (1): 114, 141, 187, 21, 62, 64, 76, 68

**TOTAL EXPENDITURE**: 30 (build), leaving 43 after loss of Moscow (13)

SRs: 16 to V46, 63 to M55, 5 to W43, 11 to P55, 29 to K57, 7 to E59

The airbase in H46 is removed due to lack of supply and replaced to D69

**TOTAL ALLIED BRPs LEFT**: 106

Axis Winter 1941

Hurray! I've captured Leningrad! The exchange cost me 30 BRPs in destroyed units, but at least I've taken this important city in time for the Year/Start. The destruction of two Russian fleets has come too late to precipitate the defeat of the Soviet Union, but it is still an important event as it destroys the undisputed control of the Baltic. The capture of Leningrad also provides Finland with an easily-defended port, important if the Soviets should push me back into the Baltic States.

By dropping paratroopers in such a way as to punch a hole in his second line I hoped to make some progress. Even though fortune smiled on me and I achieved an exchange at 1-4, he wisely chose to take his loss in air factors. I was therefore only able to make a modest dent in his second line after exploitation. Still, at this rate of advance I should be in Persia by the end of next summer.

The fact that he chose not to defend Cairo surprised me. Now that I hold both Alexandria and Cairo I am nearly impervious to attrition attacks. It feels good to be adjacent to Suez at last! But what a shame that at the end of the year I shall not have captured either Algeria or Morocco.

**Axis Winter 1941: Last winter was the first winter in Russia, so the Axis take an offensive, 46th armored outflanks the Russian front line and advances to within two hexes of the second line; then the Axis push a hole into the gap separating the armor from the Russian second line and attack at 1-4 (after DAS is applied). Result: Exp: To prevent a hole appearing in the second line, the Russians choose to lose three factors. German panzers advance from a breakthrough near Rostov and attack the second line out of exploitation, the Soviet DAS having been committed to stop the paratroop's attack. Leningrad fails to a 1-1 Exchange, costing the Axis 30 BRPs in losses (7 infantry units and 3 airfactors). Two Soviet fleets in Leningrad are sunk. Egyptians occupy Cairo; the British abandon Algiers. The Axis capture Casablanca.

Allied Winter 1941

The replacement in Algiers has succeeded in keeping Algeria under British control until the end of the year, saving Britain 5 BRPs. I have now removed to prevent the Axis reaching the 21-30 attrition column in the Mediterranean. Any units which can be spared from Egypt are being sent to Persia in case of a German breakthrough there. I hope I can hold on there until the US forces start to arrive.

**Allied Winter 1941: Britain declares war on Iraq and Persia in order to open up a supply route to the Russian units in the Caucasus. WDF captures Mosul, and opens this route. Stretched Russian units plus WDF are supplied by two fleets in Portsmouth, one fleet in Gibraltar and one fleet in Malta. Russian attrition fails.

**WINTER 1941 BUILDS/SR**

**GERMANY**

Infantry (1): 1 Kolberg

Replacement (1): R36

**TOTAL EXPENDITURE**: 13 (build) + 15 (offensive) = 28, leaving 100

SIRs: 5-4 (F44, R34) to Q49 and Malakop, airbase (R43) to T44, para to T44, lent Italian 20 to F26 as it retreads to Italian control, 1 arm to Malakop, 39 Pz to Malakop, 84 inf to A52, 22 to T44

**TOTAL AXIS BRPs LEFT**: 119

NB: Allied total now 91 after loss of Leningrad

**BRITAIN**

No builds

**TOTAL EXPENDITURES**: 20 (war on Iraq and Persia), leaving 43

SIRs: 5-4, (c: Vromers) to Jerusalem, "Egypt" to NN10, replacement (223) to G29, 15 arm to D44

The British Free French fleet Portsmouth and fleet Malta supply the Caucasus and Persia

**USSR**

Infantry (3): 61 and 62 N45, 64 V48

Infantry (4): 3 B34, 6 Y43, 8 W46, 9 E34, 12 V47

**TOTAL EXPENDITURE**: 26 (build) + 4 (loss of Leningrad (15))

**TOTAL ALLIED BRPs LEFT**: 47

1942 YEAR START

**Strategic Warfare Resolution:**

Germany has 30 U-boats and Britain 4 ASW in the SW box. 16 U-boats remain, resulting in a loss of 48 British BRPs. In addition, there are 2 U-boats in the Murmansk box.

**GERMANY**

100 BRPs left. Growth rate 59% - 50, so new base 150 + 50 = 200 Conquests and active allies: Poland (20), Denmark (10), Netherlands (100), Belgium (15). Luxembourg (5), Norway (100), Sweden (15), Romania (15), Bulgaria (10), France (42), Finland (10), Hungary (10), Baltic States (25), Leningrad and Moscow (10), total 227

TOTAL BRPs 1942: 116

**TOTAL AXIS 42**: 49

**TOTAL ALLIES USA not yet in war**: 213

**Axis Spring 1942**

Strategic Warfare is really beginning to bite. At last I have been able to retrieve the two U-boats in the Murmansk Box and transfer them back to the Atlantic convoy routes. I'm glad I didn't waste more of my airfactors patrolling against non-existent Arctic convoys. It was also satisfying to see Germany's base growing by 50 BRPs.

I am a little concerned at the stiffening of resistance in the Caucasus, but at least I have been able to sink the last Russian fleet. Attrition should get me a few more hexes in Persia, and the capture of a second hex adjacent to Suez is an important success.

The capture of Morocco and Algeria has come too late to be of any value.

**Axis Spring 1942**

Axis capture Basra and sink the last Russian fleet. Russian defense of the Caucasus has stiffened, and now consists of two units per hex in a double line from Grozny to Tiflis. Axis gain one Russian hex from attrition.

In the far south, Celeres crosses the Nile by attrition. Axis front line in Egypt now stretches southeast from Alexandria.

Two U-boats move from the Murmansk Convoy Box to the Strategic Warfare Box.

**Allied Spring 1942**

The USA arrives at last. The most valuable US assets at present will be fleets and BRPs. Four of my fleets are tied up supplying the Russians. I'll have to send BRPs to Russia straight away. The Murmansk Convoy route is blocked, but I can send enough BRPs via Persia, providing I don't lose Tabriz and Sarab.

The Russian force pool allowances have enabled me to form a solid line. The Caucasus front is still in trouble, with the Axis concentrating most of its air and armored forces and two airborne units there. This part of my front line is so short that it can afford to double stack the defending units, but he only needs to force me back a little further to stop me building more units in the area.
Axis Spring 1942

I'm holding on to the last few hexes of the Caucasus by the skin of my teeth. The biggest danger there now is that the Germans will outflank my line by invading Turkey. But I don't think he is quite strong enough to take on the Turks.

The British forces in Egypt are ready to launch an attack next turn. WDF and 5 GCM are standing by in Port Said for possible amphibious assault, along with the newly built parah. I have also built the US airborne unit, despite my policy of retaining as many US BRPs as possible for growth. This unit is well worth its cost, as from Dover it can threaten no less than 10 continental ports, all of which will have to be garrisoned.

Allied Summer 1942: The Allies do not gain the initiative, but the first American unit reaches Palestine. Russia sends 20 BRPs. Soviet attrition success results in loss of German armor in the Caucasus and a foothold across the Volga just west of Astrakhan. The pressure on the Axis is mounting. The British recapture the hex south-west of Suez by attrition, because the Italians stacked two units there expecting an Allied offensive.

Axis Fall 1942: Battle is joined down the whole length of the Volga. I have had to remove three armored units to preserve my gains in the Caucasus, a terrible price to pay. Expecting an Allied offensive into Egypt, I stacked two units in the far south: these have been pushed back by his attrition. His air superiority in Egypt is fantastic. Suddenly I find myself everywhere on the defensive!

I have made only slight progress towards Persia, and I am aware that my position in Egypt is weak. I have therefore decided to risk the Italian navy, while most of his fleets are in Gibraltar, to seize Cyrenaica. My move has caught him off-guard. He does not value the island at all, but I do. When I have been pushed back far into Libya, an airbase on Cyprus will come in handy, not only for threatening Syria, but also as a paraatroop base. Moving Folgore there will tie down five Allied units on garrison duty in the vulnerable ports, and might serve as a life-saving distraction at some crucial moment.

Would you consider me mad if I revealed I have even been considering an attack on Turkey to outflank the Caucasus defenders and seize Tabriz and Sarab?

Axis Fall 1942: After nearly a year of inactivity, the Mediterranean front is now coming alive. His invasion of Cyprus is puzzling—I can't see any point in it—but it gave me the opportunity to knock an Italian fleet down to 8 factors. Unfortunately he did the same to one of mine. I didn't make a naval interception of the Italian fleets because, with BRP grant from Germany, they could be rebuilt, and I can certainly not afford to rebuild mine.

The Axis defenses behind the Nile have been demolished by my breakthrough and exploitation. Alexandria will have to be taken the hard way as it can be supplied by sea. My amphibious assault of the Italian fleet because, supported by air from Malta, poses a considerable threat to Tripoli. He may well have to abandon Africa east of this area.

I am adopting a policy of concentrating the British in the Mediterranean and the Americans in the West, to avoid having to take two offensive options on the same front. It will be useful to have a few US infantry units in the Middle East for defensive purposes, as there are likely to be times when Britain is short of SRS and the USA has some to spare.

Allied Fall 1942: The British launch a major offensive across the Nile and shatter the Axis defense of Egypt: they also launch a surprise attack on the western Libyan beach, and exploit towards Tripoli. The Russians regain an important hex in the Caucasus by attrition; the US sends troops into the Caucasus.

Fall 1942 Build/SR

GERMAN

Armies (8): 19 Pz; Kolberg

Infantry (3): 4 Kgl, 6th and 9th Bns; 11 Vienna, 7th Saxon, 16th

Replacement: (3): K/gl, 17

Air forces: (3): 1 Finn, Helmink, 1 Bulgarian, 1 Russian

ITALY

Paratroops (5): Treste

Field forces (76): Taranto

TOTAL EXPENDITURE: 34 (builds), leaving 51

SRs: 1 arm (to 132), 16 inf to NN28, airbase (QW9) to N44, para to

Batum and len to Germany, "Libya" to NS2

East: Folgore, 1 arm, Apulian

TOTAL AXIS BRS: LEFT: 399

BR: Allied total now 326 including USA, but Britain and USA are moving separately this turn. The Allies could take a double move, but only if they refrain from any offensives this turn due to the cost of the USA declaration and the tremendous loss of Morocco and Algeria.

BRITAIN

Armies (8): 30 London

Air forces (3): 5 Liverpool

TOTAL EXPENDITURE: 23 (builds), leaving 74 after loss of Morocco and Algeria (10)

SRs: 5d (Liverpool) to Amman. 3 arm to Gibraltar, 5th (Pluminy) to Malta. Malta to Port Said. Malta to GG36, 2 BRF to GG39

BR: Free French 8 and British 9 factor fleets (Porosmouth) and the fleets in Malta (Free French) and Gibraltar (supply 14 Soviet units in the Caucasus

CAUSUS

Infantry (12): 70 E55, 7sh F55, 5sh G55, 5sh K35, 5sh L54, 2 G55, 3 Gs M53, 5 Gs M53, 6 Gs M54, 7 Gs M54, 8 Gs M54, 9 Gs M54, 10 Gs M54, 11 Gs M54

SRs: 2 Allied (of which USA) to Scapa Flow. 1 arm to Scapa Flow. 4 inf to Scapa

TOTAL ALLIED BRS: LEFT: 321

Axis Spring 1942

I had forgotten just how impressive the Russian Spring 1942 builds are! I must continue pushing into the Caucasus, but at the same time I am dreadfully aware that I may be walking into a trap. If he can break through between Stalingrad and Astrakhan and capture Rostov or Maikop, my most powerful units will be isolated. Defense of this sector is my most crucial priority, and for this reason I am keeping the bridgeheads I formed on crossing the Don. Progress towards Persia continues to be good: I do not believe his defense can survive much longer.

Axis Summer 1942: The Axis has reached its high-water mark in Egypt; Italians make no further progress. The Germans put to within one hex of the Soviet/Persian border, and prepare to defend the Don-Volga river line.

Allied Summer 1942

Declare war, opens the Lend-Lease route (which in this case costs only 13 BRPs, since the British had already declared war in Winter 1941) and sends Russia 40 BRPs.

Spring 1942 Build/SR

GERMANY

Armies (8): 20 Pz; Breslau

Infantry (3): 3 Breslau

Air forces: (3): 1 Finn, Helmink, 1 Bulgarian, 1 Russian

ITALY

Paratroop (6): Treste

Field forces (76): Taranto

TOTAL EXPENDITURE: 34 (builds), leaving 51

SRs: 1 arm (to 132), 16 inf to NN28, airbase (QW9) to N44, para to

Batum and len to Germany, "Libya" to NS2

East: Folgore, 1 arm, Apulian

TOTAL AXIS BRS: LEFT: 399

BR: Allied total now 326 including USA, but Britain and USA are moving separately this turn. The Allies could take a double move, but only if they refrain from any offensives this turn due to the cost of the USA declaration and the tremendous loss of Morocco and Algeria.

BRITAIN

Armies (8): 30 London

Air forces (3): 5 Liverpool

TOTAL EXPENDITURE: 23 (builds), leaving 74 after loss of Morocco and Algeria (10)

SRs: 5d (Liverpool) to Amman. 3 arm to Gibraltar, 5th (Pluminy) to Malta. Malta to Port Said. Malta to GG36, 2 BRF to GG39

BR: Free French 8 and British 9 factor fleets (Porosmouth) and the fleets in Malta (Free French) and Gibraltar (supply 14 Soviet units in the Caucasus

CAUSUS

Infantry (12): 70 E55, 7sh F55, 5sh G55, 5sh K35, 5sh L54, 2 G55, 3 Gs M53, 5 Gs M53, 6 Gs M54, 7 Gs M54, 8 Gs M54, 9 Gs M54, 10 Gs M54, 11 Gs M54

SRs: 2 Allied (of which USA) to Scapa Flow. 1 arm to Scapa Flow. 4 inf to Scapa

TOTAL ALLIED BRS: LEFT: 321
**Axis Spring 1943**

Things are getting worse and worse. The truth is that I have lost control. Egypt has been lost in a single turn, and the landing at Salerno (AA23) is the sort of bold move which I admire yet did not expect to make. However, Richard, how can I get the Allies out of Italy? My successes in 1941 have left me over-confident; the chilling fact is that I am now losing. How could I have been so stupid as to leave AA23 without a garrison?

I hardly dare think about events in Russia. The Caucasus front has evaporated, partisans have seized the entire Crimea and the whole line looks weak. I am defending the south heavily because a breakthrough from Rostov and Stalingrad would result in the defeat of Germany for sure.

The big naval battle between Italy and England has ended up very much in England’s favor.

What good news is there? His attempt to seize Corsica was stopped; he has spared Tripoli and turned east towards Benghazi instead of a mistake in my opinion and Strategic Warfare has hurt the USA badly (I choose the USA because of its higher growth rate; my major strategic concern is to maintain the inflicted losses at the end of the game, thereby averting an Allied double move, and my main weapon in this particular slidebar is Strategic Warfare against America). Not much to write home about.

**Axis Spring 1943**

A big naval battle takes place and an Axis attempt to transport units through Brindisi to attack Salerno is defeated. In the east, the Germans form a hedgehog from Kirov to KSK. One partisan is destroyed, but two still hold along the Crimea. The defense of Libya consolidates along the north-west.

**Allied Spring 1943**

The Russian counter-attack begins with a somewhat limited breakthrough to Rostov. It is going to be very difficult to make any big advances as long as he continues to enjoy a superiority in both air and armored forces. My only advantages are a lot of infantry and the ability to build units near the front line while he has to SR forces to the front. I must try to kill Axis units faster than they can be replaced, but until I shift his forces from the Volga this will be difficult. Encirclements are not likely to be very effective because of his ‘hedgehog’. I’m keeping a small US contingent in Russia, making use of spare US SR’s to occupy defensive positions which the Russians can’t fill.

My bridgehead in Italy has not got much chance of expanding because I have no airbases in range. However, the Germans will be hard-pressed to deal with this threat now that it’s been reinforced.

**Allied Spring 1943**

The biggest and most successful Soviet offensive of the whole war begins. A Soviet thrust in the south is very successful, and Rostov is captured: its loss Threatens the entire German line. An Axis attempt to invade Palestine is defeated. With Germany still holding a line as far east as Kirov Kubyshev and Stalingrad, the loss of Rostov spells big trouble.

The British capture Taranto, but then retreat into the Bridgehead. The British capture Bengazi. Britain lends Russia 40 BRPs, and USA lends Britain 40 BRPs (doing it this way, rather than direct to Persia from USA), saves US SR next turn, at the expense of the Crimea.
pense of British SR). The Allies could have taken a double move this turn, but only if they took attritions on all fronts.

**SPRING 1943 BUILDS/SR**

**GERMANY**

Armor (10): GSD Munich, 1SS Pz.Munich + Armor (38Pz), 56Pz, 255I Pz.prd for, and 365 Pz.prd for

Infantry (3): 8 S26, 9 Gra, 5S5 S26, 51 Frankfurt, 4 R26

Infantry (1): Bulgarian X35

Replacements (1): Berlin

*Air factors (3): 1 Romanian Cernatni*

**TOTAL EXPENDITURE:** 40 (builds) + 45 (offensive) = 85, leaving 49

SRS: Italian Folgore lent to Germany and SRs to Syracuse, Italian 16 in France, and SRS to Messina, GSD to Cassino, S55 Pz to X24, 9 inf to W24, replacement (Berlin) to Cherbourg, 9 Pz to G51, 56 Pz to J49, 255 Pz to M47

**ITALY**

*Armor (1): 1 Genius

Infantry (1): “Cebere” Brindisi, “Alpina” Brindisi

Infantry (2): 10 Milan

Infantry (16): Milan D22

Paratroops (6): Folgore D22

*Air factors (3): 4-5 Brindisi*

**TOTAL EXPENDITURE:** 32 (builds) + 15 (offensive) = 47, leaving 48

SRS: Replacement X22 to X20, Iarm to MM23, 10 inf to Gran, 14 inf to 117, 20 inf to 201, 15 inf to 202, 9 inf to 101

Lent: Folgore, 16, 35, replacement 223 and 224, 2-4 (EE/19).

*EROR: Italians Sea Escorted four units but only had 34 vehicles available*

**TOTAL AXIS BRP** 456

**NB: Allied total now 471**

**BRITAIN**

*Armor (4): WD: London. EOR: 8 deducted instead of 4

Total: 56Pz, 115Pz, EOR: 45Pz, 55Pz, 34Pz, 04Pz, 03Pz

*Infantry (5): 5 Truppen, 70 (Q66), 3 GBs, 73 (Q66), 1 Sha (Rostov)

*Infantry (2): 11 NSI, 4 M51

*Infantry (1): 14 F56, 15 F52

*Air factors (3): 5 at Asturakan

**Axis Summer 1943**

I’ve lost. All my efforts in Russia, I really did believe Rostov was Stalingrad plus secure. I’m still dazed by what hit me. How can Rostov have fallen? The way is now open for him to cut straight through the Crimen too: I have to admit the construction of those parisis was a brilliant move. I must abandon north Russia and concentrate on blocking an advance along the coast. Rostov must become a new Verdun.

Some players (including Richard) may think a 1-1 attack on Salerno (AA23) is madness, but there is only roughly a one in six chance of outright failure, and a bit less than 5/6th chance of a success albeit at possibly tremendous cost. The exchange I rolled was very dreadful, and cost me 62 BRPs in casualties, but I am very rich so BRPs don’t bother me much. Much more important was clearing the Allies out of Italy so that Axis units in Italy can be shifted to the East Front.

Much to my surprise the situation in Libya seems to have stabilized; I am holding the line along hex row 20.

**Axis Summer 1943: The Germans make a desperate counterattack on Q46, and exploit to cut off the Rostov bridgehead. Meanwhile a hedgehog tries to hold the north. The Crimea is still held by parisis. The German position in Russia is almost untenable.**

The Germans launch a desperate 1-1 attack on Salerno, which is defended by 13 ground factors. They succeed, but an exchange costs them 62 BRPs in casualties. Even so, Germany is rich, having started this turn with 408 BRPs. The British have been thrown out of Italy.

**Allied Summer 1943**

My policy from now on is to spread the Axis forces thin by engaging them on as many fronts as possible. I didn’t expect my landing at Calais to achieve a breakout, but it should divert attention from the East. The US paras have seized The Hague to add to his problems. He cannot place them in a ZOC next turn, so they will be able to drop again next time.

Despite massive air superiority in Libya, my armoured forces there are making slow progress because the battlefield is so narrow. I’ve made air and sea landings to speed up the conquest. The assault on Syria was intended primarily to eliminate Folgore. If I had suffered an exchange I would not have taken naval losses to save the invading infantry. As luck would have it I got ashore without loss.

**Allied Summer 1943: The Soviet 15th arm links up with the parisis in the Crimea! The parisis are now within two hexes of Dneprprotovsk and Odessa. The German front-line between Rostov and Stalingrad collapses as the Russians resupply Rostov and exploit behind the German front-line from E33 to P44.**

The Axis position in Libya collapses as the British break through the Libyan neck, land on a Libyan beach again, capture Tripoli with a paraprod from Malta assisted by shore bombardment, and land at Syracuse! It’s the end in Africa for the Axis.

In a Dieppe-style raid, the Americans land at Calais and build parisis inland and capture the Hague with a paraprod! Britain and America both lend Russia 20 BRPs each.

The Axis are in full retreat everywhere.

**SUMMER 1943 BUILDS/SR**

**GERMANY**

*Armor (10): GSD Munich, 1SS Pz Berchendendorf

*Armor (8): 19 Pz Stuttgart, 41 Pz Nuremberg

*Infantry (3): 2 WilhelmsHAVen

*Infantry (1): 2 Rumuniatsu Kishinev, 1 Rumuniatsu L63, 2 Hungarian X33, 2 Bulgarians X33

*Air factors (3): 2 WilhelmsHAVen

**TOTAL EXPENDITURE:** 61 (builds) + 30 (offensive) = 91, leaving 137

*Eliminated due to isolation: 39 Pz

*SRs: Replacement (F522) to Maloia, 19 Pz to E86, 19 Pz to F110, 15 Pz to R42, GSD to X39, 8 inf to Q43, 8 inf to Messina, 5-4 (Graz) to Moscow

All Italian units revert to Italian control

**ITALY**

*Armor (4): 4 Cassino, 2 Rome

**TOTAL EXPENDITURE:** 8 (builds), leaving 40

**TOTAL AXIS BRPs LEFT:** 15

**BRITAIN**

Partisans (2): M24, N23. 20 BRPs to Russia via Persia with US fleet

*TOTAL EXPENDITURE:** 4 (builds) + 20 (gft) + 15 (offensive) = 39, leaving 58

**SRS: 1-4 (Trubki) to Belgrade, airbase (MM25) to LL20

**TOTAL AXIS BRPs LEFT:** 357

**NB: Allied total now also 357, including 40 Persia

**ISRAEL**

**TOTAL EXPENDITURE:** 23 (builds) + 20 (gft) + 15 (offensive) = 58

**TOTAL AXIS BRPs LEFT:** 15

**TOTAL ALLIED BRPS LEFT:** 214 (40 en route in Persia)

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Is this the end then? Will our victorious Hitler throw in the towel after such an auspicious start? Stay tuned next issue for the exciting conclusion of this replay as we close the books forever on the 2nd edition of THIRD REICH.

**AH PHILOSOPHY... Continued from Page 2**

one of encouragement due primarily to dissatisfaction with the exhibition area at recent ORIGINS conventions. We had no connection with AH other than to display.

At this point, wishing to cooperate fully with the established EAST CON convention we queried Jay Hadley, their executive head as to their prospective date for EAST CON in 1981. Mr. Hadley indicated that EAST CON would once again be held in June at Widener University. We then told Mr. Hadley that our convention would be off the following month on the July 24th-28th weekend. Several weeks later, as a professional courtesy and to be sure that no misunderstandings could occur I again notified Mr. Hadley in writing of the exact date of our proposed convention. This date was already contracted for with our site, the University of Maryland, Baltimore Campus, and not possible to change. Things were looking good and we were fully expecting to put on a banner convention the likes of which has rarely been seen in our hobby. It would be pointless to describe the details of our preparations and say that the facilities being set aside for ATLANTICON were far and away superior to anything ORIGINS had yet seen. Our expenses for ATLANTICON in guaranteed site contracts were double that being spent by ORIGINS’ B1 according to a conversation held with PACIFICCON spokesman Jerold Thomas. A month later the bombshell struck. Mr. Hadley advised me by telephone that the EAST CON Committee had decided to switch sites to a New Jersey motel complex and that the only available date was the same July 24th-26th weekend which we had already contracted for. Furthermore, he indicated that they couldn’t possibly switch their date, therefore could we? We couldn’t. Access to the facilities we needed were limited to that weekend in July. Needless to say, we felt that we had been had, and there was considerable support among our membership for going ahead with our date knowing that both conventions would be hurt. In the end, however, cooler heads have prevailed and we have come to the realization that hosting two conventions in the same region on the same weekend would not be doing the hobby any favors. Aside from the fact that we would probably lose our shirt financially on a split attendance with EAST CON, the gamer would suffer regardless of which convention he attended for most companies could certainly not attend both conventions and even if they could it would be unfair to ask them to pay convention expenses twice for the same attendance figures they would generate at one convention.

To make a long story short, we have decided to fold our tents and withdraw ATLANTICON from the convention scene for 1981. It remains to be seen whether this incident will be repeated in 1982 when we are supposed to host ORIGINS. However, let us be immediate to request a prospective date from the EAST CON people for their planned convention in 1982 and then do our best to avoid it. Hopefully, they will find the need to change their date again to the same weekend we announce in 1982.

At this time I would like to thank all of those who offered their services conducting ATLANTICON. Your unselfish efforts to help promote our hobby are much appreciated. Here’s hoping we can take you up on your offer in 1982. Have a good convention season and enjoy the coming year.
STAFF BRIEFING
AN INTERVIEW WITH TOM SHAW
By Alan R. Moon

Letting Alan interview Tom is sort of like watching an old Abbott and Costello routine. You're never quite sure which one will deliver the punch line. Actually, Tom isn't as hapless as this interview makes him look. He's really much worse.

The last time he won a wargame was in 1974 when he won CHANCELLORSVILLE because his opponent never noticed that he was moving his forces every turn. Of course, how was Tom to know that they didn't build forts on wagons? No wonder the South lost the war?

ARM: I'd heard the name Tom Shaw many times, in dark alleys and the like, before I came to Avalon Hill, but I never really knew what you did. Now, after over a year here, I still don't know. How about letting me and everyone else in on your secret life?

TNS: I had also heard of Tom Shaw before coming to work at AH. In fact, I've heard his name being called for over fifty years.

ARM: Tom, I don't believe that answers the question.

TNS: Oh. What was the question?

ARM: (deep sigh) How did you come to work at Avalon Hill?

TNS: I started working for AH in August of 1960. Prior to that I spend eight years in advertising as a radio and television copywriter. During those days at the advertising agency I designed FOOTBALL STRATEGY and BASEBALL STRATEGY, which were both published under a private label and sold primarily in Philadelphia, Washington, and Baltimore. The games were a great local success and Avalon Hill heard about them. About the same time, Avalon Hill was looking to expand its research and design staff. And since designers weren't growing on trees in those days, I think I was the only one in Maryland, I was hired.

ARM: What about all the pictures and newspaper clippings of your baseball career you show everybody?

TNS: Most people when questioned would say they almost made it to the major leagues. Well, I almost made it to the minors! I played a lot of sand lot ball, Gettysburg Strategy-O, BallS. Slalingrad Outdoor Survival, USAC growing on trees in those days, I think I was and II. Air Empire. oOlball Strategy, Saseball Football Experience: Doll House, there': Baseball, Racquetbatl.

ARM: Not anymore. Don Greenwood, Senior Vice President, is now the New Products Manager. But early on, I was the one that made those decisions.

ARM: How much of your work time did you spend reviewing game submissions?

TNS: Too much. In the ten years I was in charge I never saw an outstanding game come in. In the later years, I refused to look at any games except those done by people who already had a reputation as a designer.

ARM: Is the final decision about buying a new game up to you?

TNS: No way. Though it wasn't easy back then, it's harder now simply because there are more games to choose from now.

ARM: Is it true you passed up the chance to buy D&D?

TNS: No. Contrary to popular belief, D&D was never offered to us. TSR sent us a copy but only as part of our publisher's product exchange program. In all honesty though, I wouldn't have accepted it even if we had been offered it. We just didn't have the staff or anyone in particular who could have handled the subject matter back then. Certainly not to the extent TSR has done, anyway.

ARM: When THE GENERAL INDEX came out recently, I for one was really surprised to see how many games you'd worked on, including almost all of the classics like WATERLOO, BATTLE OF THE BULGE, STALINGRAD, and AFRIKA KORPS. How much did you contribute to the design of these games?

TNS: My input was minimal although I had my hands on plenty of time. I was partly a developer, partly a playtester, and partly an artist. I did the actual artistic rendering on the maps for WATERLOO, BATTLE OF THE BULGE, and AFRIKA KORPS. From a design point though, I rarely had much to contribute. I do recall coming up with the automatic victory rule for AFRIKA KORPS which resolved a sticky problem in the game near the Qattara Depression.

ARM: Perhaps even more surprising to INDEX readers is AH's aborted venture into the children's game market. Can you tell us a little about this and why it failed?

TNS: This was predicated on AH's desire to broaden its market and its need to diversify and enter the mass merchandising area since adult games and wargames at the time were a very selective, almost unknown, area of entertainment. The reason the venture failed was because the games were lousy.

ARM: How about some of the other games you've worked on that failed. Games like C&O/B&O, VERDICT II, and AIR EMPIRE. What was the problem with those games?

TNS: Those games were perhaps a little ahead of their time. I think we thought that all of them and they might do better today. Ed. Note: Don't!'

ARM: The two other titles that INDEX readers might not recognize are THE YEAR OF OUR LORD and THE JOURNEYS OF ST. PAUL. What's the story behind them?

TNS: This was another attempt to broaden our distributional base. These two games were designed by a priest from Pittsburgh. He wanted to do the games on a private label basis, pay for them himself, and take them back to Pittsburgh to sell in a fund raising program. We playtested them and thought enough of them to increase the print run and distribute them to religious academies in Baltimore. We thought they were both fun and educational. What we didn't know, until it was too late, was that most religions took themselves very seriously. The mere thought of using chance elements in games, particularly dice, was strictly taboo. The Baptists did say that if we eliminated the traditional dice and substituted color cubes, they would be interested in them, but we decided, instead, to give all of the remaining stock to charity.
ARM: Would you agree that FOOTBALL STRATEGY is the best game you've designed?

TNS: Yes. Strangely, the design of FOOTBALL STRATEGY was an act of survival. I was still employed by the advertising agency at the time and what I looked forward to most in those days were my Sunday flag football games. I was the right cornerback for the Wildwood Athletic Association and we had an outstanding team. We were sold at every position except right cornerback. As teams learned to run and throw in my direction, I began to get killed. I was probably the only player on a championship team that prayed we wouldn't get into the championship. Finally, I decided to invent a game and enjoy my favorite sport in a safer environment. Thus, the FOOTBALL STRATEGY matrix was born. It only took about twenty minutes to design, but it went through a rigorous playtest period and is still undergoing minor changes from year to year, even though it has been on the market since 1959. Incidentally, the original version was published in a metal tube and sold for $2.95.

ARM: Before getting into other things, I guess there's one more game I should ask you about. Is it true that you designed KRIEGSPIEL in one day?

TNS: Actually, I think it rivals FOOTBALL STRATEGY for brevity. After all, it had less cards and a much simpler matrix. In all seriousness, it was designed as a last minute replacement for a design that was promised and not delivered. We had to have a new product for the upcoming American Toy Fair and it was an eleventh hour decision. What many people don't realize is that KRIEGSPIEL was a tongue and cheek game. It just didn't come off that way. One could sum up the public's reaction to it by saying that when it was published, the state of the art had already passed it by.  

ARM: Do you have a design philosophy?

TNS: The Tom Shaw KRIEGSPIEL school of design lasted less than one semester and its only two students never found employment with any company. However, certain basic KRIEGSPIEL concepts still apply. That simplicity, for example. AH has been guilty recently of going onboard on complicated games. But I assure you we've learned a lesson. We've tried something more with every new product. I am not convinced that complexity is better. Here of late many of the best new designs have emphasized simplicity. On the other hand, let us remember that I do not consider myself a designer anymore.

ARM: Thank God. On to other matters. Can you give us a general idea of AH's marketing policy?

TNS: In the toy and game industry the name of the game, if you'll excuse the pun, is new products. In the '60s, all manufacturers produced new products one a year. They had to be ready for display at the American Toy Fair and ready for shipment shortly thereafter. The Toy Fair is an annual event, usually in February. At the Fair, orders are taken pretty much for the entire year, even Christmas orders to be shipped at later dates. So, AH's product promotion and general marketing strategy was built around the Toy Fair. This still holds true today although with the advent of ORIGINS, we try to gear the introduction of new products at both the Toy Fair and ORIGINS.

ARM: Does AH have a set method for pricing new games?

TNS: There is a cost of manufacture to retail price ratio, but we're probably more flexible than any other manufacturer. We generally consider what the market will bear, price the game, and then try to bring its cost in under those guidelines. In this way, we can be competitive with any other manufacturer. The average price of our games is the same or less than those of other companies, yet we mount all our boards, spend more time on R&D, and use very slick packaging. And while it is understandable that the gamer could care less about slick packaging, we would not be able to get our games into the market in time if AH didn't get into the game.

ARM: Do you expect to see AH do any television advertising or any other kind of big money promotion in the coming years?

TNS: No.

ARM: Why not?

TNS: If we had a game like OTHELLO or MASTERMIND, we probably would, but we don't have a game like this. Television is GOD as far as the toy industry is concerned, but you are paying for a mass merchandise item. Only action games or simple, mass market games will profit from television promotion. Our games just aren't suited for the television audience.

ARM: So you don't believe that wargames, or even adult games, will ever appeal to a mass audience?

TNS: No.

ARM: Will AH ever make another attempt to get into the children's game market?

TNS: No.

ARM: Why not?

TNS: It's a Catch 22 situation. In order to expand into that market you have to have lots of dollars coming in and then you have to select the right product to put those dollars behind in advertising. But in order to get those advertising dollars you have to have a big market seller. And you can't get a big market seller unless you have those advertising dollars. We simply are not ready to take that plunge.

ARM: Well that certainly makes it perfectly clear. Then, AH is basically a conservative company?

TNS: Let's just say that George McGovern would not be particularly happy working for us.

ARM: I'm sure he's not too happy with anything at the moment. So where is AH headed in the future?

TNS: Into computers, into broadening our fantasy and science fiction offerings, possibly into miniatures, and into anything else that has to do with entertainment. Whatever gets hot, we are flexible enough to get involved in it rather quickly. Even though we are a financially cautious company we think that flexibility is one of the roads to success.

ARM: Will future AH computer games be playable on other computers, such as the ATARI?

TNS: Yes. In fact, we think that ATARI is the hardware of the future. But we won't overlook any other possibility either. We're also considering Texas Instruments. Mattel is another possibility.

ARM: Some of the hardcore wargamers may be a little worried that the computer games are going to infringe on AH's wargame output. Is there any truth to this?

TNS: No, mainly because the computer games are a completely separate division of AH all by themselves. They do not take away any time from board game design.

ARM: What AH games have not sold as well as you thought they would?

TNS: DUNE comes to mind. Not that it has done badly because it hasn't. It's just that DUNE has all the hallmarks of what a runaway winner should be. It's a multi-player game. It's a role playing game. It's been on a best selling, award winning, science fiction novel. As a matter of fact, a motion picture has been planned about the book. I can pinpoint the reason it hasn't done as well as I thought it would.

ARM: What AH games have sold better than you expected?

TNS: Two recent surprises have been TITLE BOUT and WAR AND PEACE. I think TITLE BOUT proves once again that a good game will sell well, regardless of the subject matter. WAR AND PEACE is surprising because no previous Napoleonic game has ever done well, no matter who put it out. It has exceeded our highest hopes and we will follow it up with another Napoleonic game next year.

ARM: How about the AH design staff. How do you rate them overall and where are their strengths and weaknesses?

TNS: In all modesty, I can say that we have the best design staff of any manufacturer in the hobby. It is certainly the most stable as we have suffered only one loss in the entire history of AH. I believe that a large part of their success is the luxury they enjoy of being able to work independently. There are really no other companies, yet I am sure that both of them will have a great deal of influence on the hobby in the future. I also believe that AH has a tremendous amount of people who bend over backwards to give them any creative or artistic help they need. Their weakness, if any, is perhaps in taking too much advantage of the luxury of this independence. Still, I think the state of the art seems to demand that these people have won to see how we can say they are the best staff around.

ARM: Will there be any expansion of the staff in the near future?

TNS: One never knows.

ARM: That tells us a lot. Let me be more specific. Due to recent circumstances, the name Jim Dunnigan comes to mind. Will he be doing any work for AH in the near future?

TNS: Again, one never knows. But on behalf of Jim, let me say that early on when Jim was supplying AH with much needed designs, his influence was a major factor in the growth of AH, despite the fact he later became a major competitor.

ARM: You've mentioned state of the art several times. Where is the state of the art going?

TNS: Up. The state of the art is limited only by man's imagination, because this is what we are dealing with. Imagination is the key to the recent success of fantasy games. There will come a time when fantasy will be out and something new will be in. I would expect it to be something new. But one thing I do know, whatever it is, AH will be part of it because AH is a dynamic, growing company in a dynamic, growing industry.

ARM: Are you working on any games now?

TNS: These days I only work on games no one else wants.

ARM: Do you play games in your spare time?

TNS: I have relatively little spare time. The only games I keep up with now are FOOTBALL STRATEGY and BRIDGE which I consider to be the ultimate card game.

ARM: Anything else you'd like to say?

TNS: I'd like to mention my claim to fame. I wrote the original Muppets television commercials back in 1959-60. They were sponsored by ESSKAY Wines and it was a daily five minute show on a Washington television station. In those days the show was called "Sam and Friends" and it was being done by a husband and wife team, Jim and Jane Henson who were students at the University of Maryland. They named a Muppet after me, but I played out my option and became a free agent. Original scripts are still available for $10 from Tom Shaw, c/o AH.

ARM: Well, thank you Tom for this very strange interview. I hope the reader will be able to separate the facts from the fiction. But just in case, please don't send any money for Tom's "Sam and Friends" scripts. He was just kidding (I hope).
“Why don’t you roast his duck, and both of you sit down to eat. It’s much healthier.”

He reddened, and said, “Not a ‘quack, quack’ duck, Mother, but a sophisticated fighting maneuver consisting of squatting down to avoid your enemy’s weapon. As I was saying, if I smash him with a Fight H4** counter, I will hit him, even if he ducks. But if I do, I can’t play my Move H4** counter, because I am limited to two asterisks. Then he could guarantee killing me, if he plays a Fight H4**. But don’t worry, Mom, because I can always run away from him; my fastest move counter, H5**, bears his fastest move counter, H5*. So I am safe from Dwarves, you see?”

My Son, the Berserker
An Inside Tour of the Magic Realm
By Jim Stahler

You know... before I read this article I actually thought I didn’t like fantasy games. Now I know I don’t like fantasy games, but if somehow get forced into one you can betcha I’m going to make friends with the Berserker guy.

Oy, such tsuris! What is a mother to do? One day, out of the Blue, my son says to me, “Farewell, Mother. I am going on a long journey.”

“So where are you going, and when will you be back? Will you be home for supper?” I asked.

“I will be back in a long time,” he replied. “I am going on an adventure in the Magic Realm.”

“Are you out of your mind? You are going on a journey up a tree?”

“No Mother, Magic Realm, not Elm. It is a far distant land.”

“Now I know that you are mighuganah! Why don’t you stay here, settle down, find a nice Jute-ish girl, get married...” Don’t you think that he is crazy? “What do you expect to find in this land?” I go in search of fame, said. “I want that all the world...”

“Fame, shmahne. All the world should know that you are a knucklehead!”

“And I can gain notoriety,” he said, hopefully. “Your father and I didn’t raise you to be so.”

“Why not?”

“Are you mad?”

“Why don’t I go with you?”

“I am going on an adventure in the Magic Realm, to be gained by the most daring adventurer.”

“Much gold! Just what I want, a purse full of gold, and a dead son. Are you looking for a fine funeral?”

“What do you think with this boy?”

“And there is great treasure to be found,” he continued, with a gleam in his eye. “Wouldn’t you want me to bring you something nice?”

“Treasure?” So I am getting just a little curious. “What sort of treasure?”

“Is there all sort of treasure to be had, Mother,” he said excitedly. “Power Gauntlets, Shoes of Strength, Garb of Speed, Cloak of Mist, Girdle of Energy.”

“It sounds like you are going to a clothing store. Get this foolishness out of your head,” I scoffed.

He continued: “But there is much more, Momma, a Golden Crown, Sacred Grain, Royal Sceptre, Crystal Blade. And besides, I am tired of spending my life here on the farm. I want action, I want adventure. This is my chance to see the world, to break away.”

He sounded determined. I asked him, “Isn’t it dangerous? Aren’t there all sorts of weird people who go adventuring? I’ll fear for your life.”

“Please don’t fear, Mother, I can take care of myself. With my horned helmet and my great axe, I can handle anything.”

“You think that you can handle anything? I thought that you were mad, but you are Berserker than figured. What kinds of people do you expect to meet, and how do you expect to handle them?”

“I thought that you would never ask,” he said. “I can defeat most people, and those that I can’t kill I can avoid. For example, suppose that I meet a Dwarf. We both have helmets and great axes, and can trade tremendous blows. We are a pretty even match, because his fastest fight counter is H4**, and my fastest move counter is H4**, so I can usually avoid his attack (2/3 of the time). However, my fastest fight counter is H4**, and my fastest move counter is H5*, so I can guarantee hitting him, if I smash him, to counter his Duck.”

“Very interesting, but I haven’t the foggiest notion of what you are talking about,” I said, very confused.

“You haven’t read the rules, Mother?”

“I’m sorry, but I haven’t,” I admitted. “With all the cleaning and cooking and taking care of the house, I am supposed to have time to read rules.”

“Let me explain,” he explained. “Every character is given certain counters upon entering the Magic Realm. Don’t look at me like that, Mother, it’s true. They are mostly Fight and Move counters. They each have a weight: Light, Medium, Heavy, or Heavy; and a time, which determines how long it takes to strike the blow or get out of the way to avoid a blow. The lower the number, the better. They also have asterisks which determine how much effort someone expends in playing the counter, the more asterisks, the more effort.”

“Combats works like this. Each person involved in the battle has a chance to avoid the battle, the better part of valor. You don’t want me to be killed do you?”

“As I was saying, each of us can play a move counter, to try to leave, and the other one can play a move counter to stop him, like running after him. If the move counter of the person leaving is faster than the move counter of the person chasing him, then he gets away, and there is no fight. Otherwise, they must square off and fight it out.”

“Makes great sense to me,” I said doubtfully. “It’s very simple really,” he continued. “To fight, each play a fight counter with our weapon to determine the type of attack; we can either thrust ahead, swing to the side, or smash down. Also, we play a move counter to make a maneuver to avoid the enemy’s attack. We can charge ahead, dodge to the side, or duck down. If the speed of the attack beats the speed of the maneuver, the poor fellow is struck, no matter what his maneuver. Otherwise, the result must correspond to the maneuver, and thus has only one chance in three of meeting its mark.”

“It sounds dangerous,” I said.

“Well, yes, it can be. But when I go Berserk, I can take a lot of punishment. The weight of the attack, as determined by the weight of the weapon, must equal or exceed the target’s weight to kill him. Anything else is only a scratch. When I am Berserk, I take a tremendous blow to kill me; I ignore anything else. With my robust health, I can heal pretty quickly.”

“Back to the Dwarf. Assuming that we both have helmets, and alerted weapons, and we are using Weapon Times, Armor Bonus, Weapon Length, Armored Monsters, and Heads and Clubs.

“On his next round, assuming that I have lost my helmet and he has lost his, he is in trouble. I can play Move H6/Fight T4**. If I smash, I am guaranteed to kill him, but he can kill me at the same time, by playing his Duck T3*/Fight H5* combination. Or I can play Move H4**/Fight H5, to avoid him, but he can avoid me by playing a Move H5*. If we both miss, both our weapons are alerted for the third round. I play Move H4**/Fight H5 again, but this time my weapon comes in at a speed of 4, and I automatically kill him if I smash. He now has a 1/3 chance of knocking me off simultaneously, only if he attacks where I maneuver.”

“It sounds like you can get yourself killed by even a little fellow like the Dwarf. Are you sure you want to...”

“But you forget, I can always outrun the Dwarf and be safe. So you needn’t worry about him. And the Dwarf is the most dangerous character that I have to face.”

“Besides the Dwarf, I can run into a Black Knight. Many people consider the Black Knight to be deadly, and to many people I suppose he is, but I laugh at him. He only carries a lance, which is a blunt, medium weapon. He has heavy armor, but that slows him down as much as it protects him. I could run away from him, if he is wearing armor, but I don’t have to. If I am Berserk, he cannot kill me with a lance, and since I am slow, my great axe will find its mark every time, unless he plays a Move H4**. This leaves him with only a Fight H6. He will probably miss me, even if I play my Move H6, and my Fight T5* will find him 1/3 of the time. The first time I strike him, his shield is gone, then his lance is gone.”

“There is also the chance of meeting up with the White Knight. He can be a fearsome foe, but he is as easy to avoid as the Black Knight. If he demands a fight, he must play his Move H4** to prevent my exit. This leaves him with only a Move H6 and a Fight H6 to play that round. I simply play Move H6..."
Flying Dragon in the first round, because it attacks with an M3 attack; it cannot kill me immediately. But then it has its attack speed reduced to 6. A Move H5/Fight H5 combination will kill it if it succeeds in striking me, before it can get its claws into me. I only have to worry about its head. While the head of the Tremendous Flying Dragon is normal, it will only wound me. If it flips, it launches a T3 attack, which automatically kills me. So I have to take my chances. I hope never to need the TFD."

"Two characters wander in the Magic Realm, the Woods Girl and the Elf. They are both quick and difficult to avoid, but if I am Berserk I am in good shape. When their bows are alerted, they will always hit me, but they must roll 1 or 2 on the Missile Table to kill me. Since they can shoot well only when their bows are alerted, it will take them an average of 4 rounds to kill me, but this requires five rounds of combat, assuming that they start combat already alerted. I expect my great axe to strike home in three swings, and I can swing every round. The odds greatly favor me in a battle with either of these two characters, who will use their speed to run if they know what is good for them.

"The rest of the adventurers in the Magic Realm are all primarily Magic Users. The only one with a weapon is the Wizard, who only has a staff. He is so old and weak that he barely has the strength to hold it. I can easily handle him even if I am not Berserk. As a matter of fact, I can defeat him in one round. But he won't come into the game until the Sixth Encounter."

"Knights and Dwarves, Magic and Monsters, I fear no one and nothing. I will return alive, I promise, with lots of gold and treasures."}

"Monsters!" I shrieked. "Did you say monsters?"

"I have a band of my own," I have a band of my own, I said. "I mean against those strange people, but monsters are really deadly. What chance can a mortal have against those beasts?"

"Now hold on, Mother," he calmly replied, "monsters aren't as dangerous as you seem to think. First of all, they are easy to hide from, and they aren't everywhere. I can fight off a lot of the monsters, and slip from others. For example, I can outrun Gorgs, Giants, and Tremendous Dragons. By playing a Move H4/Fight H5 combination I can defeat many others, especially those that strike at a speed of 4. For example, if I am up against a Tremendous Serpent or Ogres, or Spider, I automatically win with nothing more than a scratch. If I place my Move and Fight counters together, assuming that I am Berserk, if the monster wounds me, I deal it a tremendous blow with my great axe, and it is gone."
It is difficult to be dogmatic about the defense of Italy in mid-game. Mark's proposed defense of the mainland would appear to be satisfactory as far as it goes, but does it go far enough? The Allied capture of Corsica or Sardinia opens up half a dozen more ports (from Marseilles to Trieste) to surprise airborne attack, and each must be garnered. In the face of massive Allied superiority at sea, I prefer to abandon beaches and instead guard the exploitation routes, though I agree this is more a question of taste than anything else.

Frankly, any Italian defense at this stage of the game which does not involve German units will remain unused and purely theoretical. Certainly, the weak areas in Mark's theoretical defense are Yugoslavia and Greece. Salonika is appallingly weak; Sofia and Bucharest must be properly defended. In Yugoslavia notice that the turn before an Allied invasion four partisans can be built around the Yugoslavian beach, isolating the defenders and threatening an unopposed Allied landing there; this will force an Italian offensive and thereby distract the Axis.

A successful player is a flexible player. While Mark McLaughlin describes seductively plausible strategies they are in reality too rigid, too theoretical and sometimes too dangerous to ever make an appearance in a skilled contest. In particular, he underestimates the power of Neutrals to throw an attacker off-balance with an unexpected defense or successful attrition. Water of all, like a fancy accountant, he puts too much emphasis on BRP considerations: a good player watches the overall level of spending but does not begrudge individual attacks however lavish if the potential military results are enough. In this context, no Italian player should imagine that saving 35 BRPs by provoking the Allies to attack is worth a consequently weak military position. "Rome Wasn't Burnt in a Day" encourages over-confidence in Italian players. I hope this article corrects that tendency, and brings readers' aspirations for Italy down to earth again. Readers should rely on their experience, and take Mark's theories with a large pinch of salt.
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AREA TOP 50

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I arrive at work to find a note on my desk which reads:

Please write a Press Release for INTERN.
The attached one is too short. Have it on my desk by noon today, or it's no cookies for you.

TNS (Tom Shaw)

No cookies! Ever since being bitten by Eric Dott's (AH's President) Airedale, Tom has had urges in the middle of the night to get up and get a bush outside. It's been even harder on his wife though, since she has to get up to open the door.

Plug in. My typewriter begins to spit lead. Knowing the future of AH rests on the ends of my fingers, though, since she has to get up to open the door.

One minute to twelve. I drop the finished Press Release on Tom's desk. But, he's gone to lunch. I begin to plan my revenge. No one notices. I check Tom's cookie jar. It's empty. I begin to plan my revenge.

Incredibly, Tom is only one of a whole cast of characters I'm forced to work with. Among the others is the winner of the "Oscar The Grouch Personality Contest", Don Greenwood. Godzilla is chummer. Suffering from a severe overdose of the nimble fingertips, I force the creativity onto the paper, adding that touch of Alan R. Moon humor (or, according to some, insanity).

One minute to twelve. I drop the finished Press Release on Tom's desk. But, he's gone to lunch. I begin to plan my revenge.

And then there is Richard Hamblen who is likened to a bunch of little elves. If you leave your game out overnight, Richard comes around while you're gone and tinkers with it, and then leaves you a note about all the things you should change. We all try to hide our games as much as possible though.

Having our offices downtown in a big metropolitan city, we also have the usual city problems. Like roaches. Our secretary tends to get quite excited when they run across her desk. Tom just tells her to get them to do some filing if they aren't busy. After which she looks like she's thinking about exterminating something bigger than a roach.

Now for some great moments.

Perhaps my favorite was the discovery that the rules for an upcoming game began with "STOP: GO NO FURTHER".

Another was a phone call that went . . .

CUSTOMER: "What hours are you open?"

STAFF: "9-5:30."

CUSTOMER: "Is that AM or PM?"

Finally, here's the real list of games in progress.

PIZZA LEADER (Scenarios to include "Assault On A Mushroom", "Hold The Anchove Line", and "Peppered At The Front")

WOODEN TEETH AND DIRTY OLD MEN

TARZAN AND THE PLANET OF THE APES (where Tarzan finally meets some apes he doesn't understand)

KRIEGSPIEL II (The trouble with the original game was that you couldn't get anyone to play it with you. KRIEGSPIEL II solves this; it's solitary. Designed by the same guy who did the first one—Tom Shaw.)

THE MUNCHKIN WARS (Miniatures rules)

CAMP FOLLOWER (A heretofore, uncovered, periphery, wargame subject area, this game has the old rock-scissors-paper type system. Soldiers must overcome the social diseases they catch from the camp followers who must dodge the quarantining attempts of the base doctors who must avoid the wrath of the soldiers.)

TRENCH FOOT (an INTERN gamette, also mateable with the Perversion Scenario of CAMP FOLLOWER)

STICKS AND STONES (another word game)

GLASS HOUSES (no bricks included)

THE CARPET WARS (Aladdin turns mercenary)

OLD SPICE (the seven voyages of Sinbad)

THE DAY THE EARTH WENT INTO REVERSE (music by the Spinners)

UP THE LAZY RIVER (a SOURCE OF THE NILE expansion kit)
Dear Mr. Greenwood,

After reading the article in Vol. 17, No. 3 on the use of Italian units in THIRD REICH, I must say I fly away feeling rather disturbed. I assume the editor would allow such disparaging remarks to be printed in your magazine, Mr. McLaughlin’s article on Don’t Count On It. I would have hoped that a major article on this subject would have taken a more objective and personally offending to me and the participating nation. Being a second generation Italian-American, I am bound to take offense at this type of writing. My father had two ships shot out from under him in the Pacific in WWI; an uncle winning a Silver Star for his actions in the Ardennes in the spring of 1944, another uncle walking around with a plate in his skull—thanks to German shrapnel in the Ardennes. I wish to express my bitter disappointment in your article and the fact that it was printed in the May issue. I feel, bought a whole new dimension into the game.

In the same spirit, I also feel that even greater disturbances would occur if we had three or four or five expansion boards. QUOT LEADER, which I believe is your biggest-seller by far, has, in my opinion, given the player a total of different boards to choose from—THOUSANDS, or combinations, at least.

I deeply appreciated the added variety of counters you presented with the 1940 variant sets. I feel, of course, quite right in saying “diversification” as to strategy is the key word in this game. I find that the rules and the mechanics of the game lead to a result of a Gas Attack in the Argonne in 1917; I take particular offense to his article about “Italian penchant for vindetta.”

As I am sure most serious students of history (hence the term “serious”) would agree, the history of the use of Italian units in World War II is a very detailed study of the role of the Italian army during WWII instead of the biased reporting of Madison Avenue W.A.S.P.S.”

If Mr. McLaughlin read more of history than he shows in his remarks, he would understand the role of the Rise of Mussolini and the plight of the Italian population—thanks to the “Vengeful” Anglo and French allies that raped Germany and left Italy to wail a bitter fate. In the future we would not hope to see such drivel in your otherwise fine magazine. I wouldn’t have any objection to your paper’s use of a hobby as known beyond the old reputation of “NAZI LOVERS in Service” since this is his hobby. Mr. McLaughlin’s otherwise fine article could have easily gotten his point across without raising the ugly head of lies and bigotry.

Brian C. Cianfrone

Cheltenham, NY

Personally, I found nothing in the article which could be considered as distasteful. While I disagreed with some of the strategies and opinions discussed, I would readily find fault with any article, and I certainly would not refer to Mr. McLaughlin as a bigot. If you or I offhand a article that you think will provoke a reader, how can you criticize the author of the article. I do not believe that any player has contributed to the letters to the editor. This is not a forum for personal attacks, but a place for players to share their thoughts and experiences in the game. I appreciate the opportunity to share my perspective on the game, and I hope to continue contributing to the community.

Dear Mr. McLaughlin:

I am sorry to see you off the offense on the 50% WASTED IN A DAY article; none was intended. I have enjoyed your articles in the past and was disappointed to see a negative one. Mr. McLaughlin’s article was well written and thought-provoking. I do not believe that the previous article was intended as a personal attack, but rather as a critique of the current state of the game. I hope that we can continue to have open and constructive discussions about how we can improve the game for all players.

The difficulties under which Italy labored in the last world war are well documented. The poor conditions of the country’s economy and the inability to produce sufficient food and materials were major obstacles. However, addressing the performance of the average fighting man in the fascist armies of Italy during WWII is a difficult task to be judged. The Italian military was one of the largest and most powerful in the world, and it played a significant role in the development and use of modern weapons. The Regia Aeronautica was a major force against the Allies, and its bravery and determination should be recognized.

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CIRCUS MAXIMUS:

6.45 Can a chariot ever make a lane change when there is only one unoccupied square in the lane moved into and the obstacle in the lane currently occupied?
A. No. A chariot must be able to move its entire two square area into one lane or another at the instant of the lane change. A chariot cannot be half in one lane and half in another. If unable to change lanes, it would have to use its remaining endurance factors to nave a lane change.

6.61 If a chariot uses endurance to brake, does the written turn speed change, or do it remain the same as written?
A. It remains the same as written.

6.62 Can a chariot brake to avoid an attack if another team or obstacle occupies the square directly behind?
A. No. It must either evade or hold and accept the attack.

7.33 Can a chariot which is forced to sidestep by the Corner Stone Chart change lanes back to the inside later in that game turn?
A. No

Erase 9.42 Switch the order of appearance of the words "attacker's" & "defender's".

**The Question Box**

A. Damage is assessed as equally as possible among all the horse numbers; i.e., no horse can take two damages points. From the collection of the tables the others have taken three. In cases where damage cannot be shared equally, the damage goes to the first horse number in order of the roll (i.e., is roll one). Example: 3 damage points occur and the random die rolls are 1, 2, 3, roll again, 1, 2, 4, and 4. Only horse number 3 suffers injury.

12.1 Does this rule section mean that if a chariot flips at the beginning of a turn, it continues to finish its move before resolving the event location.
A. No! The horses finish their move before placing the wreck based on the space in which the ship occurred.

12.4 Where does the damage occur in a ram attack by a falling wreck?
A. When a team hits, it affects only the horse closest to the space in which the ship occurred. When a car is hit, it affects only the horse next to the space in which the ship occurred. The driver is unaffected.

12.7 What happens to a chariot whose driver is dragged from the chariot?

**AVONAL HILL RBG RATING CHART**

The game is ranked by their cumulative scores which are 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, the players only as a generalization, but not as an individual game, 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 18 would equal 3 hours.

| Game Title | Color | Quality | Movement | Endurance | Components | Strategy | Historical | Overall | Game Length | Length
|-------------|-------|---------|----------|-----------|------------|---------|------------|---------|-------------|--------
| CIRCUIT OF DOOM | 1.03 | 1.64 | 2.03 | 2.52 | 1.36 | 1.62 | 1.95 | 30 | 30 | 90
| CROSS OF IRON | 2.17 | 3.09 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
| IRON HOPE | 2.25 | 3.09 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
| RUSSIAN CAMPAIGN | 2.25 | 3.09 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
| CAESAR'S LEGIONS | 2.26 | 3.12 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
| CRESCENDO OF DOOM | 1.03 | 1.64 | 2.03 | 2.52 | 1.36 | 1.62 | 1.95 | 30 | 30 | 90
| CRUSADES | 2.25 | 3.09 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
| FORBIDDEN FRUIT | 2.26 | 3.12 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
| GOTHIC | 2.26 | 3.12 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
| INDIAN INDIANS | 2.27 | 3.13 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
| MEDIEVAL | 2.27 | 3.13 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
| NAPOLEON | 2.27 | 3.13 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
| RENAISSANCE | 2.27 | 3.13 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
| ROMAN | 2.27 | 3.13 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
| SALTZKRABBE | 2.27 | 3.13 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
| SAVAGE WARRIOR | 2.27 | 3.13 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
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| MEDIEVAL | 2.27 | 3.13 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
| MEDIEVAL | 2.27 | 3.13 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
| MEDIEVAL | 2.27 | 3.13 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
| MEDIEVAL | 2.27 | 3.13 | 2.04 | 2.88 | 1.60 | 1.69 | 1.89 | 30 | 30 | 90
The return to the classics in Vol. 17, No. 3 did exactly that and produced a hit if the 3.34 rating for the issue is to be believed. That score made it only the fifth best of the preceding six issues. Somewhat paradoxically, however, we received more favorable mail on that issue than any in recent memory. Response seemed to be evenly divided between praise of the in-depth coverage of "AFRIKA KORPS" and Rodger MacCowin's fine artistry on the cover. Not unexpectedly, Jonathon Lockwood's "AFRIKA KORPS THEORY" ran away with the best article vote with 451 points in our 3 points for first, 2 for second, and 1 for third scoring system based on 200 random responses.

AFRIKA KORPS THEORY

ARPA WASN'T BURNT IN A DAY

NESCIMI BISCAR HIGHWAY Series Repeal

ARGOER WITH IN

THE PERCENTAGES OF DOOM

THE ASYLUM

DIVING PRESSURE ZONES

AVALON HILL PHILOSOPHY

THE VIEW FROM THE COCKPIT

DESIGN ANALYSIS

These days, one of the hottest areas in the country for gaming has to be Chicago. The Chicago Wargamers Association is actually a coalition of several gaming clubs. The Association is a well run, non-profit organization supported by (and supportive of) several local dealers and hobby stores. Recently, CWA members have taken part in the by-mail playtests of FORTRESS EUROPA and BATTLE OF THE BULGE. They also now hold two conventions a year. The next one, CWA's Spring Game Fest is April 3-5, 1981. For information, contact Jeff Clark, 1210 S. Chase, Wheaton, Illinois 60187. Featured will be many seminars and tournaments in SL/COI, WAS, AH Classics, DUNE, RAIL BARON, FOOTBALL STRATEGY, RUSSIAN CAMPAIGN, and WOODEN SHIPS & IRON MEN. And if that's not enough, one of the honored guests will be none other than our own Alan R. Moon.

Wichita Wargamers Association has over 100 members with permanent meeting facilities and monthly tournaments with attractive trophies for the winners. Among the scheduled competitions for the remainder of the year are events in THE RUSSIAN CAMPAIGN, DUNE, SL/COI, MAGIC REALM and PANZERBLITZ. For further details contact Roger Klingman, 2739 Classen, Wichita, KS 67216.

If anyone knows Dr. Daniel Beattie (last known address—Arden, NC), would you please ask him to write to Alan R. Moon, c/o Avalon Hill, who would like his assistance with a game project.

Currently in the works is an updating of several components of the WIZARD'S QUEST and DUNE games. The changes are superficial and are listed here for those who do not wish to purchase the new parts. Do not order these new parts now. We will notify you when they become available.

WIZARD'S QUEST RULES—Only one change has been made to eliminate the contradiction of hero/wizard battles. The last sentence of X 1.C.5 is changed to read: "A hero leading an attack can attack all types of forces and the dragon. A hero cannot attack the wizard."

DUNE PLAY AID PAD—Only the pad will be changed right now. In the future there will also be clarifications in the Rules Folder. Change the last line of Family Affonics on the pad to read: "Indicate that it has been permanently destroyed." Change 5. Fromen to read: "You may use Karama card in the spice phrase to cause a worm to appear in any territory that you wish. The worm is not drawn from the spice deck. A worm cannot devour tokens if not in a desert territory."
An introduction to the history of the United States, focusing on the roles and achievements of different American leaders. Sections of the text discuss the actions of key figures such as Roosevelt, McKinley, and Carter. There are also descriptions of various historical events, such as the World Wars, the Great Depression, and the Cold War. The text is written in a narrative style, providing a comprehensive overview of American history. The text is rich with factual information and contextual insights, making it an excellent resource for understanding the complexities and nuances of American history. The text is written in a clear and engaging manner, making it accessible to a wide range of readers. Overall, this is a valuable resource for anyone interested in learning more about American history.
"If I'd been manager, they would have won the series!"

At ALL-STAR REPLAY, that's the kind of talk we like to hear. ALL-STAR REPLAY is the colorful quarterly magazine for people who have three things in common: 1) They're all dedicated sports fans, 2) They all play and enjoy Sports Illustrated Games, and 3) They all would have been terrific coaches and managers if they'd had the chance. With the realism and accuracy of Sports Illustrated Games they get the chance to manage their own teams and players, in games covering the entire range of sports, including pro and college football, basketball, Grand Prix auto racing, and thoroughbred horse racing. And with ALL-STAR REPLAY they learn how to win, with simple English sentences on the keyboard, like "WALK NORTH!" Since you won't be able to figure out many of the secrets of the universe of Karma in one sitting, you have the option of saving your game on a cassette tape and starting again later at the point you left off.

The computer becomes your eyes and ears. But you make all the decisions . . . like, do you rescue the king's daughter and return her out of kindness, or hold her for ransom yourself? Will you steal from the church, or give to the poor? The computer will attempt to figure out what you mean and do what you want.

There are almost no rules to learn because you tell the computer what you want to do by typing simple English sentences on the keyboard, like "WALK NORTH!" Since you won't be able to figure out many of the secrets of the universe of Karma in one sitting, you have the option of saving your game on a cassette tape and starting again later at the point you left off.

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LORDS OF KARMA
New Microcomputer Game Now Available

Suddenly you find yourself in the central square of the mythical city of Golconda, in the magical universe of Karma. Just staying alive may be more than you can handle, but the Lords of Karma are watching your every move and they will not let you rest until you have performed many deeds of kindness and bravery. You must explore the verdant forests, twisting trails, rugged mountains, and labyrinthine caverns of the universe of Karma, gradually learning its secrets and completing your tasks. But watch out, there are lurking monsters waiting for lunch—YOU!!

The computer becomes your eyes and ears. But you make all the decisions . . . like, do you rescue the king's daughter and return her out of kindness, or hold her for ransom yourself? Will you steal from the church, or give to the poor? The computer will attempt to figure out what you mean and do what you want.

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LORDS OF KARMA is ready to run on any of the following computers:

TRS-80® Level III 48K memory
PET® 32K
Apple II® 32K

This game package contains a complete set of instructions and software for all of the above computers.

©1980 Microcomputer Games, Inc.

LORDS OF KARMA is available now from the Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214 for $20 plus 10% for postage and handling. Canadian residents please add 20% for postage; overseas customers please add 30%. Maryland residents please add 5% state sales tax.

WAR AT SEA VARIANTS

Since so many WAR AT SEA variants have appeared in THE GENERAL, it seemed obvious that someone should, and would eventually, tie them all together. 1 (ARM) decided I was that someone. Unbeknownst to me, Paul Kaster had come to the same decision at about the same time. So, WAR AT SEA 2 is a joint effort, and although I did the actual writing, almost all of the new ideas are Paul's, while the rest of the rules are a combination of the other variants.

WAR AT SEA 2 expands the basic game from six sea areas to nine, adding the Black Sea, the Cape of Good Hope, and the Caribbean. The number of ports is expanded from nine to seventeen, adding Sevastopol, Turkey, Greece, Alexandria, Oran, Toulon, Gibraltar, and Africa. In addition, some of the other ports in the game have been renamed. France is now Brest, for instance.

The revised OBs include seventeen French ships, two Greek ships, eight American ships, and seven Russian ships, as well as additional British and German ships. Land-based air units, that function somewhat like the air units in VICTORY IN THE PACIFIC, are substituted for each side's lone air strike marker.

The rules change many of the basic WAR AT SEA rules and add much more to them. New rules cover three new Convoyss, the Axis Afrika Korps and the Allied Tiger and Torch Convoy. Other rules cover German Surface Raiders, POCcharted and uncharted areas to Neutral Ports, the British X-Craft, the Italian Frogmen, and restricted movement for ships of some nationalities.

Also included is a section of Optional Rules. These rules can be used as play balance rules or just to add even more variety to the game. Many of these increase or restrict the movement of ships of certain nationalities.

This variant package is both more and less of a good thing. Players should note, however, that due to the nature of this variant (it being a conglomeration of many smaller variants and adding many variables to the rules), it may need some tinkering to establish play balance.

The Counter Sheet contains all the counters necessary to play any of the variants in THE GENERAL articles listed below. It is similar to the WAR AT SEA Variant Counter Sheet that was previously available. However, players should note that the new Variant Counter Sheet does not contain the AIR ASSAULT ON CRETE variant counters that were included on the original Variant Counter Sheet. The mapboard can also be used to play all of these variants.

1. Vol 13, No 3—"WAR AT SEA In The Mediterranean" (part of "Basic Probability In WAR AT SEA") by Richard Hamblen
2. Vol 14, No 3—"WAR AT SEA & The French Navy" by Dr. Joseph Connolly
3. Vol 14, No 4—"Victory At Sea" by Richard Hamblen
4. Vol 15, No 1—"Letter To The Editor" by John Lyman
5. Vol 15, No 3—"WAR AT SEA And The Russian Navy" by Sean Canfield

The WAR AT SEA Variant Kit which includes an unmounted 22" × 24" mapboard, three OB Charts (one Axis and two Allied), a six page rulebook, and the new WAR AT SEA Variant Counter Sheet, is available directly from The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, Maryland 21214 for $9.50 plus 10% postage and handling charges. Maryland residents please add 5% state sales tax.
**WHAT HAVE YOU BEEN PLAYING?**

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to routing the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil THE GENERAL's version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with since you received your last issue of THE GENERAL. With this we can generate a consensus list of what's being played... not just what is being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in Avalon Hill bias to the survey because you all play Avalon Hill games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

1. ____________________________
2. ____________________________
3. ____________________________

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**CONTEST NO. 99**

Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of Vol. 17, No. 6 and include a numerical rating for the issue as a whole as well as list the best three articles. The solution will be announced in Vol. 17, No. 6 and the winners in Vol. 18, No. 1. When rating the issue as a whole remember the lower numbers equate approval; higher numbers indicate disapproval.

Red Move:

- **Most Probable Winner:**
  - Red Move: ____________________________

- **Top Ten Articles (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible):**
  - 1. ____________________________
  - 2. ____________________________
  - 3. ____________________________
  - 4. ____________________________

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)

- 1. ____________________________
- 2. ____________________________
- 3. ____________________________
- 4. ____________________________

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**Opponent Wanted**

1. Win-a's will be accepted only when printed on this form or in facsimile and must be accompanied by a $0.50 token fee. No refunds.

2. For Sale, Trade, or Wanted To Buy ads will be accepted only when dealing with collector's items (not of print AH games) and are accompanied by a $1.00 token fee. No refunds.

3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.

4. Please PRINT! If your ad is illegible, it will not be printed.

5. So that as many ads as possible can be published within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, just list those you are most interested in locating opponents for.