The Avalon Hill Philosophy Part 84

The first item on the agenda for this installment of the Philosophy is, unfortunately, becoming an annual event. It appears as though we will be forever known as the “double digit inflation generation” and this unfortunate fact of life means that 1981 has brought us another across-the-board price increase for Avalon Hill Games. Almost the entire line underwent a $1.00 price increase on February 1st with four titles: BULGE, DIPLOMACY, SQUAD LEADER, & TITLEBOUT suffering a $2.00 increase. In addition, numerous parts prices were increased. As is our custom, we are giving GENERAL readers temporary relief from these price increases with our LAST CHANCE SALE. You will find a special order form inserted in this issue which will allow you to order games by mail at the 1980 prices provided you do so on the order form and prior to the May 31st deadline. No phone orders can be accepted at the old rates. You must return the LAST CHANCE SALE order form in order to qualify.

You will also find inserted in this issue the official Nominations ballot for the 1980 hobby awards. Hopefully, we will have kept up our newly established trend of timely publication and you will be able to send in your nominations just under the wire, but don’t delay as they have a May 8th deadline. The awards will be handled differently this year and to tell you about that here is the official press release of the newly founded Awards Academy.

“... The Committee for the Charles Roberts and H.G. Wells Awards, the most coveted in the industry, have joined the Game Manufacturers..."
**GAMES for the HOME COMPUTER**

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Another Line of "True-to-Life" Games from the 
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The Avalon Hill Game Company, a pioneer in the design of adventure games, breaks new ground once again and presents a totally different breed of packaged strategy games played on a home computer. Each game package comes complete with loading and playing instructions along with software that "fits" all of the home computers indicated. No need to specify home computer type when ordering.

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More like a puzzle, the player finds himself in a mythical, magical city to perform as many deeds of kindness and bravery as possible. The fun is in the gradual deciphering of the many secrets while exploring verdant forests, twisting trails, rugged mountains, and labyrinthine caverns... and avoiding lurking monsters. Almost no rules to learn; you tell the computer what you want by typing simple English sentences on the keyboard. The computer responds with many surprises in store.

This "SOLITAIRE only" game is complete with rules and software for: TRS-80* Level II, 48K Memory, Apple II* 32K, and PET* 32K.

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**CONFLICT 2500**

The year 2500 AD, and earth is threatened by marauding "Planet Pulverizers" looming on the horizon to blow up earth. The computer takes the part of the attacking aliens programmed with an infinite number of attack strategies with which to tease the player, who must defend earth against such attack. The appearance of a variety of spaceships on the screen adds an extra dimension to the excitement and suspense of this clever SF game.

This "SOLITAIRE only" game is complete with rules and software for: TRS-80* Level II, 48K Memory, Apple II* 16K, PET* 16K, and Akari 800* 32K.

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**COMPUTER ACQUIRE**

Based on the classic board game Acquire, this computer version allows a variety of play options. Object is to become the wealthiest person in this "business" game about hotel acquisitions and mergers. When played as a 2 to 6 player game, it is a subtle game of interplayer strategy. As a SOLITAIRE game, one plays against the computer that has been programmed to play "smart". One can even pit the computer against itself in this faithful re-creation of the board game that is considered among the best 100 games of all time.

This 1-6 player game comes complete with instructions and software for: TRS-80* Level II, 16K Memory, Apple II* 16K, and PET* 16K.

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All three of these new Microcomputer games are currently available by mail from The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214 for the listed price plus 10% for postage and handling charges (or GENERAL postage coupons). Canadians please add 20% for postage; overseas customers please add 30%. Maryland residents add 5% state sales tax.
Each morning since the invasion, the Belgian newspapers carried the same reassuring headline: "Liege is invincible!" Then, late on the afternoon of August 12, 1914, the great Krupp howitzer, which the Germans had produced in secret, was trained on Fort Pontisse. At 6:30, the first detonation cracked the cloudless sky. By nightfall, Liege was doomed and the German army could resume its advance toward Paris.

The thunder of the guns that August would deafen all Europe. For the next four years there would be no quiet: on the western front in France, on the eastern front in Russia, in the Italian Alps and the Balkan foothills, the only peace would be among the dead.

Recreating the Great War of 1914-1918, GUNS OF AUGUST is a unique, exciting game. As the Central Powers player YOU control the armies of Germany, Austria-Hungary, Bulgaria and Turkey, and make the difficult strategic decisions the two-front war requires. As the Allied player YOU command the forces of the rest of Europe including Britain, France, Russia, Italy, Belgium, Rumania, Serbia, and the United States, and carry the burden of forcing back the strongly entrenched enemy corps on both the west and eastern fronts. No other game presents so great a challenge to test each player's grasp of military strategy.

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From the summer of 1914 through the final surrender on the eleventh hour of the eleventh day and month of 1918, GUNS OF AUGUST spans the entire First World War in monthly Game-Turns; each player maneuvers hundreds of infantry and cavalry corps and their supporting artillery and engineer regiments. And in addition to this mammoth campaign game, separate scenarios for each front during each year of the war, which can be combined into two-front scenarios for 1914, 1915, 1916, and 1917, have been specially designed to allow players to vary the size, difficulty, and playing time of their games.

For those who think that World War I is an unexciting subject for a game, GUNS OF AUGUST will prove a shock comparable to the appearance of British tanks at Cambrai, and German stosserpans at Caporetto.

GUNS OF AUGUST is available now by mail from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214 for $17.00 plus 10% postage and handling (Canadians please add 20%, overseas customers 30%). Maryland residents please add 5% state sales tax.

Game Components:
- 22" × 32" four-section Mapboard
- Over 800 military unit Counters and Markers
- Player-Aid Cards
- Comprehensive Rulebook
- Dice

COMPLEXITY: Rated "S"
on a scale of 1 (easy) to 10 (hard)
THE RUSSIAN VIEW
by Joseph A. Angiolillo Jr. et al

AN EXHAUSTIVE ANALYSIS OF THE DEFENSE IN STALINGRAD

Just three issues ago Jon Lockwood showed us with a well received analysis of AFRIKA KORPS that the classics aren't dead after all. Joe, however, is not just another teen of the 60's with fond remembrances of his first game. Joe is quite familiar with the current "state of the art" thank you and has indeed designed a number of games for leading companies in the field, including his own recently unveiled publishing venture. Like many others, however, he praises the innovations and realism of the new games, while still playing the old favorites. That he has become more than passingly familiar with the techniques of good play in this old war horse will become immediately evident.

Tournament play in wargames is still in the infant stage. Thanks to the formation of a recognized national convention (Origins) and a credited rating system (A.R.E.A.) it is finally becoming a respected part of the hobby. Many wargamers are chess players. It is no wonder that wargaming has borrowed concepts from chess in regularizing play and showing respect to superior play. The most prestigious tournament, the AH 500, is becoming more and more a tournament of skill from year to year. Originally any AH game was included in the tournament. This narrowed to the "classics" which have been tested by time and rule rewrites to create a better balanced game. The biggest step was taken at Origins IV (1978) by abolishing AFRIKA KORPS as the ultimate tie-break game. It is well known that a good AK player can defeat an expert player with one lucky die roll against Tobruch. Avalon Hill was wise to allow the contestants to choose any two of the three games: AK, STALINGRAD, and WATERLOO for the tournament instead of forcing the finalists to play AK if one of the players demanded its use. Unfortunately, a small problem crept into the tournament that should be remedied (the same way that chess remedied the same problem). I am talking about a time limit. In the original rounds time limits were not strictly enforced. Consequently there was a rush at the end of the tournament to finish before the convention was over. The final rounds of a tournament are supposed to pair the best players and hopefully the best and most flawless play. To apply an unjust time limit destroys the balance of the game. The defensive player needs a bit more time than the attacking player to develop a good, solid line. The finals, where great play should be the norm, was reduced to unit pushing and blunders. As the time limit dropped to three minutes per move even the attacking player couldn't move fast enough, let alone count odds. Players were planning their move while the opponent was moving. Pressure is good for a tournament, but this type of pressure is ridiculous.

Obviously, something must be done. Chess tournaments use chess clocks and I feel this is the best way to time play. If the tournament organizers dislike the idea or cannot afford chess clocks for the last few rounds of play, at least keep a constant time limit during the entire tournament, say seven minutes per move. In this way the players will be accustomed to the restrictions and not drop under the pressure.

In still another way wargames should be like chess. This concept gelled during the convention in many informal meetings. The most accurate play should be recorded. Wargamers have started this concept with the Series Replay, Play by Mail, etc. Chess has recorded excellent play for centuries. Consequently nearly flawless lines of play have been organized into defenses: the Ruy Lopez, the English Opening, the Sicilian Defense, the French Defense, etc. Obviously some defenses are sounder than others and all of them have minor weaknesses that lead to reanalysis of old lines previously abandoned and criticism of lines thought impregnable. These lines contain perfect tactics, strong positional play and extensive analysis. Unfortunately, no board wargame (nor a specified set of figures rules) has been around as long as chess. And no board wargame has the static balance of chess nor its complete reliance of skill rather than luck. Needless to say there is a voluminous work, Modern Chess Openings (the "Bible" of that game) but no such work on any board or figure wargame. It is obvious that we need one. And we must start somewhere.
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**Good Points**:
- Allows 3-1
- Loses the position
- Does not require a soak
- Prevents 3-1
- Does not advance
- Prevents 3-1
- Can be assaulted
- Can be eliminated
- Can be taken
I have chosen STALINGRAD for analysis for five reasons. First of all, it is one of the three "classic" games used in the AH 500, currently the most prestigious wargame tournament. Second, STALINGRAD is probably the most analyzed wargame available (almost every early issue of the GENERAL had some article on tactics, strategy, or balance). Third, it is one of the most balanced games for tournament play; rules have been changed because of the analysis and the replacement rate has been modified for play balance. Fourth, it is less dependent on luck than many other wargames (weather die rolls and results of individual battles are less critical in this game than in AK, RUSSIAN CAMPAIGN, etc.). Finally, I have studied the game for many years and consider myself a fairly competent player. What I lack in experience I have compiled—from observing tournament play, from corresponding with well known experts, and from studying every STALINGRAD article I could get my hands on.

Good lines of play are based on good tactics. One must know how to defend in order to know when and where to attack! Let's first analyze Russian Losses

Unlike chess, most tactics in STALINGRAD evolve through probability analysis of the CRT (rather than exact analysis of the consequences of any one move). Early articles stressed the theory of preventing 3-1 attacks. More subtle but unpublished analysis considers the number of German soak-offs and failure to gain positions due to inability to advance into a given hex after combat. Not only probability but also attrition and prevention of taking terrain must be used to defeat exact German play. Based on these considerations it is easy to categorize the overall defensive move one position at a time.

First, examine a doubled defensive position attackable from three hexes. Position #1 shows how a novice would hold. This player neither stops a 3-1 attack, nor prevents an advance, nor forces a soak-off. Position #2 is a minor improvement but still poor play. At least a soak-off was forced. Position #3 holds the hex and forces a soak-off but still does not prevent the 3-1—only fair play. #4 is the position recommended in past articles as the perfect plan! Every good Stalingrad player knows that a doubled 7-10-4 with an adjacent doubled 4-6-4 which can be attacked from only one hex will stop a 3-1. Thus position #4 stops the 3-1, forces a German soak-off, and holds the position. Still the position is not perfect. What about low odds attacks? By stacking both 7-10-4's we get a much better position. Excellent players would use position #5 instead of #4 because they guard against a 2-1 to advance into the hex. In my opinion, the position is still not perfect. The reason for my criticism is based on the value of the 7-10-4. There are only two of these and they are critical units. For holding river lines, etc. I would rate one 7-10-4 to equal 1 1/2 6-9-6's, three 5-7-4's, 4 1/2 4-6-4's or five 4-6-4's. The loss of both 7-10-4's by low odds attacks either early in the game or during snow is a disaster. Consequently, they should not be positioned in the same hex if the German player can get a 2-1 and 1-2 attacks or 1-1 attack against both units in the open. Position #6 remedies this criticism but is obviously not the perfect defense. Note that it requires 50 factors (25 doubled) that must be soaked-off against. This prevents the 6-9-6 from being attacked at 3-1. This position is how an expert would hold the line. Note position #7 is the best possible defense. Since it requires so many units it is seldom, if ever, used. There are other positions on the line that must be guarded. If not, the Russian player cannot lose the game (or has already lost it if he has but one position to defend). The doubled defensive position attackable from three hexes is the hardest position to defend properly.

A quick analysis of the previous described positions could reveal the false conclusion that, in general, the more combat factors you have on defense, the better the defensive position: #1; 7 defense factors, #2; 15 defense factors, #3; 12 defense factors, #4; 16 defense factors, #5; 20 defense factors, #6; 34 defense factors, etc. Nothing could be further from the truth. Observe position #8 again but eliminate the 6-9-6 and both 4-6-4's leaving 6 defense factors. The 2-3-6 can be crushed by soaking off against the 7-10-4. On the subsequent Russian play turn the position must be counter-attacked or the Russian units must withdraw. Any German player worth his salt would welcome counterattacks if he has positioned his units correctly. Not only does the Russian player lose units through soak-offs, but the Russian position must be weakened elsewhere to mass the units necessary for such a massive counterattack.

Another important position is the doubled position attackable from two hexes. #8 is poor, giving a 3-1, no soaks and the advance. #9 is fair; #10 is slightly better. #11 observes the present 3-1 strategy but doesn't stop a low odds attack. Position #12 is excellent but #13 is almost impregnable.
Doubled positions attackable from only one hex are easily defended. As a general rule any Russian unit(s) except a single 2-3-6 is attacked and the more defense factors the better. However, the question whether two 2-3-6s or one 4-6-4 is preferred is quite controversial. The stacked 2-3-6s prevent the advance if only one is attacked and the other is soaked off against. 2-3-6s are valuable delaying units and the loss of two such units with one low odds attack is hard to take. This may be the exception to the general rule that stacking is preferred so long as the 3-1 is stopped. (See positions 14 and 15).

When the Russian player must defend in the open he is usually in trouble. His only savior, the weather, is not always to his advantage nor even completely predictable. If the weather is clear, in general, the only safe undoubled position is a hex attackable from only one other hex. A single 2-3-6 is easily crushed; a single 4-6-4, 4-6-6, 5-7-4, 5-7-6, two or three 2-3-6s, etc. also fails to stop the 3-1. It at least prevents automatic elimination (in many cases this advantage is turned into a disadvantage if a D Elim or exchange results in the loss of additional defense factors). Two 4-6-4s, 4-6-6s, 5-7-4s or some combination of two units stronger than 2-3-6s stops the 3-1. Obviously a good player would defend in this way. Problems result from 1-1 or 1-2 attacks, especially adjacent to swamps and/or mountains where the units can be "buried from the action." A D Back 2 result. These units invite low odds attacks. A single 6-9-6 or 7-10-4 stops the 3-1 but is even worse off than a stack. Note that the large units are more valuable to the Russian player than the medium strength units and the low odds attack risks German attack factors. I feel that the optimal defense involves two 5-7-4s and a 4-6-4. This stack can only be attacked at 1-1 by using Panzer units, quite a risk. Attacking at 1-2 forces the German to risk II attack factors rather than 10.

Let's take a look at the Siragusa attack. The idea is to attack the 2-3-6 at 3-1, 4-1, or preferably 5-1 and retreat it behind the German line into a pocket if a retreat result is rolled. The 2-3-6s are then unavailable as a replacement to the Russian player because it is not eliminated, increasing the German's tempo. (See position #20).

The defense against the Siragusa attack is the "oblique line" defense. That is, defend neither along the grain nor against it. Instead defend at 30° angles to the grain. As an example, if the Dannebrog is broken at Kiev, you may put 2-3-6s on DD23 and FT24, not DD23 and GG23. Admittedly, Dnepr Petrovsk can be attacked from three hexes rather than two, but this problem is not insurmountable. (See position #21 for successive use of the "oblique line").

Once all the other tactics are known and used correctly by players they may be the factor-and-hex-counter that wins the game because he puts a little more effort into his play.

Note that the tactical positions in our illustrations are "graded," high being best. You can evaluate an overall defensive position by evaluating the individual positions and assuming that certain positions are not defensible. The Russian player must withdraw to a better position or sacrifice weak units (usually 2-3-6s and/or some 4-6-4s). Obviously, the fewer factors sacrificed the better; the less terrain handed the German player, the better the defense. But how does the Russian player balance these two important strategies?

As a general rule, the Russian player has an excellent position if he sacrifices only one unit (if he doesn't sacrifice any units his positional play is brilliant and his opponent's play weak). Usually two units will be sacrificed a turn; rarely three. If four units are sacrificed each turn the Russian player will surely lose.

The rule of thumb for retreats is: don't retreat more than two hexes in any area unless you are retreating to a new river or city line (doubled defensive positions) or it is the end of the game and you are retreating into the Caucasus mountains in the southeast corner of the map. You should have a very good reason to break this rule. There are only so many turns in the game. The fewer hexes you give away to the German player the longer you will keep him from his objectives.
Lines of play evolve from the opening set-up. With few exceptions, the strategy of German play (not necessarily tactics or which units are placed where) is a reaction to Russian positions, especially the opening setup. Once the Russian player places his units on the mapboard, the game is predestined. It is the German player who will take advantage of weaknesses, gain momentum, and force the Russian player to counter his thrusts. And don't think the Russian player can set up an impenetrable defense. He can only minimize the weaknesses.

Because of its length of frontage and the fact that the Russian army is at full strength, the initial setup position is the third strongest defensive line on the mapboard. Only the Nemunas-Pripyat Marsh-Dnieper and Divisa-Dniepr lines are stronger. Make the German fight for his life here but don't lose too much yourself.

OPENING SETUPS

As you study the opening Russian setups that follow note the following hexes: S18, V19, and Brest. All of these positions are guarded — either by direct defense with units or indirect defense because they cannot be reached. All of the experts seem to agree. These hexes are very important.

After analyzing the setups, the entire front line will be analyzed as a prelude to developing proper lines of play: what you may call grand tactics.

In the opening phase lines of play can be categorized geographically and presented very clearly in this way. Defensive positions will be explored in four areas: Finland, North (of the Pripyat), in front of and in the Pripyat, and South (of the Pripyat). Once the Dnepr line is breached we enter the middle game. From then on the best way to analyze positional play is along the entire front line.

Phillips Defense

Recognized as the first master of STALINGRAD, George Phillips paved the way for positional play by his numerous articles on tactics and strategy in the early issues of the GENERAL. He advocated changing the replacement rate to 4-5-6 from 4-6-8 to balance the game. After many years of controversy, the replacement rate was changed. However, he also advocated removal of units involved in an exchange based on defense factors, a misinterpretation of the original rules propagated by the assumption that the same system was used for exchange as for earlier published A1 games. AH did not change this rule as the Phillips defense and positional play was based on exchange at defense factors. Consequently, expert play has advanced somewhat beyond Phillips' suggestions but always using them as a base. (See position 22).

Robert's Defense

Possibly the strongest player of his time and still a contender for the classics champion of all time, Dave Roberts authored several articles and won numerous tournaments. He dropped out of tournament play to work his farm in Houlton, Maine and design games during his infrequent spare time. Being a perfectionist his play is excellent but often appears overly aggressive. He has a tendency to sacrifice an opponent as capable as himself and poor luck will ruin the best of calculations. Dave is afraid to wait for a mistake and tries to create them every turn. His aggressive strategy may have mellowed lately for his original winning tournament setup (position #23 — TAKE WARSAW) has recently been scrapped and a new setup created (position #24).

I have never seen Dave Roberts in action as he crushes the Germans in Poland. My original strategy with the Russians was to attack the Germans. I even wrote an article for a spirit master magazine on the strategy back in the stone age of wargaming. But I quickly dropped the strategy as the replacement rate dropped to 4-5-6. Dave still uses it, although infrequently. Here's a description of a game against Carl Knabe with Dave as the Russians:

'The reader to whom my setup seems unlikely will probably be absolutely shocked to learn that it is designed to maximize my chance to capture Warsaw! Even further shocked that when this match was arranged, we kind of Editor (Don Greenwood) stipulated that I would have to capture Warsaw or the game probably wouldn't be used. Not only is this long suffering staff required to labor long hours for no pay (1973), but we have to accomplish the impossible to get our names in print.

But, fool that I am, I'm not discouraged. Actually I've been trying this several years in tournaments with considerable success. What is required is to hold maximum territory, and tempt the...
Glirman presents many traps that have far reaching consequences in the correct defensive play. Soaks are made against CC14 from Ce15. At NN 14 is weak. The 2-3-6 at Xl6 could be attacked from Y 15 and buried into Germany with a 0 Back result so and the other soaked-off against at 1-3 from hex 132. The last Fin­

Note gets lucky and doesn't German to take risks. luck it is quite possible that a carefully conducted 

always discouraging! But after looking over things I 

trition ratio had not been extremely high and un­

note that he is extremely weak on the main front, he 

fall of Warsaw in this position. Even as it is 1 am not 

prepared to give up. 

favorable to me, I think anyone could envision the 

worth it? 

its a bit more risky because of the two chances of exchange at 3-1 against a doubled 5-7-4. The entire southern 

tack could stall if that happened. 

Two other possibilities exist on the main front. The units at CCI4 could be attacked at low odds: one 1-2, two 1-2's, one I-I, a 2-1 and 1-2, 

The Siragusa defense is designed to destroy the German through attrition and counterattack along river lines and from 

areas and counterattacks any breaches of river lines 

that he would rather give 3-I's against a 4-6-4 than 

As an attacking Russian you can also "get lucky" 

negating German luck. Note that his setup shows 

that he wanted to risk this, I think he would have been 

better off attacking HHI4 to link up his fronts. HHI6 would have been even better. If he is going to 

to the D Elin, I'm glad he got it where he did." 

The game continued but Dave did not get a 

chance to take Warsaw because of Carl's con­

nous luck. The game was played out until Octo­

ber '41 when Carl dropped out of sight, and... apparently wargaming. Even with Carl's early suc­

cesses Dave's position was pretty strong. The game illustrates an important point using the Take War­

saw strategy: If the German gets lucky and doesn't make mistakes you can still retreat and win the 

game that way.

Siragusa Defense

It was Paul Siragusa in a tournament in Maine who stopped Dave Roberts in the final round. And he had the Germans! Paul's two appearances at Origins positioned him well in the standings. His best showing occurred at Origins I where he finished third. Not afraid to counterattack as the Russians or take selective low odds attacks as the Germans, Paul's play is deadly. At times he defends with trap positions showing he is a successful counter puncher. The defense by the Russians in Finland is just such a trap. Once on the offense he takes command of the situation immediately (see position #25).

At the time of this writing Paul's A.R.E.A. rating puts him among the top 15 players in that pool of postal players. Were he to engage all those rated higher on the list in STALINGRAD I have no doubt that he would be rated considerably higher.

Bakulski Defense

Paul Bakulski only played in one tournament: the AH500 at Origins II which he won (defeating his brother, Dave, who came in second—I have yet to beat Dave and have only won one game as the Rus­sians against Paul). Paul's play is very conservative and calculated and he never loses his cool. I guess that's the lawyer in him. Feeling the Russian side 

cannot lose with perfect play Paul rarely counterat­
tacks unless to hold a river line that has been 

breached by a low odds attack. If he were an A.R.E.A. rated player his rating would surely be above 1900. His defense (position #26) shows reliance on time tested play. He attacks the Finns—none of this hypermodern idea of defend­ing up there.

Huffman Defense

Paul was the highest rated player (A.R.E.A. 1981) to submit a setup claiming STALINGRAD as his best game. He prevents 3-1's in non-essential areas and counterattacks any breaches of river lines at 3-1. He does not attack early but crashes any bridgeheads on the Nemunas. In this way he cannot lose the game because the German player is lucky. As an attacking Russian you can also "get lucky" negating German luck. Note that his setup shows that he would rather give 3-I's against a 4-6-4 than 

7-1's against a 2-3-6 in the early turns. Saving a 

2-3-6 for sacrifice in a later turn but before rein­

forcements arrive is a hypermodern tactic based on the idea that the 3-1 can yield a D Back 2 or an 

exchange and a 4-6-4 must be sacrificed later at 7-1 if none of the 2-3-6's are available (See position 27).

Packwood Defense

"Moments of perfect defense like I don't" is the best way to describe Steve. His A.R.E.A. rating (1896) and tournament showing (first at Origins IV) show him to be a capable, experienced player. He was defeated by Paul Bakulski at Origins II, but he showed his expertise by defeating me with the Ger­

mans in the semi-finals at Origins IV. Steve
sacrifices non-essential terrain (position 28) and makes sure you do not attack the positions he deems essential. The number of units sacrificed and the consequences of good German luck make this strategy difficult for a beginner.

**Zajicek Defense**

Jim (A.R.E.A. rating 1865) really knows his probabilities. This fact coupled with experience and timing make him a formidable opponent, although WATERLOO is his first love. His strategy is the opposite of Packwood's. He makes the entire line as rigid as possible, forcing the German to commit his forces and lose the game by loss of the German army through attrition (soak-offs and exchanges against doubled positions). See position 29. I don't think Jim has lost more than one game as the Russians. He claims he doesn't know how to play the Germans well but he could have fooled me. I'll be lucky to split a match with him by mail.

**Angiolillo Defense**

I have included my own setup not so much to toot my own horn as to be complete. My A.R.E.A. rating (1867) and showing at the AH500 (third) give me some of the necessary credentials. I was taught the right way to play by Bakulski, Siragusa, and Roberts, but I think I took some of their teachings and allowed my explosive nature to show through.

As far as my play goes, I'll attempt to criticize it based on observations made by others. Self criticism is probably the hardest criticism.

Paul Bakulski noted that my strongest play occurs in the end game closely followed by the opening. Paul Siragusa remarked that if things fall to the way I anticipate, I often fall apart. He is especially right about the first tournaments I entered.

As far as flow of play is concerned I am not afraid to counterattack nor retreat when need be. I play best when I have both 7-10-4s and the 6-9-6 (my queen and two rooks). Without them I am at a loss. I also know when I'm losing and am not afraid to let the die determine the outcome at that point (See position 30).

**Other Defenses**

Most of the other setups found in the GENERAL are not quite as good as those shown here. Notable exceptions are the Baruth and Gygax defenses. The Baruth Defense would have been included here if a 2-3-4 at BB15 were replaced with a 4-6-4, making the 6-9-6 at Brest 3-1 proof (Dave Roberts found this weakness in the defense after the Series Replay was published and both myself, and Paul Bakulski missed it in the commentary). For those readers who own most of the issues of the GENERAL, I have rated Russian defenses previously published therein in Table A (high numbers are better; 60-69 fair, 70-79 average, 80-89 good).

**STRATEGY IN THE OPENING**

Probably the most controversial topic in Russian play that has evolved is what to do against Finland. As the replacement rate dropped from 4-6-8 to 4-5-6 the Russian player became more and more aware that conservation of units was his principle worry. He could not throwaway his army with tactical blunders and risks and win the game because of the vast resources of limitless space and replacements.

The experts disagree. Phillies, Bakulski, Zajicek, Packwood, and Huffman attack Finland. Roberts, Siragusa, and Angiolillo defend against the Finns or wait for the German player to make a mistake on that front. How many units do the experts place in Finland? Table B illustrates the two opposing strategies:

<table>
<thead>
<tr>
<th>Position</th>
<th>BAKULSKI DEFENSE RATING: 90</th>
</tr>
</thead>
<tbody>
<tr>
<td>Finnish Front:</td>
<td>A36: 4-6-6; B36: 4-6-6; D36: 5-7-4; G34: 5-7-4; J31: 4-6-6, 4-6-6</td>
</tr>
<tr>
<td>STRENGTHS:</td>
<td>Brest, S18</td>
</tr>
<tr>
<td>WEAKNESSES:</td>
<td>NN14</td>
</tr>
<tr>
<td>COMMENTARY:</td>
<td>One of the 5-7-4's on NN14 should be attacked at 3-1 and the other soaked-off against at 3-1. One unit on LL14 should be attacked at 3-1 and the other at 3-2. The necessary soak-offs should be made against KK14 from KK13. The German player may also wish to attack the CC14 at low odds, either 1-1 or 1-2. 2-3-6 on U18 and X15 will be attacked at 3-1. Despite the eight units used to attack Finland, the main front is very strong. Paul's setup is steady and conservative.</td>
</tr>
<tr>
<td>FLOW OF PLAY:</td>
<td>Units in the south will immediately pull back behind the Dnestr-Prut line to avoid German low odds attacks. The EE12 to Brest defense can be maintained for another turn and a sacrifice unit can be placed in the gap at X17. The Russian retreats slowly sacrificing as few units as possible and still preventing 3-1's. With Finland crushed, the victorious Russian forces bolster the main front. There is very little attacking other than in the early turns against Finland.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Position</th>
<th>HUFFMAN DEFENSE RATING: 88</th>
</tr>
</thead>
<tbody>
<tr>
<td>Finnish Front:</td>
<td>C36: 4-6-4; F35: 5-7-4; B36: 5-7-4; D36: 4-6-6; J31: 4-6-6, 4-6-6</td>
</tr>
<tr>
<td>STRENGTHS:</td>
<td>Brest</td>
</tr>
<tr>
<td>WEAKNESSES:</td>
<td>LL14</td>
</tr>
<tr>
<td>COMMENTARY:</td>
<td>LL14 should either be attacked at 3-1 from MM13 or 5-1 with appropriate soak-offs against KK14. (As a matter of fact the 4-6-4 on JJ13 would be better placed on LL14—increasing the rating to 89). U18 should be attacked at 6-1 with a 1-3 against V18. CC14 invates a 1-2. Should FF11 be attacked? That's a matter of taste.</td>
</tr>
<tr>
<td>FLOW OF PLAY:</td>
<td>The defense is designed to keep the Germans in Poland from linking up with the Germans in Rumania. By positioning units at FF11, if it is not attacked, EE12 and FF11 will be very strong next turn. Units in the south can pull back to the Dnestr-Prut line while units in the north hold the Nemunas. FF11 line with one sacrifice at X17. Phi does a lot of counterattacking and can do so as long as he has the interior lines by dividing the Germans in Poland from the Germans in Rumania.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Position</th>
<th>PACKWOOD DEFENSE RATING: 85</th>
</tr>
</thead>
<tbody>
<tr>
<td>Finnish Front:</td>
<td>A36: 4-6-4; B36: 4-6-4; C36: 5-7-4; D36: 5-7-4; F35: 4-6-4; G34: 4-6-4; J31: 5-7-4</td>
</tr>
<tr>
<td>STRENGTHS:</td>
<td>Brest, S18</td>
</tr>
<tr>
<td>WEAKNESSES:</td>
<td>sacrifices three units</td>
</tr>
<tr>
<td>COMMENTARY:</td>
<td>Getting three units free is always a treat. Units at CC14 invite two 1-2s, one with 4-4-4 and 3-3-4 and the other with 4-4-4. The other positions do not invite low odds attacks. German units should be placed for maximum effect on turn two.</td>
</tr>
<tr>
<td>FLOW OF PLAY:</td>
<td>Standard retreat to the Dnestr-Prut line in the south continuing along the Hungarian border to EE12 to Brest to the Nemunas with a sacrifice unit at X17. The defense places strong forces at the critical points with sacrifice units in between, hoping to channel the German attacks and rely on the reinforcements from the Finnish front and the time limit to win the game.</td>
</tr>
</tbody>
</table>
### Table A: RATINGS OF PREVIOUSLY PUBLISHED DEFENSES

<table>
<thead>
<tr>
<th>rating</th>
<th>issue</th>
<th>defense</th>
<th>strengths</th>
<th>weaknesses</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>VI</td>
<td>Knabe</td>
<td>tactically sound</td>
<td>attack 7-10-4 in Brest at 1-2</td>
</tr>
<tr>
<td>62</td>
<td>VI</td>
<td>Zocchi</td>
<td>none</td>
<td>attack 5-7-4 on S18 at 3-1 or 6-9-6 in Brest at 3-1</td>
</tr>
<tr>
<td>79</td>
<td>VI</td>
<td>AH</td>
<td>tactically sound</td>
<td>attack 7-10-4 in Brest at 1-2</td>
</tr>
<tr>
<td>68</td>
<td>V2</td>
<td>Schneider</td>
<td>Brest can be assaulted but not taken</td>
<td>attack two 4-6-4's on X16 at 3-1 and the other at 1-2</td>
</tr>
<tr>
<td>68</td>
<td>V2</td>
<td>Shagrin</td>
<td>tactically sound</td>
<td>attack 6-9-6 on S18 at 1-3 with units behind to retreat to UI8</td>
</tr>
<tr>
<td>73</td>
<td>V2</td>
<td>Bullis</td>
<td>S18 tactically sound</td>
<td>units on CC23 should be used to defend the line</td>
</tr>
<tr>
<td>71</td>
<td>V3</td>
<td>MIT</td>
<td>lots of units near S18 tactically sound</td>
<td>attack units on S18 with three 1-3's with units behind to retreat to UI8</td>
</tr>
<tr>
<td>75</td>
<td>V3</td>
<td>Lambert</td>
<td>S18 tactically sound</td>
<td>units on CC23 should be used to defend the line</td>
</tr>
<tr>
<td>70</td>
<td>V10</td>
<td>Olenson</td>
<td>Brest tactically sound</td>
<td>attack 5-7-4's on S18 at two 1-3's with units behind to retreat to UI8</td>
</tr>
<tr>
<td>74</td>
<td>V11</td>
<td>Shalvoy</td>
<td>S18 tactically sound</td>
<td>attack units on hex CC13 at 1-2</td>
</tr>
<tr>
<td>80</td>
<td>V11</td>
<td>Gygax</td>
<td>Y16, Z16 tactically sound</td>
<td>attack units on CC13 at 1-2</td>
</tr>
<tr>
<td>69</td>
<td>V11</td>
<td>Reed</td>
<td>Y16, Z16 tactically sound</td>
<td>attack units on hex CC13 at 1-2</td>
</tr>
<tr>
<td>82</td>
<td>V14</td>
<td>Baruth</td>
<td>only one sacrifice</td>
<td>attack 6-9-6 in Brest at 3-1</td>
</tr>
</tbody>
</table>

**Position 29: ZAJICEK DEFENSE RATING: 82**

**STRENGTHS:**
- Rumanian front, S18
- Brest tactically sound
- Lots of units near S18 tactically sound

**WEAKNESSES:**
- Sacrifices three units, Brest

**COMMENTARY:** The three sacrifice units should be destroyed at 7-1. Avoid the trap of placing armor units on DD13. With all those units in the south not doing anything they could be counterattacked. The 1-2 against Brest is a must. On a D Back 2 retreat the 7-10-4 to CC13 and advance all German units. The position can be counterattacked but the Germans would then fall!

As in the Phillies defense the problem results next turn as the south must be stripped of units and the Germans can advance through Hungary and from Rumania.

**FLOW OF PLAY:** Standard retreat sacrificing units in the gap but seldom counterattacking. Hold the key positions expecting the German army to batter itself out as the reinforcements from the Finnish front and replacements from the interior rebuild the Russian army.

**Position 30: ANGIOLILLO DEFENSE RATING: 91**

**STRENGTHS:**
- Rumanian front, CC14 from all but 1-2
- Brest tactically sound

**WEAKNESSES:** Finnish front is weak.

**COMMENTARY:** Attacking the 5-7-4 at J31 results in the loss of the entire Finnish force (if the odds are 3-1). Another trap, a bit more subtle, is the 5-7-4, which if attacked at 3-1 will result in the ultimate loss of the entire Finnish force in three turns (especially if the 3-1 is a D Back 2).

**FLOW OF PLAY:** Russian units will be moving their entire movement factor to reach key hexes in the turns that follow (the 2-3-6 at D40 should head south; the 2-3-6 at J11 should be on hex X17, etc.) Consequently, the first few turns should see no counterattacking on the main front, except to retake V19 if the opportunity presents itself. Attack the Germans in Finland if they fall for any of the trap positions or make a mistake.

### Table B: THE FINNISH FRONT

<table>
<thead>
<tr>
<th>Player</th>
<th>Units Committed</th>
<th>Factors Committed</th>
<th>Attack</th>
<th>Defense</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bakulski</td>
<td>2</td>
<td>6</td>
<td>34</td>
<td>50</td>
</tr>
<tr>
<td>Zajicek</td>
<td>3</td>
<td>5</td>
<td>31</td>
<td>34</td>
</tr>
<tr>
<td>Phillips</td>
<td>4</td>
<td>3</td>
<td>32</td>
<td>46</td>
</tr>
<tr>
<td>Packwood</td>
<td>3</td>
<td>4</td>
<td>31</td>
<td>43</td>
</tr>
<tr>
<td>Huffman</td>
<td>4</td>
<td>3</td>
<td>26</td>
<td>38</td>
</tr>
</tbody>
</table>

**STANDARD RUSSIAN ATTACK:**
- Bakulski: 6-9-6
- Zajicek: 7-10-4
- Phillips: 6-9-6
- Packwood: 5-7-4
- Huffman: 5-7-4

**HYPERMODERN RUSSIAN DEFENSE:**
- Roberts: 5-7-4
- Siragusa: 3-4-3
- Angiolillo: 5-7-4

**German Finnish Defense**

Although this article is mainly an article on Russian defense, some mention should be made of German defenses in Finland. The better the German defense the longer Russian units will be away from the defense of the main front. Three defenses have evolved although many variations of these defenses are used.

The first sample is the Knabe defense. Carl places a valuable 6-6-6 in Finland to hold Helsinki through the winter. He sacrifices two units per turn in the northern clear terrain hexes and hopes that this will hold the Russians as long as possible. He may be right. See position 31.

The second defense, the Clark defense used by expert player Ray Clark, his defensive setup is not included in this article because he changes it at each tournament based on his mood that day) uses three
stacks of units, tempting the Russian player to attack at 3-1 with a soak-off or high odds with a soak-off. In either case the Russian player could lose units in an exchange or soak-off. See position 32.

Position 32: Clark Defense

The emphasis is on causing Russian losses with an exchange or low odds soak-off attack.

The third defense, the Angiolillo defense, forces the Russian player to attack from exterior lines where he has less mobility. It analyzes the particular units involved in the Russian attack, uses only one sacrifice unit per turn, and stops 3-1's against stacks and a 3-1 against the valuable 5-5-4 that will be the final defense in Helsinki. The defense is characterized by placing a German 5-5-4 and 3-3-6 in Finland and sacrificing one delay unit per turn in the center of the line. See position 33.

Position 33: Angiolillo Defense

The positions of units are positions used by all but the Phillies defense. Units can be repositioned by following the arrows for the Phillies defense. In other weaker attack defenses that use mainly 4-6-4's the sacrifice unit can be placed in the hex north of the one marked X with proper units to prevent 3-1 against the stack on hexes marked Y. On the second turn a sacrifice unit should be placed on hex Z with a 3-3-6 in Helsinki and 3-3 proof stacks on hexes marked A. On turn three a sacrifice unit can be placed on hex B with 3-3 proof positions at Helsinki and hexes marked C or defending on hexes marked D with the 5-5-4 in Helsinki.

Russian Main Front Defense

Russian defensive positions along the border can be characterized along three lines: 1) Finnish defense/Main Front attack, 2) Finnish defense/Main Front defense, and 3) Finnish attack/Main Front defense.

The first two strategies use the hypermodern defense along the Finnish border. Dave Roberts prevents 3-1's or takes Helsinki. Paul Siragusa defends with a counterattack potential if J31 is attacked. I defend with traps set at J31 and H35.

The other two strategies will be described by actual positions with the assumption that the German player does not make low odds attacks. Units noted with an asterisk are units that are not essential to prevent 3-1's and can be used to counterattack or plug up other positions if the German player gets lucky with low odds attacks. The positions also assume that the German player places enough strong units in Poland to attack a 7-10-4 in a doubled position attackable from three hexes. If the German player does not place his forces in this way, the necessary units may be taken from the north to reinforce the southern positions, making them almost impregnable.

Finnish defense/Main Front defense

Positions number 34 through 39 illustrate successive positions that are very strong and sacrifice a minimum number of units.
Finnish attack/Main Front defense
This strategy is the standard that has evolved with the game. It has been used and reused since the early issues of the GENERAL. Because it involves fewer Russian units on the main front than the previous strategy, the main front is much more brittle—until the attack force arrives from Finland, like the cavalry from the movies of yesteryear.

At this point we should bring our discussion to a close. We have not discussed everything one needs to know to become an excellent STALINGRAD player, nor even a major fraction of it. However, discussions of the standard defense have appeared before many times and any really interested reader can find and gain access to them with the recently published GENERAL index. Especially recommended are George Phillips' discussions of the End and Middle Game.

THIRD REICH '81

Few wargames have maintained their popularity over the years as well as THIRD REICH, the winner of various hobby "Best" awards, and to this day the holder of CAMPAIGN magazine's "Best Game of all Time" honors. This popularity is even more remarkable in light of the game's admittedly poorly developed rules. In recognition of the special qualities of this title, Avalon Hill has put THIRD REICH through the development process again. A team of THIRD REICH enthusiasts from all around the globe was assembled to test the revised edition. Years of experience with the earlier edition helped formulate the revision during a blind playtest session. The results have been more than gratifying with our most enthusiastic testing response ever.

THIRD REICH '81 is much more than a cleaned up version of the old game, although the rules presentation itself is much improved over the first edition. Among the changes is a completely revised mapboard with terrain changes that have profound effects on the game, while being both more functional (no ambiguous hexes) and attractive. The scenario cards have been revised to provide more useful information at the player's fingertips and also provide the U.S. and French players with their own separate cards.

However, the biggest change is in the rules themselves. Not only are they more complete and better organized, but they contain many design changes which drastically improve play of the game. Paramount among these changes are revisions to the Strategic Warfare rules which bring the U-boats under control by 1944 and account for the Luftwaffe's absence from the battlefield as they are withdrawn to protect the Reich from Allied strategic bombing. A free Russian Replacement rule portrays the influx of Siberian forces at the crucial point of the Eastern Front, and major changes to the Murmansk Convoy rules make that aspect of the game almost a game in its own right. A completely new innovation is provided in the form of Intelligence and Foreign Aid rules which allow more political maneuvering outside the purely military sphere of the game.

THIRD REICH '81 consisting of new scenario cards, 36 page rulebook, and mounted mapboard is available now from Avalon Hill for $9.00 plus 10% (20% for Canadian, 30% for overseas) postage charges from: The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Maryland residents please add 5% state sales tax. THIRD REICH '81 may not be available in your stores for some time due to the presence of old stock on the shelves. If you buy a new THIRD REICH game at your store be sure to look for the "New Revised 3rd edition" label on the cover.
I am always amazed at the sheer enjoyment I allow myself whenever I play WOODEN SHIPS AND IRON MEN (WSIM). The game is, oh, soooo wonderful and let me tell you this: when I start to maneuver a fleet of SOLs I can smell the salt in the air and feel the spray on my back. WSIM is a gamer's game and don't be fooled by those guys in the army fatigues bought from the local ARMY/NAVY stores that keep yelling about overruns, and T-34s, and Panzers, and Tigers, and all kinds of strange animals direct from the conflict simulations zoo. Just sit back and smoke your filtered cigarette and drink your bottle of Perrier and begin to tell them of the sound of a thunderous broadside and the intricate maneuvering you just pulled off against none other than Nelson himself. Convince them that WSIM is just about one of the greatest wargames on the market. Try and get it through their self-lobotomized brains that you can care less about those Russian infantry capabilities and that the effect a number three Frigate has on an ill-placed Sloop is much more authentic, pyrotechnical, and just damn more exciting.

Well, do you have their attention, however slight it may be?

Good.

Now listen to this. Even though I think WSIM is the wargame on the market and that it is, hands down, the best wargame Avalon Hill puts out (in spite of those RBG rating charts), I don't really think all the possible scenarios have been covered. I know! There have been articles covering just about every historical period in which sailing ships fought it out among each other. The British, French, Italian, Russian, Swedish and Dutch fleets are all properly reconstructed and nice scenarios are written up. But, one period and one group of fighting ships remains latent.

So ... 

Let me tell you a story.

There is a sandy stretch of beach somewhere on some lost, forsaken island tossed in an empty Caribbean sea. There, among the tall palms, under the lonely sand of the island, lies hidden, perhaps, the riches and fortune of the pirate, Captain Kidd. Yes, the treasure and how it got there is but a small part of Kidd's story. What took place during that era when piracy took a stranglehold on world sea trade is far richer than any treasure. For it is the story of men whose lives took a turn which they, in many ways, were forced into. A time when the pirate was looked at not for his black deeds but for the life he managed to carve out for himself. During a time when it was better to chance becoming a pirate and the opulence it entailed, than to live in poverty and hunger on the land; fighting for what scarce jobs were offered. It was no wonder then, that taverns were full of men who secretly idolized and talked in hushed voices about the pirates of the day.

Piracy, and especially sea piracy, has been around ever since the transportation of valuables and wealth tempted men to take from others. The Golden Age of piracy occurred from the 1630s to the early 1700s. It was during this time that the most famous pirates came into being. They scoured the high seas, concentrating on the main trading lanes where the wealth gathered and floundered in its feeble attempt to thwart capture by these lurking nemeses of the ocean. The Caribbean, Madagascar, the Red Sea, and the coast of the British colonies of America were the most frequent haunts of pirates. They were indeed cruel and heartless just as any criminal should be. Many attempted to escape the life of crime they were enduring on land by signing on with any pirate vessel they could get close to, taking their chances with the hungman's noose.

The history of pirates is one of personalities. The pirate leaders, with their huge egos and cunning minds, ruled the horde of buccaneers that sailed these rough seas (yet, overall, pirate captains, if, over some reason or other, displeased their crew, could be overthrown and a new pirate captain installed in his place). These men usually lived lives, prior to their piracy, of wealthy gentlemen. A few never crossed the line between respectable and criminal by becoming privates, hired by the major powers to harass and destroy enemy shipping. And, yet again, others crossed the fine line separating privates and pirates much too eagerly.

The Golden Age of piracy, that period of time when piracy was at its zenith of efficiency and quantity, was only a scant 100 years. The geographical location of piracy was, theoretically, the entire navigable world, yet, the pirates seemed to be drawn to only a few, scattered locations. These areas, however, were the spokes of a huge wheel of commerce and golden treasures duty bound for Persian kings and European empires. Pirate activity was sparse and underdeveloped before the 1600s and declined under increased surveillance between the major powers until, even today, it essentially exists in only scattered, separated sections of the world.

Piracy burned its flame in a cascade of dead and drunken men, soon to be dimmed by honorable, courageous and equitable men. Rules play a big part in any wargame and so I have decided that it would be inappropriate of me not to include some in this article. The following rules are meant to help simulate the flow and flavor of the many pirate engagements that occurred during those 100 years. The reader may take it or leave it. I have mentioned the rules that I think are important in the scenarios that are to follow. These rules should be incorporated because the scenarios would tend to become one-sided. So, don't write those letters screaming for my head because you always lose as the pirate player. The rules are meant to balance the scenarios because unlike life, wargames should be enjoyable and manageable.

MORALE:

The pirates, although an ungodly collection of men, nevertheless, were quite capable of fighting a battle with a worthy opponent (although their preference was for unarmed, bulky merchant vessels slowed with the weight of gold and silver). Pirate ships sometimes would carry as much as three times the normal crew and usually more guns, captured from vanquished ships and remounted on the pirate vessel. However, as much as their zeal was in boarding prize ships, it could suddenly change if the course of any engagement turned against them. And, the fact that a crew could switch captains at any time added to this potential situation. But, since most of the targets were unarmed merchant ships, this problem only came up whenever the pirate captain was foolish enough or, somehow, trapped into fighting an overpowering opponent.

After each round of combat between boarding parties (i.e. three melee rounds) roll one die. If the result is greater than the crew quality value, then a crew might become broken and strike. This procedure is called the morale check. It is only used by the pirate player.
To determine if a crew has broken and the results of such an action, roll on the Morale Chart table:

<table>
<thead>
<tr>
<th>CREW QUALITY</th>
<th>green</th>
<th>poor</th>
<th>average</th>
<th>crack</th>
<th>elite</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
</tr>
<tr>
<td>2</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>*</td>
</tr>
<tr>
<td>3</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>B</td>
<td>B</td>
</tr>
<tr>
<td>4</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>B</td>
<td>B</td>
</tr>
<tr>
<td>5</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>B</td>
<td>B</td>
</tr>
<tr>
<td>6</td>
<td>S</td>
<td>S</td>
<td>S</td>
<td>B</td>
<td>B</td>
</tr>
</tbody>
</table>

* no effect
B broken (add 1 to die roll only on determination of morale chart and not on morale check)
S strike (roll 1 die and add to crew quality value. This number is the remaining crew squares that will not strike. This figure cannot exceed the current number of crew squares)

PIRATE LEADERS:

Although usually pirate captains were little more than a simple and convenient way to keep pirate ships organized in open sea, some captains were revered by their crews and the loss of such a pirate leader could effect a crew's ability to continue battle.

To determine if a pirate leader is killed in battle, roll one die after every melee engagement (i.e. every three melee rounds). If the number is six then refer to the Pirate Leader Loss chart:

<table>
<thead>
<tr>
<th>PIRATE LEADER LOSS CHART</th>
</tr>
</thead>
<tbody>
<tr>
<td>leader rating no.</td>
</tr>
<tr>
<td>W</td>
</tr>
<tr>
<td>W</td>
</tr>
<tr>
<td>W</td>
</tr>
<tr>
<td>S</td>
</tr>
<tr>
<td>K</td>
</tr>
</tbody>
</table>

* no effect
W wounded (see wound table)
K killed (S stunned (subtract 1 from rating number)

WOUND TABLE

die consequence
1 remove for one turn
2 remove for one turn
3 remove for two turns
4 remove for two turns
5 remove for five turns
6 dies from wounds

Note: crew quality drops one without pirate captain present (either wounded or dead)

BOARDING:

Pirate ships and the crew that they transported rarely sank a ship to get to any potential treasure being carried. Boarding was the only way to capture a treasure intact. Consequently, the pirates soon became quite professional at this maneuver. To simulate this prowess, subtract 1 from any grappling attempt by a pirate player (note: the pirate player can only win a given scenario, unless otherwise stated, by boarding).

SURPRISE:

A favorite play of the pirate was to approach a merchant vessel by flying a friendly flag. The merchant captain, unaware of the threat, takes no action to counter the approaching ship. Only when the pirate ship is nearly on top of the victim is the Jolly Roger unfurled and hoisted. To simulate this, a merchant vessel that is within 15 hexes of a pirate ship, cannot use full sails. He may only use full sails either the turn after he is fired on or when the pirate ship is within three hexes.

CAPTURE:

A pirate vessel, in addition to the rule mentioned above, also was fast and quite maneuverable; usually only a brig or corvair. However, with the extra guns and crew, it became a deadly threat to any ship in open sea, short of a heavy frigate.

In order to capture a vessel, pirate ships simply grappled and boarded a ship, killing the crew (those that failed to join up with the pirates) and ransacking the ship, stripping everything of value and then burning the evidence. Yet, sometimes the pirates needed only to show his colors to force a terrified crew to strike, hoping that this gesture would please the pirates enough to be given quarter (if rarely did). Any merchant vessel with a crew quality of average or less must roll one die as soon as the pirate ship is within six hexes or begins to fire its broadsides. If the number is less than the crew quality value, then the crew quality drops one immediately. This is attempted only once. Afterwards, play proceeds normally.

THE SCENARIOS

The pirate leader's rating follows his name which in turn introduces the scenario.

SCENARIO 1

CAPTAIN KIDD (3)

30 January 1698

I. Introduction

Captain William Kidd was probably the least understood and most persecuted pirate of his day and history has painted a somewhat biased and untrue account of Kidd's piracy. The truth seems to show Kidd as an inexperienced seaman and this, more than anything else Kidd might have done, may have cost him his life. Kidd was originally hired as a privateer by local New York and British authorities. His mission was to capture any ships or goods belonging to France, then Britain's enemy. Kidd was also commissioned to seize pirates operating mostly from Red Sea ports.

Kidd departed England in December 1695 and was arrested and hung upon his return in 1701. What transpired between those two fateful dates was something short of a disaster. Kidd was harassed by press gangs, a mutinous crew, numerous errors in judgement, indecision over his mission, his secret urge to become rich through the simple course of piracy, and his compassion to do good. Add to this his overblown ego and the numerous poor ships he was capturing and Kidd's voyage must have been touch and go throughout.

On January 30, 1698, Kidd took his most fateful and richest prize. The Quedah Merchant was a 500 ton merchantman commanded by an English captain and owned by Armenian businessmen. Outward bound from Bengal, the merchantman was crammed full of silks, sugar, iron, saltpeter, muslins, guns, and gold. She was spotted by the Adventure Galley and pursued in open sea off the coast of India. Kidd ran up a
French flag, fired across the Quaedah Merchant's bow and ordered the merchantman's captain to come aboard the pirate vessel; whereupon Kidd raised an English flag and claimed the vessel as a prize. The captain of the captured ship revealed that he too was English and Kidd was trapped in an awkward position. He decided to ransom the merchantman anyway.

Due to this incident, the Royal East India Co. made such a howl over the taking of the Quaedah Merchant by Kidd, that he was arrested and jailed on his return to New York and later hanged.

II. Prevailing Weather Conditions
Wind Direction: 5
Wind Velocity: 4-heavy breeze
Wind Change: 6

III. Special Rules
A. Morale
B. Pirate Leaders
C. Boarding
D. Surprise
E. Capture
F. No anchoring allowed
G. No land hexes

IV. Special Victory Conditions
Merchant player must escape off boardedge 1, between hexes A1 and K1.

SCENARIO 2
BLACKBEARD (5)
17 November 1718

I. Introduction
He was a tall, dark figure of a man with blazing eyes that seemed to burn from the bowels of hell. His beard was thick and reached to his chest. Before he went into battle, Blackbeard would stick matches under his hat and in his beard, sending a cloud of billowing smoke to cling around his head. His appearance was that of some piratical demon.

Blackbeard, born Edward Teach, was to terrorize the Carolina coastline, growing more legendary with each passing day. No other pirate figure so closely fitted the public's image of what a pirate should be: ruthless, dynamic, desperately determined to sail the seas unharrassed. Blackbeard would sail up and down the American coast, seeking prey and helpless ports to pillage.

In the spring of 1718, Blackbeard blockaded Charleston, capturing any vessels heading toward the harbor. This wanton disrespect for authority quickly sent the temperament of neighboring Virginia to the limit. The governor of Virginia, Alexander Spotswood, decided to put an end to Blackbeard's forays.

C. On November 21, 1718, two shallow-draft sloops entered Ocracoke Inlet where Blackbeard's sloop Adventure was holed up.

I. Maynard, in command, approached Blackbeard through the shallow waters, slipping past numerous sandbars dotting the inlet. Movement was tedious and slow and at the very start both of Maynard's sloops grounded on sandbars. The crews worked the vessels free and Maynard continued his awkward maneuvering. Finally, Maynard managed to grapple and board Blackbeard's ship. The fighting was fierce and suddenly Maynard came face-to-face with the pirate, both firing at the same time. Blackbeard, a night of rum still smoldering in his veins, missed while Maynard's shot did not. But, it took a number of cutlass strokes and more pistol shots to bring Blackbeard down. With their leader dead, the remaining pirates threw down their guns and surrendered.

II. Prevailing Weather Conditions
Wind Direction: 5
Wind Velocity: 3-normal breeze
Wind Change: 6

III. Special Rules
A. Morale
B. Pirate Leaders
C. Running aground
D. Casting the lead
E. Towing
F. All light green hexes are considered shallow water with a depth of 8 feet
G. All gray hexes are land
H. Pirate player may secretly designate five hexes as sandbars. Any ships entering into such a hex are grounded and must be towed off

IV. Special Victory Conditions
Blackbeard wins by defeating British or by successfully exiting out of harbor entrance: row of hexes MM22-MM28.

SCENARIO 3
HENRY EVERY (4)
17 November 1694

I. Introduction
Henry Every seemed to burst on the pirate scene in the year of 1694 when, as first mate aboard a Bristol ship of 46 guns chartered as a privateer by the Spanish, he managed to persuade most of the crew that fortune and fame lay not in a hard, honest life but in the way of piracy.

Every renamed his ship the Fancy and set course toward Madagascar. For the next two years, Every plundered and ravaged with the best of them.

Every's biggest catch was the Mogul treasure ship, the Gang-i-Sawai. This vessel was so huge and powerful that it almost always sailed with only a small escort. The Gang-i-Sawai carried 62 guns and some 500 Musketeers as well as 600 passengers. The Gang-i-Sawai was considered the greatest ship in the history of the Mogul's dominions. She carried a cargo of some 500,000 gold and silver pieces.

Only a week from her destination of Surat in India, Every caught up with this small treasure fleet. The sheer size must have made Every think twice, but, being the pirate he was, Every wasted no time in coming alongside the towering sides of the Gang-i-Sawai.

The Mogul vessel opened fire, her guns belching out fire and smoke. But, as soon as she had fired, one of her guns burst and chaos rippled throughout the huge ship. Every took this opportunity to let go a well-placed broadside that brought down the mainmast of the Indian ship, leaving her unmaneuverable in the open sea.

Soon, the cry and shout of pirates filled the sky. The Mogul vessel opened fire, but, as soon as she had fired, one of her guns burst and chaos rippled throughout the huge ship. Every took this opportunity to let go a well-placed broadside that brought down the mainmast of the Indian ship, leaving her unmaneuverable in the open sea.

Setting sail for the first time as a pirate, Roberts introduced his name to the world in a storm of fire and destruction as he devastated the Portuguese settlement of Princess Island where the pirate captain Howell Davis had been ambushed. It is curious to note that revenge for another pirate was Roberts' first act.

Roberts patrolled the Brazilian coast as well as the Caribbean and went as far north as the Newfoundland Banks. His exploits did not confine themselves only to stray merchant ships. Roberts attacked whole fleets of treasure laden vessels as well as fortified harbors. And, by the spring of 1721, Roberts had nearly brought the shipping lanes of the Caribbean to a premature closing.

Due to the grave threat that Roberts himself induced, the pirate captain decided to set sail for Africa, where, he hoped, the pickings would be more plentiful. However, Roberts was soon to find something more than easy merchant vessels waiting for him.

After months of plundering the Guinea coast, a pair of British men-of-war were sent to put a stop to Roberts but a score of pirates operating off the African coast. One of these ships, the HMS Swallow, under Captain Ogle, finally caught up with Roberts.

The Swallow had spent six frustrating months searching the West African coast for Roberts. Finally, however, Ogle arrived at the port of Wyldeham only a few days after Roberts had sailed away. He was close now, narrowing the gap. At early dawn, on 5 February 1722, Ogle brought the Swallow into a group of inlets and swamps. He was surprised to hear gunfire and quickly located Roberts and his small fleet of captured ships.

Continued on Page 44, Column 1
IN DEFENSE OF HISTORICAL VERITY or POOH ON YOU, TOO

By Jim Davis

Criticism of WAR AT SEA by realism advocates is nothing new, but Jim Davis' gripes goes beyond the basic simplicity of the game system to attack the research itself. As the developer for the game I can admit that much of what he says is true. Keep in mind, however, the conditions under which AH first published WAS. From the outset it was recognized and advertised as nothing more than a simple, fun game which could be sold at a very low price as an introductory level wargame to gain the newcomer a hopefully provocative taste of what simulation games were all about without drowning him in a sea of complexity. Thus, I looked the other way when the designer chose to include the Graf Zeppelin in his German fleet and allow Italian cruisers into the Atlantic. This was, after all, just a fast, little game that was fun to play. My work on it had to be squeezed in between issues of the GENERAL and development chores for CAESAR and the then just beginning SQUAD LEADER game. Checking the designer's research would have taken time which, in turn, would have delayed publication and increased the price of the game.

There seemed little point. It wasn't being offered as a dill-in-the-wood simulation anyway, and it was, with minor tinkering, an enjoyable game in its own right. Actually, this entire matter of checking into the accuracy of a designer's research has always been a sore point with me. If I have to verify his research, I might as well do it myself--in which case, why do I need him and his royalties? As a developer, I've always assumed my primary duty is to polish an already workable design—not to redesign it for the guy who pays for it. The fact that in practice I've usually been disappointed in this respect is more a commentary on the plight of game developers in this hobby vis à vis game designers, than it is germane to this article.

Suffice it to say that Mr. Davis' argument has merit. Furthermore, his "variant" isn't that far off-base. The new ship values which he proposes would not result in all that uneven a game if one takes his advice and eliminates the Graf Zeppelin while barring Italian cruisers from leaving the Med. You could do worse then entering his ship values on the backs of your counters and giving it a try. As for the main rhetorical question: we have no plans to issue an updated version of WAR AT SEA. Of course, I said that five years ago about THIRD REICH too.

If the number of proposed additions and modifications is any indication of fan interest, then WAR AT SEA must be the most interesting game ever conceived. However, there is also the possibility that the large number of variants is an indication that the fans think there are many deficiencies in the game that should, and could, be corrected. Opinions on just how much tempering should be done with a successful game system range in this case from Richard Bauer's proposal for "Tourneiment Level War at Sea" in Vol. 15, No. 5 to Kevin Duke's almost humorous intimation that you should accept and enjoy the game as it is, or Pooh on You (Vol. 16, No. 3). After giving my somewhat ignorant but nevertheless probably useless comments on this subject, I will proceed with the true purpose of this article. You guessed it—another variant, of sorts.

I, of course, take a safe middle course in this debate. I object to Mr. Bauer's complicated movement phase system for one broad, simple reason: it alters the basic game system. This is akin to rewriting THE RUSSIAN CAMPAIGN so that each battle is fought in the next room using PANZERBLITZ. If combination supergames make your toenails tingle, go ahead. But what you end up with is no longer THE RUSSIAN CAMPAIGN.

I object to Mr. Duke's AH is not to be questioned approach for exactly the opposite reason. He says that because the basic system works and is fun and interesting, the game is perfect. I will respond by once again hauling out and flogging the carcass of that oft-flogged but still-breathing nag, realism. A desire for realism in a game system is probably the main life-haunting longing that all wargamers have in common. After all, what is a simulation wargame supposed to simulate, if not reality?

Of course, some of us care less for historical accuracy than others. In a single paragraph of Mr. Duke's historical background information--where he gives the history of the Queen Elizabeth class—he says: 1) "all but Valiant were at Jutland" 2) they were "modernized into faster ships between the wars" 3) the Queen Elizabeth was "too far gone" to be raised and repaired after she was mined by Italian frogmen. In fact: 1) it was the Queen Elizabeth that missed Jutland because of a refit 2) three of the class (QE, Valiant, Warspite) were modernized in the late '30's, but were still 3/4 knot slower than when new 3) the QE was refloated and sent to the U.S. for repairs, and rejoined the Royal Navy in the middle of 1943. It is easy to see why Mr. Duke cares so little for historical accuracy in a wargame.

That line in the introduction to WAS about the game's being a simple introduction to wargaming sounds like a convenient dodge. The same disclaimer appears in the intro to the VITP rules, so I feel justified in discounting it in the present discussion. My topic is not the complexity of the game system, but the completeness of its components and rules within that system. The additional ships and few rules changes proposed for WAS do little to complicate the game or lengthen playing time except give the Allied player more ships to keep up with. I think, apparently in common with most of those who have written variants, that it is easy to increase the realism of WAS without changing the basic game at all. Look at what Richard Hamblen did with VITP. Except for the two-phase movement system (necessitated by the vast distances to be covered in the Pacific, and not even easily adaptable to the Atlantic, much less necessary), the basic game system is that of WAS. But we haven't seen a plethora of variants suggested for VITP, nor heard a chorus of grumblings about lack of realism. The game is exciting and interesting (i.e., fun), and realistic as far as the basic system allows. It is the general consensus that VITP is a much better game than WAS, and the only major difference is the degree of realism. I have no objection to the fact that battles are fought in WAS (as in VITP) between all the ships in a huge area during a 5-month turn. This is a necessary concession in a campaign-level game of this sort. However, it grows nettles under my tongue to see those Italian cruisers sail merrily past Gibraltar on any sunny Sunday afternoon they choose. Why is this rule in the game? Not only does it not help the balance of the game, it tends to increase the imbalance in favor of the Axis. In Victory at Sea, the Japanese aren't allowed to pass through the Panama Canal and bombard Pensacola just because they control the Hawaiian Islands for one turn. Why is the Graf Zeppelin included in WAS, while dozens of ships which actually took part in the war in the Atlantic are not included? No one has had to write a variant to VITP including the Dutch or Australian navies, because they are already there. If realism is good enough for VITP, and is even a strong asset, why not WAS?

My purpose here is not to lambast the developers of WAS. (After all, who do I suppose is responsible for deciding whether or not this article gets published?) I wish, rather, to suggest that there is room for improvement in WAS, even given the basic concessions that are necessary for it, as there are concessions necessary for any wargame system. I think that is what we "realism hounds" look for in a wargame, as opposed to a simulation—the maximum amount of realism within the confines of a given framework. We don't care how unrealistic the victory conditions for a scenario in SQUAD LEADER, as long as they realistically reflect the relative, proportionate capabilities of the opposing forces. Inverted, and translated to WAS, this same idea comes out as "set the game up as realistically as possible, give the Allies the 70 or 80 ships they actually had, and make up for the imbalance with...
the victory conditions," i.e., with the POC. Once you include the French navy and the Black Sea, restrict the Italians to the Mediterranean, etc., the game is not much more complicated or time-consuming, and, to me at least, is considerably more fun. This, to me, is Richard Hamblen’s great achievement in VITP—realism to the max, given the limits of the system he had chosen.

Incidentally, even with all this, I still don’t think it’s a very realistic system, but the alternative (Rising Sun?) is about to turn some of the best minds in the business into seabornt sludge, so I’m content. This brings me to the defense for demanding more realism in WAS. It is the only campaign-level Battle-of-the-Atlantic game. We have every right to ask that it be at least as realistic as VITP. After all, how long do you suppose it will be before we see the Atlantic version of RISING SUN? How about it, AH, would a revised, more realistic WAS ‘81 lose you that much money?

ABOUT THOSE SHIP VALUES

My last area of discontent with the realism in WAS, the only one not yet covered by a variant, is the assignment of combat values to the ship counters. If you realize this is an area that is, and must be, considered taboo to tamper with. After all, once the edicts of the Great Wargame Makers in the sky, or in Baltimore, are questioned, then the unit values are open to argument by any neanderthal with the price of a game, and chaos reigns. This is why I offer detailed evidence to back my case.

At the beginning of his article, Kevin Duke said that a major attraction of WAS is that the counters you control represent many famous ships. I agree. I’ve spent many an hour, in my den, looking out from the flagbridge of a majestic warship. This just makes it all the more maddening when an opponent’s flagship runs rings around mine just because someone assigned it a speed factor of 7, when in reality my ship was faster.

Of the three ship values, the gunnery factor (Gf) is the most objective and therefore the most easily evaluated. Speed factors (SF) are a little trickier because of the many speed figures available on the ships (design speed, trial speed, full load trial speed, etc., ad nauseam), and because changing the speed of a whole class of ships could strongly affect the outcome of the game. The defensive value is less subjective, and subject to many valid considerations, that I will not mention it again.

THE GUNNERY FACTOR

A single gunnery factor has been questioned before (by Kurt Kimball, “Realistic Victory at Sea,” Vol. 15, No. 6) in an excellent article, but only rather tentatively. I have more. Unlike Kimball’s, my purpose is to nit-pick.

In his designer’s feature article on VITP, Richard Hamblen set forth the criteria for Gfs, which he says are the same as in WAS. They are:

<table>
<thead>
<tr>
<th>GUNNERY FACTOR</th>
<th>MAIN ARMAMENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>9 × 1.8” guns</td>
</tr>
<tr>
<td>5</td>
<td>4 or more 14” or 15” guns</td>
</tr>
<tr>
<td>4</td>
<td>3 × 15”/4.5” or 12”/4.5” or 9”/11”</td>
</tr>
<tr>
<td>3</td>
<td>2 × 15”</td>
</tr>
<tr>
<td>2</td>
<td>15”/3” guns or special cases</td>
</tr>
</tbody>
</table>

Thus it is plain for all to see that Mr. Kimball was totally justified in objecting to the old Italian battleships’ (10 × 12.6” guns) being given a Gf of 4. They don’t have 14” or 15” guns, and plainly should be 3s. I found not one GF discrepancy in VITP. However, WAS is another matter, mostly the counters added in a variant—ironically enough, since these variants were added mainly in the name of realism. Among the transgressors are the above-mentioned Italian BBs. The other problem area is the French navy, suggested in a variant article by Dr. Joseph Connolly (Vol. 14, No. 3). To begin with, the Richelieu had 8 × 15” guns and should clearly be demoted to a 4 from that optimistic 5. Her sister ship, Jean Bart, was forced to sail before being completed, with only four of her 15” guns installed. Half the firepower of a 4 makes her a 2; also, she can’t be a 3 because that category is plainly reserved for ships with at least six 15” guns. Sorry, Jean. Next come the Dunkerque and Strasbourg, which are assigned a Gf of 4. Each of these ships carried 8 × 13” guns, thus not qualifying for a 4 (again, no 14” or 15” guns), but fitting in nicely with the 3s. Finally, the Ocean was a demilitarized training ship and should no more be included in the game than Utah or Iron Duke. Incidentally, the correct spelling is Courbet, with only one “r”.

THE SPEED FACTOR

In the same article on VITP, Richard Hamblen lists the criteria for the speed factors in that game as follows: “Speed factors are assigned as in WAS, except that the factors represent marginally greater speeds in VITP because of the greater distances that had to be covered in the Pacific.”

<table>
<thead>
<tr>
<th>SPEED FACTOR</th>
<th>ACTUAL SPEED</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>34.5 knots</td>
</tr>
<tr>
<td>7</td>
<td>32.5 knots</td>
</tr>
<tr>
<td>6</td>
<td>30 knots</td>
</tr>
<tr>
<td>5</td>
<td>27.5 knots</td>
</tr>
<tr>
<td>4</td>
<td>25 knots</td>
</tr>
<tr>
<td>3</td>
<td>21 knots</td>
</tr>
</tbody>
</table>

I take this to mean that a ship had to be able to reach 34.5 knots in order to be assigned a SF of 8. The bit about “marginally greater speed,” I take to mean that to earn an 8 in VITP, the ship had to reach only, say, 34 knots, a “marginal” margin of 1/4 of the 25% of the difference in factors is a pretty hefty margin, or even 33.5 knots (50% margin), which is apparently the case, because, for example, Graf Zep­pelin would probably never have reached 34 knots, even on trials, but is given a SF of 8. I’ll be generous. Therefore:

<table>
<thead>
<tr>
<th>SPEED TABLE</th>
<th>ACTUAL SPEED</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>33.5 knots</td>
</tr>
<tr>
<td>7</td>
<td>31.5 knots</td>
</tr>
<tr>
<td>6</td>
<td>29 knots</td>
</tr>
<tr>
<td>5</td>
<td>26.5 knots</td>
</tr>
<tr>
<td>4</td>
<td>24 knots</td>
</tr>
<tr>
<td>3</td>
<td>21 knots</td>
</tr>
</tbody>
</table>

As I stated above, the major difficulty in assigning the SF is deciding which speed figure, of all the available figures, is the closest available for any given ship. For example, a ship’s design speed might be 33 knots. On speed trials, however, the ship could be timed at 28.5 knots, and that could not be sustained. Hence, the design was changed, the armor doubled, and the design speed dropped to 32 knots. In 1920 she reached 32.07 knots, still enough for a 7 if you’re going by trials speeds. However, by 1940 the ship was originally supposed to be retired the Hood had gone twenty years without a major rebuild. Her machinery was literally falling apart. On top of that, over the years 1900-3000 tons of new equipment had been added topside. Maximum speed was 28.5 knots, and that could not be sustained. In the engagement with the Bismarck, the Prince of Wales had to keep its speed down to the Hood’s maximum. A quick look at the speed chart shows that this 28-knot maximum sustained speed does not even earn a Hood’s SF of 6, much less 7. So Hood is a 4-4-5. “What!” you cry. “Outrageous!” you scoff. “Take away a key piece in my Allied strategy for WAS!” My reply is simple: why base the counters

REVISED COUNTER VALUES—WAS, VITP, AND VAS

<table>
<thead>
<tr>
<th>BRITISH</th>
<th>ITALIAN</th>
<th>AMERICAN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hood 4-4-5</td>
<td>Giulio Cesare 3-3-5</td>
<td>Independence 0-2-6</td>
</tr>
<tr>
<td>Repulse 4-4-5</td>
<td>Conte di Cavour 3-3-5</td>
<td>Princeton 0-2-6</td>
</tr>
<tr>
<td>Prince of Wales 4-4-5</td>
<td>Andrea Doria 3-3-5</td>
<td>Belleau Wood 0-2-6</td>
</tr>
<tr>
<td>King George V 4-4-5</td>
<td>Carlo Alberto 3-3-5</td>
<td>Cowpens 0-2-6</td>
</tr>
<tr>
<td>Duke of York 4-4-5</td>
<td>Courbet, Jean 3-3-5</td>
<td>調べます</td>
</tr>
<tr>
<td>Anson 4-4-5</td>
<td>Courageous 1-0-5</td>
<td>調べます</td>
</tr>
<tr>
<td>Howe 4-4-5</td>
<td>Glorious 1-0-5</td>
<td>調べます</td>
</tr>
<tr>
<td>Malaya 4-4-5</td>
<td>Eagle 1-2-3</td>
<td>調べます</td>
</tr>
<tr>
<td>Barham 4-4-5</td>
<td>Illustrious 0-2-6</td>
<td>調べます</td>
</tr>
</tbody>
</table>

"Hurray for the shipbuilders!” you say? Not necessarily. Speed trials are run when a ship is brand new, the machinery in tip-top shape, the sea calm, the hull clean, and the ship at lightest possible displacement (no provisions, no ammo, just enough fuel to run the trials, etc.). One country even ran some trials before the turbines were installed, cutting as much as 20% off the ship's displacements! As a general rule of thumb, British and German warships would just reach or barely exceed (by 1/2 knot or so) their design speed on trials, while American, Italian, and Japanese ships would regularly exceed their design speeds by 1-1/2 knots or more when or trials. But it is a mistake to base a ship’s SF on trial speeds. By the time the ships were fully loaded and ready for battle, the trial speed was nothing more than a number on a sheet of paper. Again, as a general rule of thumb, British, German, and Italian ships (with the notable exceptions the King George V class and Bismarck) tended to fall short of their design speeds once they were fully loaded, while an American or Japanese ship's design speed was much too much the top speed it could be expected to sustain under combat conditions. For example, the Etobicoque class were designed for 33 knots, and they could sustain 33 knots at full load for hours. On the other hand, the Littorio was designed for 30 knots, had a trial speed of 31.4 knots, but under battle conditions was hard-pressed to reach 29 knots for even a minute or two.

Confusing, you say? Yes, and unnecessarily so. For the purposes of a wargame, as for the purposes of the real thing, there is only one speed figure that matters—the actual speed that a ship could sustain at full load under battle conditions at the time it was fighting, what the British call “seagoing speed.” To illustrate, I’ll launch right in with what may be my most cursed and derided speed-change proposal, the Hood. The “Mighty ‘ood” was designed in 1915 as a 33-knot battlecruiser, that being at the time an unbelievable speed for a capital ship, and plenty of speed to earn her a SF of 7 in WAS. However, after the Battle of Jutland, in which three British battlecruisers exploded and sank in minutes (sound familiar?), the design was changed, the armor doubled, and the design speed dropped to 28.5 knots. In 1920 she reached 32.07 knots, still enough for a 7 if you’re going by trials speeds. However, by 1940 the ship was originally supposed to be retired the Hood had gone twenty years without a major rebuild. Her machinery was literally falling apart. On top of that, over the years 1900-3000 tons of new equipment had been added topside. Maximum speed was 28.5 knots, and that could not be sustained. In the engagement with the Bismarck, the Prince of Wales had to keep its speed down to the Hood’s maximum. A quick look at the speed chart shows that this 28-knot maximum sustained speed does not even earn a Hood’s SF of 6, much less 7. So Hood is a 4-4-5. “What!” you cry. “Outrageous!” you scoff. “Take away a key piece in my Allied strategy for WAS!” My reply is simple: why base the counters...
on real ships at all, if you are not going to show the ships' true capabilities? If you want totally abstract playing pieces, play chess.

While I have my heel on the British, I'll grind a little longer. The Renown and Repulse were three years older than Hood and their design speed was a full knot slower than Hood's. Renown underwent a complete rebuilding in 1939-40, and emerged with a seagoing speed of just under 30 knots—she can keep her SF of 6. Repulse, however, was not rebuilt. At the time of her historic but ignominious demise, she could not, by hook or crook, exceed 28 knots, much less 30. Repulse: 3-3-5

Let's face it, although the Royal Navy, our ship designers did not place a premium on speed. Which brings us to the King George V class. I have said, these were among the few British ships whose seagoing speed exceeded their design speed. That design speed, however, was only 27.5 knots, the slowest of any battleship designed and built after 1922, with the exception of the Yamato-class behemoths (27 knots). Even on trials, only two of the class reached 29 knots. Seagoing speeds ranged from 28—28.5 knots. Prince of Wales, Duke of York, King George V, Anson, Howe: 4-5-3

Last British battleships under the gun—from me, at least—were Queen Elizabeth class. This should surprise no one. After all, these ships fought at Jutland. But, as I mentioned above, three of the five (QE, Valiant, Warspite) were rebuilt in the early years of the war and were fairly well able to sustain their design speed. Malay and Burma were not rebuilt, and battleships never exceeded 21 knots in 1940. Malay, Burma: 4-4-3

Most of the older British carriers were converted from battleships or battlecruisers which were designed during, or even before, World War I, so they share the same problem as the old battleships—no speed. Courageous, Glorious: 1-0-5. By 1939, neither could exceed 28 knots.

Eagle: 1-2-3 Actually, by the time the war started, Eagle was incapable of even the 21 knots required for a SF of 3. But it seems cruel and unusual punishment to condemn a ship to the virtual immobility of 6 knots.

Design speed was 25.5 knots, but they never did better than 22.5. Literally, if the SF to 3 will also reflect their frequent breakdowns; all during 1942 and '43 they operated together as a carrier squadron, but during this time they did not fight together in a single operation. One or the other always had to turn back because of engine trouble

Juno, Hijo: 1-2-3

Last, but far from least, I come to the Americans. The only problem here (besides the American cruisers in WAS, which were corrected in VITP) is the Independence class of light carriers. Facing a dire shortage of carriers in 1942, the U.S. Navy had to fill the gap before the new fleet carriers were ready, so they converted nine light cruisers then under construction. The conversions kept the machinery of the 33-knot cruisers, but increased the tonnage by 40%. The best seagoing speed of any of the six was 31.5 knots. With a full knot short of the 32.5 needed for a SF of 7 in VITP, Independence, Princeton, Beltsville Wood, Cowpen, Monterey, Bataan, Cabot, Langley II, and San Jacinto: 0-2-6

SUMMARY

If you don't care to make use of the above proposals, it will be nothing new. I have never run into a W.A.S opponent who uses more than one or two of the rules proposed in earlier variant articles. And do you think the likes of Don Greenwood and Co. are going to throw away long years of proven W.A.S strategies? Surely not!

It could be argued that the net effect of my combat factor changes is to increase the imbalance of the game in favor of the Axis, because most of what I did shucked the Royal Navy. This is true, except that these factor changes should be only one part of a large overall reassessment of W.A.S. Along with these changes, a go-ad and standardization of the numerous valuable rules proposed in earlier variants, many of which rules dealt with depriving the Axis of artificial advantages they are now granted, such as free and unhindered use of the English Channel, the complete absence of a large portion of the Royal Navy, etc. I repeat my plea for a new and improved W.A.S. It is the only campaign-level Battle of the Atlantic game on the market; we the gaming public deserve the best possible game. But more importantly, it is basically a very good game, but is seriously marred by unnecessary lack of realism. The game itself deserves these improvements. W.A.S '81, where are you?

THE AVALON HILL GENERAL & COMPANY INDEX

After dozens of requests for it, we've finally compiled an index for THE GENERAL. But what an index! Virtually everything that has appeared in the first 16 volumes of THE GENERAL is referenced and cross referenced ad infinitum.

The main subject matter is, of course, a chronological listing of gaming articles by subject matter with specific author, volume, and page references. There is, however, much more including indices for contests, RBGs, philosophies, etc. Here is a complete listing of Avalon Hill titles in the order of their publication, complete with design/development credit and miscellaneous information.

This 20 page, 8½ x 11” booklet is yours for $4.50 plus the usual postage charges direct from Avalon Hill at 4517 Harford Rd., Baltimore, MD 21214. Maryland residents please add 5% state sales tax.
GETTING THE LEAD OUT
or CRESCENDO OF IRONY—A Humorous Look at the Men Behind the Counters
by Steve Powlesland

To many casual players of SQUAD LEADER (if there is such a thing as a casual SL player) Steve Powlesland's punch lines may seem too real to be humorous. Despite the basic simplicity of the SL game system, the depth of the detail portrayed in its never ending series of gamettes and accompanying rulebooks is more than the uninitiated can comprehend. By you a veteran SL grognard or a relative neophyte you should find a few genuine knee slappers in the satire which follows.

The infantry squad is strung out along a gully among the trees, waiting for an order to move out into the open. No one looks forward to that order, but everyone expected it. Their objective, a two-ethnic krauts who manned the weapon are obviously alert and jumpy. The shredded sparrow carcass on the road is merely one illustration of that. Not bad shooting for krauts. Probably a 9-1, maybe even a 9-2 leader up there.

The Sarge peers over the gully edge at the building and grinds his teeth even tighter on the stub of the cigar hanging from his mouth. None of the boys in his squad could remember the elephant ever being hit. It is the same one the Sarge was chewing on when they hit the beach at Normandy. The Irish noncom, Corporal Radio O'Really, swore the Sarge never took his eye off, even in the sack.

"Get on up here, Meatball," the Sarge growls.
"Jussaminute," replies Private R. "Meatball" Andy Spaghetti, the squad's obligatory citizen of Italian extraction. According to rule 358.26, having an Italian in an American squad was necessary to justify an 8-0 leader. Spaghetti had no scruples about rubbing this in—"My uncle is da personal undertaker for da Senator from New Jersey" is how he jokingly explained this bizarre rule to his buddies. For the Sarge he only had a special swagger. The Sarge threatened to kill Meatball at least once a week, but could never get better than a "10" on the "Is Anybody Looking" Table.

"Whatdoyawant, Sarge?" Spaghetti asks, after finishing his naturecall on a nearby tree, and flopping down beside the Sarge. He adds a sneer and fixes his dark eyes on the squad leader.

The Sarge ignores the provocations. Instead he points at the building. "We gotta knock out that jerry nest," he says. "We know where it is, but we don't know what else might be hiding around that building. I need a scout—someone real slippery—to work his way over and see if there's anything on the first floor."

"What are ya talking about?" Spaghetti replies, with some heat. "Ain't ya seen da way dose guys are shootin'? I mean, didja see what dey did to that bird?"

"Yeah, I..."

"Well, didja see the way they harvested that wheatfield over there?"

"Yeah, I..."

"Well, how about the way they carved their initials in that tree over there—with bullets?"

"So what?"

"So what?" Spaghetti repeats, almost screaming. "I think they got Rommel himself in dere... at least a 10-3, directing fire. Anyone setting foot on that fork in the road is going to be taking both directions at once."

"You aren't scared, are you, Meatball?" the Sarge taunts.

"Whatdayamean, scared? I just don't think you'll get a low enough roll for a scout. Still, what makes you think anything is over there besides the machine gun?"

"Are you blind as well as yellow?" The Sarge nods toward the building. "Can't you see that big question mark sitting in the first floor?"

"Probably a dummy."

"You would know," the Sarge observes. "Why would the krauts be using one of those for a dummy, here? I think it's hiding something."

"Oh yeah. Then who better than you to go find it for us?" the Sarge suggests. "Go back to your tree, Meatball. "By the way," he calls as Spaghetti slithers away, "I saw what you were doing to that tree. Don't you know a private ain't allowed to do that unless he rolls doubles first?"

"You can't intimidate me, Sarge. I know the rules. I can do that any time I want, on a tree or the side of a building. I gota roll doubles only if I want to do it in an entrenchment or a bunker."

"All right, you foxhole lawyer. I was just testing you. Now, get outta my sight. Hey, O'Really!"

"Yo, Sarge."

"Come over here."

Corporal O'Really is the philosopher of the squad. Everyone knew that when the war was over he would either become a famous writer or take over his father's butcher shop in Boston. To O'Really, it was the same thing either way. The skinny, red-haired noncom eversides alongside the Sarge. "What is it?"

"Listen, O'Really... we've got to find some way into that building, without getting the squad routed back to Dover."

O'Really shakes his head. "Tough. Anyone moving open across the road would be broken if the krauts just spit in the right direction. What do you think about going in under a smoke cover?"

"Smoke? Do you think this squad is a bunch of assault engineers? Who's got smoke?"

O'Really shrugs. "Maybe the lieutenant does."

The Sarge stifles a guffaw and glances back at Lt. Cart Bored, the nominal platoon leader, who is absorbed at the moment in playing with his radio. Ever since Cherbourg, the lieutenant has been promising the boys in his platoon that he had personal influence with a 105mm artillery battery. But somehow he'd never been able to get through to them on his radio.

The Sarge shakes his head. "I don't think the lieutenant has any smoke." Unless it's between his ears, he adds to himself. A 6-1 leader if I ever saw one. Wouldn't allow him in a tobacco shop, much less let him carry smoke grenades.

"What are we going to do then?" the corporal asks. "You aren't thinking of a direct assault, are you?"

The Sarge chomps down on his cigar. "Maybe. Get Beerstein up here, will ya."

In a couple of minutes, the Sarge and the corporal are joined by Private Holden A. Beerstein, a man of unusual talents. Beerstein had gotten into the squad after regulations adopted by the Equal Employment Opportunity Commission, upheld in a recent court decision, had specified that a mixed ethnic squad would be permitted to raise its morale level by one. Spaghetti had been heard to proclaim that the morale level dropped by two at the same time. But no one suggested they fight government regulations along with the krauts.
Nor did anyone argue about the fact that Bernstein added a dimension to the squad which was indiscernible in modern warfare: he was fast at calculating probabilities.

"Hey, Beerstein," the Sarge began, "tell me what our chances are of getting into that building by taking that hedgerow over to the stone wall, then going in through the backdoor."

Beerstein pursed his lips for a few seconds to examine this suggested route. "Are you talking about a forced march," he asks in his Arizona drawl.

"If necessary, why not?"

"Are you trying to close combat that machine gun nest on this move?"

"Yeah. That's the whole idea."

"Are we bypassing the wire over there?"

"Gotta."

"Any Artillery, AFVs, or other diversions?"

"Not that I know of."

Beerstein shakes his head.

"What are the odds?" Sarge demands.

"Well ... you better make sure everyone in the squad has got their insurance coverage in good shape before we go." "That bad, huh?" the corporal asks.

Beerstein grabs his bayonet and begins drawing figures in the dirt. The first set he labels "Table One," the second "Table Two," and the third "Table Three." "As you can see from these tables," he explains, "the odds depend on the type of leader up there. It might be a 4-0, or a 9-1, or a 2-1. I figure the probability of the squad surviving through close combat are as high as 8%.

"How bad can it get?"

Beerstein points to the lower right corner of his chart. "Somewhere around the square root of Pi, I would say."

The Sarge shakes his head now. "You're right.

It does not look good."

"Can I help?"

The Sarge grimaces as Lt. Bored comes across the gully to join them.

"The boys and I have been trying to figure how we can get into the building on the other side of the road," the Sarge explains. "You got any ideas?"

The lieutenant proves to be crafty and suggests a new route. The Sarge glances at O'Really and Beerstein, the other half of the squad. Bored had been the perfect candidate for frontal officer training. He was quick to admit his lack of experience with actual combat when he got this assignment, but he argued that his encyclopedic knowledge of the rules was more than compensatory. On the Normandy beachhead, he had a chance to display this learning when—pointing out that German tanks were more vulnerable from the rear—he attempted to sneak up behind a Tiger tank while it was not looking. Unfortunately, the driver had occasion to shift into reverse, and the lieutenant barely escaped being turned into a Belgian waffle on the French landscape. A little later, during the siege of Cherbourg, the platoon ran into a sniper. The Sarge gave his cigar a particularly vicious pull and stared. "Now I'm going to be a #%@&$@! 8-0 squad leader for the rest of my life."
**INTRODUCTION:** Nicky Palmer

**THIRD REICH**

**ALLIES:** (1939-40) BRITAIN: Nicky Palmer
FRANCE: Mike Nicholas
(1941-45) Richard Wein

**ITALY**

**FRANCE:** Mike Nicholas

**USA:** Richard Wein

**GERMANY**

**ITALY**

**ALLIED FALL 1943**

**Axis Fall 1943**

The German response to my landing at Calais was enormous. I have abandoned the 1st Armored to its fate and pulled my aircraft back out of range. I cannot afford to lose them. Putting 18AB in The Hague has turned out to be a mistake. I was forced to take an offensive in order to extricate it before I put some Panzers adjacent and trapped it.

With Axis attention focused on the West, the Russians have been given an opportunity to make a great breakthrough. The German army in Russia is disintegrating, and he will find it hard to construct a new line of defense until I get a lot closer to Germany. My biggest problem will be moving the infantry forward fast enough. I have avoided leaving units next to his isolated troops where possible to prevent these from attacking.

**Fall 1943 Builds/RE**

<table>
<thead>
<tr>
<th>GERMANY</th>
<th>ITALY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry (3): 2 x Hamburg, 3 Rumanian Kishinev, Bulgarian X33</td>
<td>Infantry (1): &quot;Libra&quot; Taranto</td>
</tr>
<tr>
<td>Replacement (2): K30</td>
<td>Replacement (1): DD2</td>
</tr>
<tr>
<td>Air factors (5): 5 in Konigsberg, (J36) Graz, Essen, 1 in Aachen, 1 Hungarian in Budapest, 1 Bulgarian in Flodin</td>
<td>Paratroops (6): Folgore Trieste</td>
</tr>
<tr>
<td>TOTAL EXPENDITURE: 26 (builds) + 15 (offensive) - 40, leaving 24</td>
<td>TOTAL EXPENDITURE: 16 (builds), leaving 24</td>
</tr>
</tbody>
</table>

**BRITAIN**

| Armor (8): 13 Manchester |
| Infantry (6): 57 Czech |
| Infantry (2): 10 B24, 548 |
| Infantry (3): 27 R42, 5 148 |
| Replacement (1): 0022 |
| Partisan (2): Kiev |
| Air factors (3): 2 at Makep |
| TOTAL EXPENDITURE: 26 (builds) + 15 (offensive) - 41, leaving 40 after arrival of 40 gifts |
| SRs: airbases (D58 and O51) to K47 and 150, 1P to 150, 5-4 (Makep) to K47, 62 to 149, 64 to K47 |

**USA**

| Infantry (5): 5 and 21 USA, Loan 39 BRPs to Britain |
| TOTAL EXPENDITURE: 6 (builds) + 15 (offensive) - 39 (loss) - 60, leaving 15 |
| SRs: 5 to 125, 21 to 121, fleet (USA) to Portsmouth, 27th to Beirut, 19 to Port Said, 6 to Alexandria, 65 to Suez |
| TOTAL ALLIED BRPs LEFT: 112 |

**Axis Winter 1943**

Moving Folgore to Cyprus has had a disappointing response, and he has continued to advance everywhere, pushing across into Italy from Sicily. So I have withdrawn Folgore to Naples.

In Russia I have been totally routed. The Russian armor has broken through everywhere; he has captured Kharkov and is adjacent to Moscow. The only friend I have is the poor Soviet SR capacity: however, against that, he can build infantry in his...
front line, so I must avoid destroying Russian infantry and hope for poor attrition results in terms of counters lost. The Americans have gone home thank goodness; they gave me quite a scare.

In Italy my strategy is to hold the third line strongly at the expense of the first and second. The reason for this is that naval units cannot shore bomb in aid of an exploitation attack and I am very frightened by the power of the Royal Navy. I am holding Salerno (AA23) more strongly than the other hexes because I do not want him to land on the beach and place a bridgehead. Attrition is a powerful weapon in Italy and I don’t want Allied BHs spoiling my chances. This is also the reason for risking a flawed one for a while.

In the wake of the American raid I have started to take the defense of France much more seriously. The invasion could come at any time. I am absolutely determined to prevent him landing at Calais: once ashore I cannot prevent the Americans advancing, only hold them to two or three hexes per turn. Therefore I desperately need space, and hope to channel his landing into Bordeaux or Brittany, thereby gaining myself some ground to trade for time.

Only now has Germany built her spare two fleets: they could help me supplement SR by transporting the 1-3s east.

Axis Winter 1943: The German line in Russia has ceased to exist. Apart from a line of Finns from Volgoda to Kalinin, and a rudimentary infantry defense between Kiev Dneprpetrovsk and the Black Sea, the center is wide open, with just an armored garrison in Smolensk, Moscow and Ka6. Only the lack of Soviet SR can slow the Russian advance. The German forces in the east have been completely isolated.

In the west, the Germans recapture Calais and the Hague, and are once more the masters of the Atlantic coastline.

In Italy, Celere and Alpini move to hold Salerno (AA23), but no counterattack is made on the British. Folgore returns to Naples. Germany builds her last two fleets.

Allied Winter 1943

The German positions on the Southern Dnepr look unassailable at present, so the Soviet offensive has had to be restricted to the North. I would really prefer to advance towards the Balkans in order to eventually eliminate the Minor Allies, but the Axis is still strong enough to make impregnable any single area it chooses to defend. I am forced to attack wherever he is weakest. Since I cannot encircle many units, I have made a single thrust as far west as possible, taking Vitesebsk and Also surrounding Smolensk. I made two 1-2 attacks, expecting to lose some infantry which I could then rebuild further west, and suffered no losses at all. In order to give sufficient cover to my front line I have had to leave two air units at Orel in danger of counterattack. To take advantage of the opportunity he would have to place his last airbase on the board.

My airdop in Albania should cause him some problems. Next turn I could transport units into the port and perhaps conquer Yugoslav or Bulgaria, thus opening up a whole new front. It would be easier to make progress there than in Italy, where the front is too narrow for effective attacks.

At this stage of the game, it is not so important to keep my base levels intact. I have left the USA without a BRP reserve to take SW losses. However, the British base level must not be allowed to fall too low or else my BRP expenditure per turn might be severely restricted.

Allied Winter 1943: The Russians continue their astonishing rate of advance, recapturing Moscow just in time for the Year/Start, and exploiting as far west as Vitesebsk and the Soviet border with the Baltic States. Smolensk is isolated and by-passed, but the German infantry defense between Dneprpetrovsk and the Crimea holds. Dneprpetrovsk has become the hinge around which the entire Soviet advance is wheeling.

In the Mediterranean, the British advance two hexes up the Italian toe, bringing them adjacent to Taranto and Salerno (AA23). British parachute and paratroop threat, compelling an Allied advance through neutral Yugoslavia. The British do not bother to move against Tunisia, but a 1-3 lands at Casablanca.

In Britain, the Americans wait. USA lends 15 BRPs to Britain, reducing the US treasury to zero.

1943 WINTER BUILDS/REPLACEMENTS

**Germany**

<table>
<thead>
<tr>
<th>Unit</th>
<th>Cost</th>
<th>Source</th>
</tr>
</thead>
<tbody>
<tr>
<td>Army</td>
<td>15</td>
<td>Moscow, Livorno</td>
</tr>
<tr>
<td>Infantry</td>
<td>14</td>
<td>Moscow, Livorno</td>
</tr>
<tr>
<td>Armor</td>
<td>10</td>
<td>Moscow, Livorno</td>
</tr>
<tr>
<td>Air</td>
<td>8</td>
<td>Moscow, Livorno</td>
</tr>
<tr>
<td>Naval</td>
<td>5</td>
<td>Moscow, Livorno</td>
</tr>
</tbody>
</table>

**US**

<table>
<thead>
<tr>
<th>Unit</th>
<th>Cost</th>
<th>Source</th>
</tr>
</thead>
<tbody>
<tr>
<td>Army</td>
<td>15</td>
<td>Moscow, Livorno</td>
</tr>
<tr>
<td>Infantry</td>
<td>14</td>
<td>Moscow, Livorno</td>
</tr>
<tr>
<td>Armor</td>
<td>10</td>
<td>Moscow, Livorno</td>
</tr>
<tr>
<td>Air</td>
<td>8</td>
<td>Moscow, Livorno</td>
</tr>
<tr>
<td>Naval</td>
<td>5</td>
<td>Moscow, Livorno</td>
</tr>
</tbody>
</table>

**Total BRPs Left**: 139

**Total BRPs in 1944**: 141

**Conquests**: Austria, Persia, Turkestan, Iraq, Syria, Italy, Yugoslavia, France, Belgium, Luxembourg, Denmark, Norway, Finland, Estonia, Latvia, Lithuania, Greece, Crete, Libya, Tunisia, the Balkans.

**USA**: They are currently in the process of building a new base in the eastern Mediterranean, with the aim of transporting units to the USSR and bolstering the Soviet offensive.

**Germany**: Their strategy is to hold the front line as far east as possible, taking Vitebsk and also surrounding Smolensk.

**Total BRPs Left**: 63

**Total BRPs in 1944**: 70

**Conquests**: Austria, Persia, Turkestan, Iraq, Syria, Italy, Yugoslavia, France, Belgium, Luxembourg, Denmark, Norway, Finland, Estonia, Latvia, Lithuania, Greece, Crete, Libya, Tunisia, the Balkans.

**Notes**: The Axis are currently in the process of building a new base in the eastern Mediterranean, with the aim of transporting units to the USSR and bolstering the Soviet offensive.

1944 Year/Start: Remembering that the British can no longer lend BRPs to the Americans, the Germans are attacking the US economy with its superior growth rate in a desperate attempt to retain the initiative right through to the end of the game; double move now would probably lose the game for the Axis.

Axis Spring 1944

I’ve been pussy-footing around too long! Who says I’ve lost this game? German armor still rules supreme, and now that the Baltic is a German lake I can use Leningrad as a really powerful threat to his rear. By advancing his armor to the Russian border with the Baltic States, he will be asking to have his neck cut off so I have obliged. His armor at the front cannot exploit now, and the paratroops in Moscow cannot drop.

There has been a minor disaster in the Mediterranean. The Allied capture of the Albanian port with a paratroop attack was a very good move. I have spent a lot of time examining possible Yugoslav defenses against an Allied attack and found none which was secure. I therefore attacked them myself in order to SR powerful German units to the Yugoslav/Albanian frontier. Thank goodness Greece is still neutral! I view an Allied invasion into the Balkans with alarm: holding such a wide front would dissipate my forces and leave the Mediterranean area very vulnerable. I am willing to lose some ground in Italy in order to defeat this menace. I must also protect Greece from an Allied invasion.

Why hasn’t he landed in France? Mind you, I am not complaining . . .!

I got real pleasure from the Strategic Warfare results: it’s not often one gets the chance to reduce the mighty US dollar by 90 BRPs! He doesn’t seem to have appreciated my strategy. Since the USA has lent BRPs to Britain, the British cannot support the US Treasury, so his base is very vulnerable. I am hoping to bankrupt America, just prevent an Allied double move. I have also announced movement into the Murmansk Convoy Box to discourage the Allies from trying the Arctic route; in fact it is only one U-boat, and I doubt he’ll be fooled!

This turn I built my last airbase: saving it for so long maintained a useful threat which will be missed.

The Westwall forts appear this turn, always a great relief. And what a humorous move: landing the Maltese 1-3 at Casablanca—with no opposition it should reach Tunis in Spring 1945!

Axis Spring 1944: The Germans counterattack in the east, aided by the transport of three armored units through Leningrad. These cut off the Russian spearhead at Vitebsk, advance to the outskirts of Moscow (preventing a Soviet paratroop unit from dropping), and resupply Smolensk (the north-east of Smolensk remained in German control, so it is not the Baltic) which they are planning to move to. While a weak armored line tries to hold the Russian hordes back, Axis infantry is beginning to regroup along the line of the Dnieper.

Alarmed at the ease with which an Allied attack on neutral Yugoslavia could swamp that country now that they control the Albanian port, the Axis launch a pre-emptive strike, knock out Yugoslavia and redeploy defensively along the Albanian/Yugoslav border. The only neutral countries now remaining are Spain, Portugal, Turkey, and Greece.

The Italians move a fleet to Corsica as a defensive measure. This turn, the last German airbase was built (at L40) in order to counterair Orel. One U-boat moves into the Murmansk Convoy Box, as usual making a lot of noise in the hope of being mistaken for a larger formation. Due to isolation six Soviet armored units are threatened with loss of exploitation capability in their turn.
Forced to leave Bucharest, W26, DAK to Naples, unused the armor. 53, leaving (Gibraltar) supply Z Can, 12, WDF, SGCM. IAB = 91, 0:24 to stay. Paratroops seize Cherbourg. The paratroop attack on the second line, the British capture partisans appear between Brittany and Vichy. clearing Brittany and 020 on exploitation. French handed! British decide not to contest Albania, and Americans lose six air factors in an exchange while lure Taranto, and advance on exploitation to capture the Foggia peninsula (Y25). 1 BEF invades Albania: I was very frightened by that threat. What really worries me now is that he will combine his powerful air force with his massive naval superiority to crawl slowly but irrecoverably eastwards along the coast. If only the Westwall reached the coast! This is why I am holding the coastline near Paris so strongly. I am hoping he will waste time swinging south from Normandy instead of east. German fleets are now of only limited value, so I am willing to sacrifice them to prevent Allied landings at Calais or Wilhelmshaven. I hope Vichy survives for a few turns more, and I hope to hold Paris for a while longer with the help of my air wings between Belgium and Switzerland.

In Italy there is a real see-saw battle raging between the two sides alternately isolating and breaking the isolation of each other’s forward units. If only I could push DAK onto the AA23 beach; even so Naples is a good place for armor since it can be supplied regardless, and prevents Allied supply to the north. I am very surprised that he abandoned Albania! He seems to have been frightened by that threat. But for me, the turn, the really exciting realization is that I have managed to stop the Russians. Much to my own surprise (and I think his) my front line has solidified from Lake Peipus to near Dneprrovskiy: it was the Axis infantry defending the Dnepr bend which won the day for me. I can now hope to retreat to the narrow neck between Danzig and Odessa with some semblance of order. The Maltese 1-3 has conquered Morocco single-handed!

Axis Summer 1944: Attrition on all fronts. The advance of the British up the east coast of Italy has left Celere and Alpini isolated (AA23), so they cannot take advantage of a hex gain. However, the British remove the armor which was causing their isolation as an attrition for...For those units behind the Dnepr, the Axis have a stable defense in Russia, running from Lake Peipus south-eastwards along a line two hexes east of the Dnepr. Leningrad, held by Germans and Finns, is under siege.

In France, a good attrition result permits the Germans to drive a wedge between the US forces and the partisans. Germany defends Calais and Wilhelmshaven with fleets.

The Italians send an armored unit to Tunisia. Italians and Axis Minor garrison Yugoslavia and Albania.

Allied Summer 1944

The German defense in the East—a line of infantry backed by armor and ZOCs—is proving very difficult to overcome. With a movement factor of only 5, the Soviet armor cannot infiltrate far through ZOCs (unlike the Panzers which can move through two enemy-controlled hexes), and without such a movement, their units cannot remove the obstructing armor. I have restricted my attacks to one half of the front in order to gain a small localized air superiority. This has enabled me to make two breakthroughs which, together with newly-built partisans, have isolated several units.

In Italy I can make no more progress until I capture Naples as the ZOC of the armored unit there would put my advancing units out of supply. Naples is too strongly defended to be taken by offensive and cannot be isolated since it is a port. Even an attrition option was not a lot of use as he could have removed the units from Naples to prevent its capture, but it perhaps will give me the opportunity to take it next turn. I considered the possibility of an airdrop onto Rome, but with 4 Axis air units close enough for a counterattack, I could not have held it.

It is beginning to look very unlikely that either Allied side will achieve its victory conditions. My rate of advance on all fronts is just too slow. This is a result of the size of the German BRP lead. I am able to keep his entire force pool in play while I am barely able to do so and cannot afford the heavy losses which the Allies must accept if they are to win. The Russians in particular, because of their luck of aircraft, need to gear down the Germans with low-odds attacks. All I can do is push forward towards those objectives which are within easy reach and try to make the shortfall in number of objectives as small as possible. This means that the Mediterranean front, where no more objectives are likely to be captured, will receive low priority and will probably be stripped to reinforce the West.

Allied Summer 1944: The Americans liberate Paris on and on...
Positions prior to Allied Combat Phase Fall 1944: Ground units have their unit designation printed in black with a solid square for infantry, a solid circle for armor, and a solid triangle for airborne. Replacements are designated by the letter “R”, partisans 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. The Axis, for all its strength, is losing ground to sledgehammer offensives from east and west.
The British advance in Italy is checked. Celere and Alpini still hold out at AA23. The Italian armored spearheads on the Dnepr are checked, though the position in the south is untenable. The Axis prepare to defend the Romanian border. Six infantry units, two armored units and the parachute unit are lost by isolation.

In France, the Germans prepare to defend a line from Dagne to Switzerland, plus Marselles. A lend Italian armored unit advances adjacent to Caen, blocking the American advance and preventing the US paratroops from dropping in their turn.

**Allied Fall 1944**

I positioned my Russian paratroops badly last turn, enabling Marcus to resupply his southern pocket. Since he has now swamped this part of the front with air units, I'm switching my attack back to the north in France. I just can't get a foothold across the Dnepr river. I couldn't quite reach Riga this turn, but I should be able to take it by the end of the game. I've placed an airborne unit at G42 from where it can threaten Stockholm and Helsinki as well as support my Baltic States offensive.

I have attacked the Axis with my Mediterranean attrition signals the end of any chance I may still have had to capture Rome. I'm not even tying down any Axis air units in Italy. My units there—particularly the air and airborne—could be better used in France and will now be transferred there as soon as possible.

The Italian 2nd Armor in Libya is making a nuisance of itself. If I'm not careful, he might be able to make a 1-1 attack on Tripoli with shore bombardment. Since this is the only objective I've captured in the Mediterranean, it would be embarrassing to lose it. The 30th Armor has been dispatched to Africa to lend a hand. I've also placed an airbase in a hex which the Italians are likely to want to move through, thus sending it back to Britain—a cheap way of redeploying it.

It's not worth conserving BRPs any more. I won't have much opportunity to build in 1945. However, I've left Britain with enough so that even if it takes an offensive next turn and suffers the maximum possible Strategic Warfare losses, the next Year/Start BRP level will be 60—enough for two offensives each turn in 1945.

**Allied Fall 1944: Leaving the center and south alone, the Soviets drive hard in the north. Soviet armored spearheads reach the border between East Prussia and the Baltic States. In the south, both sides are trying to isolate each other. The Russian advance here is restricted to a width of one hex by an armored Soviet paratroop holds the Soviet/Rumanian border. The Americans finally breakout across the Loire into southern France. Paratroops seize Marseilles.**

No progress is made in Italy. The armored units within sight of Rome have retreated to the Reggio peninsula, now eliminated due to isolation. The British begin to abandon the Mediterranean.

The USA lends Britain 2 BRPs, leaving the USA with 15.

**FALL 1944 BUILDS/BRPS**

**GERMANY**

Armor (8): 56 Pz Q33
Infantry (3): 27 Leipzig, 30 and 36 Munchen
Infantry (2): Finesso 2/3 A44
Infantry (1): Rumunien in Cernasti and U36, Hungarians in K33 (two)
Replacement (1): Kolberg
Air factors (3): 5 in Aachen and Essen
TOTAL EXPENDITURE: 54 (builds), leaving 205 after loss of France (54)
SRs: airbases (Berlin) to Merz and Strassbourg, 5-4s (Breit-Litovsk, Aachen, Essen) to Cernasti, Merz, Strassbourg, 27 at G19, 50 Luftwaffe in K33
TOTAL EXPENDITURE: 66 (builds), leaving 15 after receipt of 20 gift
TOTAL ALLIED BRP'S LEFT: 253
NB: Allied total now 142, including 20 in Portugal

**ITALY**

Infantry (2): 11 Rome
Replacement (3): 241 and Livorno
TOTAL EXPENDITURE: 4, leaving 53
SRs: airbases (Kome, Rome and Sarajevo) to Cernasti and 535, 5-4 (Lvov) to S35, 14 to F616
Lent: 5-4 (metax), 1 arm, 2 arm, 33 INFANTIA, 21 INFANTIA
TOTAL ALLIAD BRPs LEFT: 356
NB: Allied total now 142, including 20 in Portugal

**BRITAIN**

Infantry (3): 2C L20, 825
Air factors (5) at Portsmouth
TOTAL EXPENDITURE: 23 (builds), leaving 19 after receipt of 2 BRPs
SRs: airbase (L25) to Liverpool, 5-4 (Messina) to Portsmouth, 1AB to Sarajevo, 5-4 Luftwaffe to RIJ, 1 AB to St Nazaire, 30 to K15, FB at Portsmouth and 9 in Malta supplied 6 units in Italy/Sicily, plus Malta and "US 13 arm". 1AB& dropped last turn, and all other US units were supplied from Malta. 15 arm removed due to lack of supply, and BM (Benghazi)

**US**

Infantry (3): 5 Gds Malo, 8 Gds L41, 24s Dneprproeprofsk
Infantry (1): 14 U39, 19 K42, 21 SH, 29 Q42, 27 P41, 28 Q41, 30 P42
Air factors (3): 5 at Plymouth
TOTAL EXPENDITURE: 24 (builds) + 15 (offensive) = 39, leaving 26 after receipt of 20 gift
SRs: (airbase) (Kharkov) and 5-4 (Kolenivsk) to G42, 1 Pr to G42, S35 in Kiev and 3 in J42, 3 in J42
TOTAL ALLIED BRP'S LEFT: 60

**Axis Winter 1944**

I confess that I did not expect such a powerful Soviet drive in the north: my eyes have been held by the action in the south where the Russians have a corridor just one hex wide and we are both trying to isolate each other. That the Russians reached the East Prussian border at all is very alarming: I had intended to use the Parnia bridgehead, established very early in the game, as a second Leningrad, but it looks like the Baltic States have had it. I feel the threat in the north is very serious, and have diverted all available units thither. It is time to start worrying about the reinforcement of objectives, so I am going to make an effort to hang on to Riga for a while longer, though I recognize I cannot expect to keep it until the end.

In the West the gallant lend Italian armor has been overwhelmed, and the Americans have surged southwards . . . much to my delight! Every turn they were going south is a turn gained for me, even if he is after Lyons, Marseilles, and Genoa. The capture of Marseilles was a brilliant move, I admit. Both paratroops were already in play, so I did not garrison that objective. I failed to realise that he could kill off a paratroop and immediately rebuild it elsewhere! Fortunately the paratroops do not make the port friendly to him.

In the Mediterranean, the impasse has at last been broken. His attrition failed and 13th armor at Y25 has been eliminated by isolation. He has begun to withdraw units to the Western front realising he is unlikely to capture Rome. I wonder? Do you think I might have a chance to recapture Tripoli? I think I'll sneak a few units across in the next few moves and see if he responds.

I have a plan, a good plan. Allied BRPs are very low (at the end of the fall turn the USA had only 15, and can't receive loans from Britain). My biggest problems are the Allied air wings. I am very rich. These three facts give me the opportunity to hit back hard in Spring 1945: this is my reason for going for the American and Russian air wings. I have destroyed three American air wings and two Russian. He could at most rebuild only two of these, reducing the Allied superiority temporarily by three air wings. This should be enough for me to launch a last desperate attack somewhere, in the Spring.

On the Eastern Front, I have carefully arranged my attack so that an armored unit can exploit into Riga. It will be in supply throughout the spring. All attacks in south Russia have been much more successful than expected; now that the Soviet arm has gone things look quiet. In the West, I chose to
attack the partisans across a river: now I can place a BH on Marseilles, which could be very useful. But the arrival of the British paratroops in St. Nazaire is very worrying. I now need four lines to hold the German border.

In the Mediterranean the Maltese 1-3 in Morocco has been abandoned as an attrition loss; rather a shame I feel—the battle of the pygmies in North Africa was looking fun.

**Axis Winter 1944:** A German counterattack reduces pressure on Riga. The front-line now runs from Riga to Kiev, Gernauft, Kishnev, Odessa. Leningrad is besieged.

With Allied treaties very low and the Axis now confident of maintaining the initiative into 1945, the Axis concentrate on destroying Allied aircraft. Two Soviet and three US airwings are destroyed. Two Soviet and three US airwings are destroyed.

The Germans recapture Marseilles from the partisans, placing a bridgehead there! They now hold a strong line in depth from Dieppe to Switzerland, and from there to Marseilles.

**Allied Winter 1944**

My advance is slowing on all fronts, as my forces become progressively weaker through sustaining losses which I can’t afford to replace.

On the Western Front, I’ve concentrated on securing one objective, Antwerp, by means of a single thrust along the coast. This plan had several advantages over a breakthrough in the center of the Allied defense: (1.) it enabled me to place my advance units on an objective and a bridgehead so that I wouldn’t lose my gains to attrition; (2.) the capture of Calais and Antwerp will enable me to transport my units straight into the combat area; (3.) I’m threatening forces become progressively weaker through attrition.

**Axis Winter 1944:** In a brilliant attack, the Americans advance along the coastline to seize Dieppe, Calais and Antwerp! British troops deploy in southern France.

The Soviets achieve a large breakthrough in the center, taking Kiev and exploiting to the outskirts of Lvov. They still threaten Riga.

In the Mediterranean, I am preparing for my attack on Tripoli. I intend to make a low-odds attack, in the hope of an Exchange playing everybody out, then drop Folgore in the smoking ruins.

**Axis Winter 1944: 1945 YEAR START**

After exploit-combat into Antwerp. A foolish attack has a chance.

My breakthrough towards Lvov gives me a good chance—unfortunately the defenders are isolated by the mass of German armor around Riga. The Soviet achieve a large breakthrough in the center, taking Kiev and exploiting to the outskirts of Lvov. They still threaten Riga.

The Battle of the Bulge in the East came as quite a shock to me. I had considered the possibility that he might transport one Panzer unit into Leningrad and make a small breakout, but I didn’t think that one exploiting unit could do much damage. How wrong I was.

I couldn’t get enough units next to the 14th Panzer to attack it or push it back by attrition, so I was too confident that he had his eyes on the south. I placed the 48th armor in M24 to stop him advancing further along the coast than Calais. I didn’t think that one exploiting unit could do much damage. How wrong I was.

**Axis Spring 1945**

The American attack in the winter was brilliant! I was too confident that he had his eyes on the south. I placed the 48th armor in M24 to stop him advancing further along the coast than Calais. I failed to take into account that he could advance after- exploitation-combat into Antwerp. A foolish oversight. With the Allied navies at his disposal he does not need air wings when advancing along the coast.

Having given me a scare in the north, the Russians have achieved a significant breakthrough in the center. Lvov is their immediate target. But a 1-1 attack near Kiev went wrong when he rolled an 'A'—unfortunately the defenders are isolated by his advance so cannot take advantage of the hole that has appeared in front of them. Now to spring a few more spearheads around Lvov are knocked out, and German armor exploits as far as the outskirts of Dnepropetrovsk. The armored spearheads around Lvov are knocked out, and German armor exploits as far as the outskirts of Dnepropetrovsk. A considerable portion of the Soviet army is isolated. Paratroops are moved to Constanta ready to attack Dnepropetrovsk.

In France, all is quiet. The German line is four units deep (facing two parachute units), stretching from the Hague to O23, Switzerland, Lyons and Marseilles.

**Allied Summer 1944**

The German counteroffensive in the East came quite a shock to me. I had considered the possibility that he might transport one Panzer unit into Leningrad and make a small breakout, but I didn’t think that one exploiting unit could do much damage. How wrong I was.

I couldn’t get enough units next to the 14th Panzer to attack it or push it back by attrition, so I was too confident that he had his eyes on the south. I placed the 48th armor in M24 to stop him advancing further along the coast than Calais. I didn’t think that one exploiting unit could do much damage. How wrong I was.
I've diverted one air unit to Malta to counter the Axis threat to Tripoli. If not needed, it can be transported to Marseille (as can WDF and 30th armor).

Allied Spring 1945: Soviet attrition resupplies the Baltic States, and reduces the threat to Dniepropetrovsk. Soviets SR infantry out of the Baltic States to a safer location. The German attack has thrown the Soviets off-balance.

In France, paratroops capture Lyons and Marseilles, though at Marseilles an exchange results in the loss of two air factors and six naval factors.

The British reduce their commitment to the Mediterranean even more, and build two air bases which up until now they could not afford. The Americans rebuild eight airfields and the Soviets ten.

**SPRING 1945 BUILDS/ SR**

**GERMANY**

Armor (1): GSD Berlin
Armor (2): 25 400, 27 600, 48 Pz Q33, DAK Munich
Infantry (3): Eissen, 18 Stuttgart, 23 Frankfurt, 25 and 30 Achern, 56 Q26

**ITALY**

Infantry (2): Finnish 2-3, 446 and 245, Hungarian 2-3 R33
Infantry (3): Hungarian R33, Rumunians (two) 533, Hungarian X31, 50 in L29

Paratroops (9): Brezal Replacement (1): R25

Air factors (3): At 6 Brezal, 1 Hungarian at Budapest, 1 Hungarian at S27

TOTAL EXPENDITURE: 94 (builds) + 30 (offensive) = 124, leaving 24

**-airbase (Dakar) to Constanta, airbase (Metz) to Odessa, 44 Pto Odessa, GSD to N35, 24 Pto L27, S15 to N35, replacements (2 at K30) to Strassbourg and S27

Note for checking: No unbuilt German units

**ITALY**

Infantry (3): “Apenin” Genoa, “Codre” U21
Infantry (1): Milan, 35 Genoa
Replacement (1): Genoa

Air factors (3): At Spezia (builds up to a 5-4)

TOTAL EXPENDITURE: 12 (builds) + 30 (offensive) = 42, leaving 82

-airbase (535) and 5-4 (Berchtesgaden)

**TOTAL ALLIED BRPS LEFT:** 452

NB: Allied total now is 400

**BRITAIN**

Armor (8): 1C Manchester, 13 Liverpool, Polish-Canada
Infantry (6): FFF GCM Birmingham
Infantry (1): “Malta” Plymouth

Air factors (3): At Portsmouth and London, FFF at Portsmouth

TOTAL EXPENDITURE: 67 (builds) + 15 (offensive) = 82, leaving 16

-airbase (535) and 5-4 (Berchtesgaden)

**ITALY**

Infantry (3): 56 N27, 66 137, 81 Breslau, 49 L29, Hungarians (two)

TOTAL EXPENDITURE: 14 (builds) + 15 (offensive) = 29, leaving 13

-airbase (535) and 5-4 (Berchtesgaden)

**TOTAL ALLIED BRPS LEFT:** 204

**SUMMER 1945 BUILDS/ SR**

**GERMANY**

Armor (9): 8 Pz Frankfurt, 46 Pz Stuttgart, DAK L28, 56 Pz K36
Infantry (3): 29 Q35, 20 K25

Infantry (2): Russian 3,2 23 Samara, Finnish 2-3 (two) Helsinki

Infantry (1): 56 N27, 66 137, 81 Breslau, 49 L29, Hungarians (two)

TOTAL EXPENDITURE: 50 (builds) + 14 (offensive) = 64 after loss of Belgians (3)

-airbase (535) and 5-4 (Berchtesgaden) to Q25, and 5-4s (J36, Danzig, Berlin) to Q25, S26, Strassbourg, 39 P to Milan

The following are eliminated due to lack of supply: 27 inf, Italian replacements (Y20, A118), BH (U19)

**ITALY**

Armor (4): 2 arm S25
Infantry (2): 11 Y23, 11 V23, 1 NY23, 1 CN Venice

Infantry (1): Livorno
Replacement (1): Speda

TOTAL EXPENDITURE: 12 (builds) + 15 (offensive) = 27, leaving 29

-airbase (535) and 5-4 (Berchtesgaden) to R26, Folgore to Genoa, 5-4 (Spetses) to Venice, 2 arm to Rome

Infantry: Folgore, 2 arm, rep (Metz)

TOTAL ALLIANCE LEFT: 404
NB: Allied total now is 204

Allied builds and SRs irrelevant except for Soviet build of Partisan with Commissar.

**TOTAL OBJECTIVES HELD:**


ITALY: Milan, Genoa (2)

Neutral: Madrid, Istanbul, Athens, Leningrad (4)

Playing to Alliance rules this gives a German Strategic Victory.

BRPs at end of game: GERMANY 301, ITALY 29, BRITAIN 53, USA 46, USA 43

**Final comments:**

What a cheeky lad! Fancy snatching Rome on a 1-2 air drop on the very last turn! The capture of Leningrad was brilliantly executed. The actual odds of the 1-2 attack were 11-17. I was defending with two Finnish 2-3s and 2-1 Finnish air. With an exchange, I had to remove 11 factors, each Finn being worth 8. I had no choice but to remove the ground units, and he built partisans inside Leningrad since it was still an Axis-controlled hex! In effect he did something similar to what I tried at Tripoli. Leningrad thus ends the game belonging to neither side!

This has been a marvellous game, and I think Richard enjoyed it just as much as me. In fact, it is the best game of Triangle I have played, and I am delighted that we were recording such a memorable and balanced struggle. The German victory can be ascribed to the early attack on Russia, I feel; and perhaps lack of aggressiveness by the Soviet paratroops. It wasn’t roses all the way: I really believed Richard had me by the short-and-curlies in 1943; now, how about a return match? Why are you going pale, Richard? Richard …

**Overview**

I think it’s fair to say that, even as early as 1942, it was clear that, barring extremely good luck or careless play by Marcus, my chances of victory were slight. The Russians had lost too much ground and the ratio of Axis to Allied BRP strengths was too great. How I wish for a brief time in 1943, that the Axis forces were collapsing, but Marcus did an excellent job of recovery and repair, and after that he was never in trouble again.

Looking back, I can see many mistakes that I made and will avoid in future games. The biggest one comes from my Mediterranean offensive. Given my poor position, I couldn’t afford the luxury of an Italian campaign, which is a very difficult proposition at the best of times. I would have done better to concentrate my forces in the West and invade France a little earlier. In the end I gained only two objectives in the Mediterranean (Tripoli and Rome—the latter only just); an earlier invasion of France would surely have given me Essen, Genoa and Milan at the very least, and posed much more of a threat to Germany.
"In essence," says the introduction to CRESCENDO OF DOOM, "the player's knowledge of the SQUAD LEADER system and methodical application of its benefits as opportunities present themselves, becomes an added skill factor... of an experienced battlefield commander." With the COD rules bringing the total number of pages to an incredible 108 for a single game system, no explanation of the need for rules knowledge is, perhaps, needed. Put quite simply, the more rules you are fully familiar with, the better chance you have in any scenario. But if this is your impression of the Advance Phase, you may be interested in what follows. Several unique things happen in the Advance Phase, but the rule books make you pick them out from the rest of the rules. It is vital for any would-be "experienced battlefield commander" to have a firm grasp of the abilities and limitations of the Advance Phase. Most players understand normal movement and fire—a knowledge of the Advance Phase just might be the deciding edge for you.

I've split this clinic into seven sections: advantages, disadvantages, close combat effects, temporarily immobilized effects, mandatory rules, changes, and some brief applications. I'm working with the third edition of SL, the second edition of COD, and the first edition of COD. Though I'd like to say with absolute certainty that I've found every reference to the Advance Phase, such a thing is impossible. In fact, anyone you play who claims to know every rule, every change, every question and answer to the game system should be avoided—he's dangerous one way or another. I hope these sections will give you a feel for most of what can happen in the Advance Phase.

Advantages: Or, Things You Might Want To Do in the Advance Phase

(1) While you're moving that one hex, section 5.73 allows your squad to carry "up to 5 portage points." A leader can carry "up to 3 leader portage points."

(2) Like to have a truck but only your enemy has one? Check section 51.22. It allows you to capture his truck by moving into it during the Advance Phase. You could also capture a jeep in this manner according to 52.5.

(3) WIRE cannot be entered during normal movement; it must be entered only during the Advance Phase—53.3. (Note, however, that you can move from WIRE to WIRE in subsequent Movement Phases—53.4.)

(4) Does your opponent have a smug look on his face while his squad cowers in a bunker? Check 36.22—it states that "either side may enter or leave a bunker during their Advance Phase."

(5) Multi-level building movement is easier in the Advance Phase. Section 57.4 states that you cannot only move up or down a staircase if you're on the staircase hex, you can also move up or down that staircase if you're just adjacent to the hex. Both movements can be done to enter into close combat if desired. (Note: Section 125.3 will later restrict this movement one level per Advance Phase.)

Don't get too used to this one fellows because I have it on good authority that G.I. cannot change this capability to an either/or proposition; either you move into a new hex, or you move up or down a level—not both.

(6) This might be a good place to mention the clarification to Section 4.7 in the Appendix on Page 22. "The one hex advance during the Advance Phase may include any Movement Penalties for entering or leaving a bunker or entrenchment, or, changing levels in a staircase hex, plus the act of movement into the adjacent hex." Quite powerful if you stop to think about it.
(7) Can you believe it? Five hundred thousand for this lousy T-34 and the thing is immobile. You could do better, you know, by using the new APCs and perhaps you can have your crew re-enter the AVF only during the Advance Phase (also 66.6) then they’re probably better off on foot.

(8) Though this may or may not be an advantage, you can place your AVF crew in “CE” status during the Advance Phase if you wish. You can also remove “CE” status in the Advance Phase—both 64.44.

(9) Section 75.2 establishes the fact of only Advance Phase movement to “enter or leave a Marsh hex.” This will change somewhat with the addition of the “actual” Marsh hexes in COD. They can be entered during normal movement but left only during the Advance Phase. Entry and exit at a Marsh hex, or all water or water-Marsh hexes must be during Advance Phase only, however (127.2).

(10) You can enter an “abandoned” AVF (yours or his) with a crew or squad during the Advance Phase (99.5), but it may not be able to move anywhere (99.6).

(11) Do you thrill to the sight of Russian cavalry charging all those German tanks? If so, you may want to know that each horses’ “inherent handler” can move the horse counter one hex during the Advance Phase. This is the only time that mounted horses can move during the Advance Phase. The reverse is also true: units may leave a boat on a river onto an adjacent land hex during the Advance Phase and, or be anchored or “cast-off” during the Advance Phase on the board.

(12) Check sections 114.4, 114.5 and the Q&A for 114.4 on page 106, for Advance Phase on skis. You may switch modes or move the one hex, subject to a few exceptions in 114.51 + 2.

(13) In a major change to the original SQUAD leader rules, the new “Concealed Movement” section (117) in COD adds a new importance to the Advance Phase. According to 117.3, concealed infantry in a boat may move during the Advance Phase within the LOS of an enemy unit without losing their concealed status, providing the hex side crosses intersects a building/woods symbol and the hex moved into does not contain an enemy unit. A major new use for the Advance Phase!

(14) Unlike loading/unloading of an AFV, motorcycles may be removed (123.5) or mounted (123.5) during the Advance Phase. Motorcycles may also be pushed one hex during this phase (123.32). Later rules for bicycles (132.1 + 2) will establish the same model/dismount, move status for bicycles as for motorcycles.

(15) Perhaps the most popular addition in COD are the rules for boats. Several important aspects of sailing-alas-SQUAD LEADER involve this phase. Boats can be launched only during the Advance Phase (128.42), land only during the Advance Phase (128.6), or be anchored or “cast-off” during the Advance Phase (128.6).

(16) Foot/Pontoon bridges may be entered by units fording or leaving boats during an Advance Phase. The reverse is also true: units may leave a pontoon bridge to enter the river or a boat, again only during the Advance Phase (both 133.81).

(17) Unlike paratroopers, glider forces may advance the one hex during their “initial Advance Phase on the board.” (140.9) Nice to know.

(18) A few of the seemingly thousands of Q&As for the system also have some advantages. The very first Q&A on page 104 allows you to delay entry onto the board until the Advance Phase if you like—(4)? The Q&A for 89.22, Page 105, states that a player “advancing” on a broken unit can eliminate or capture it at the advancing player’s option. Want to abandon a captured unit? According to Q&A for 89.9, page 105, you can do such a thing during the Advance Phase. And, finally, the Q&A for 128.6, page 106, allows you to “debarf from a boat on a river onto an adjacent land hex during the Advance Phase.”

Disadvantages: Or, Things You Might Like to Do—But Can’t

(1) You cannot stumble around in the Sewers of Moscow during the Advance Phase (27.2). That particular thrill belongs only to the Movement Phase.

(2) “Infantry may not load or debark during the Advance Phase [from an AFV].” (31.4) As mentioned above, however, infantry may load or debark motorcycles or bicycles during this phase.

(3) Though you may move onto WIRE during the Advance Phase, you may not move off WIRE until a Movement Phase (33.4).

(4) Your brave paratroopers lose their Advance Phase “(and move) during the turn in which they drop (99.1). Remember that this is not true for glider troops however.

(5) Puliks may not move during the Advance Phase (108.294). Perhaps the reindeer need a nature break.

(6) Unless accompanied by an infantry unit, the “Royal Family” cannot move in the Advance Phase (or the Movement Phase for that matter) per Section 124.2.

(7) As mentioned earlier, if you have a three-level building, you can advance but one level (via staircase) per Advance Phase. No running in the hallways either! (123.3)

(8) And now, back to the fleet. As important as the Advance Phase is to boats, it can also cause some problems. All boats are subject to Drift: one hex per friendly Advance Phase in a moderate current (126.321), and one hex every Advance Phase in a heavy current (126.322). Infantry trying to ford a river run into the Advance Phase also. Infantry units in the water can only move to another river hex during the Advance Phase, and only then if they do not roll a “6” on one die (126.53). And to further complicate boat matters, boats may not be carried over land during the Advance Phase (126.42).

(9) A few problems also surface in the Q&A. Page 104, Q&A for 19.4.4 states (for the first time) that “movement in the Advance Phase is one unit at a time.” One result of this ruling is that a stack of squads and a leader cannot advance together” to gain the leader’s benefit against a mine attack. Another problem is addressed on Page 105, Q&A to 52.32.22: “A leader in a bunker hex would indeed keep a unit from advancing into the bunker from an adjacent hex.

The Advance Phase and Temporarily Immobilized Status

(1) The general rule that “any unbroken infantry unit can advance during the Advance Phase” does have its exceptions: those units which have won the Order of the Ti. Be careful when you assign the order to your squads/leaders (be watchful when your opponent does)—any squad/leader doing any of the following gets to wear a “TI” counter and cannot move at all during Movement and the Advance Phase of that turn:

(a) WIRE clearing (33.52) regardless of success
(b) Entrenchment attempts (54.22) regardless of success
(c) Mine clearing (55.52) regardless of success
(d) Changing building levels without a staircase (57.92) regardless of broken limbs
(e) Roadblock removal (62.3) always successful
(f) Immobilization repair attempts (66.3) regardless of success, and add this one to your index under “temporarily immobilized.”
(g) Interrogation Attempts (120.1) leader only, regardless of success—add this one to the index also.
(h) Sapper mine placement (136.83) subject to die role, add to index.

The TI counters can show up at the worst possible times; be sure you understand fully that any TI unit cannot move, even the one hex during the Advance Phase.

The Advance Phase and Close Combat

(1) Section 5.6 establishes one of the primary uses of the Advance Phase: it is the only time (with an exception or two) that you can move a squad onto an enemy squad for close combat. The purpose of this clinic is not to examine the Close Combat Phase, but a few die roll modifiers resulting from the Turnal movement in the Advance Phase do exist:

(a) Units advancing during Heavy Winds may deduct one from their Close Combat Die Roll (111.32) during that player turn.

(b) Units which advance during Rain/Heavy Overcast may also deduct one from their Close Combat die roll during that player turn.

(c) Units which advance during Mud must, however, add one to the Close Combat Die Roll (111.71) during that player turn. And if you liked those you’ll just love what G.I. has in store for you in this department.

(2) The Advance Phase, of course, is also the time to move infantry onto AFVs for Close Combat against those wonderful tanks. See the entire Section 36 for all the details about advancing onto AFVs. As a sidelight, Page 23, Q&A for 36.24 adds that a successfully moved unit cannot move back to its original hex in the same player turn, but it does get the benefit of the wreck.

The Advance Phase: Mandatory

Only one mandatory rule applies to the Advance Phase: Section 18.42 states that any Berserk unit must advance toward the nearest enemy unit in both the Movement and Advance Phase. The “Advanced Berserk Status” rules (110.610) modify this slightly in that a berserk unit cannot move unless in the LOS of an enemy unit, but if so, it must still move (110.6). Also, berserk crews do not move; they fire (110.4).

The Advance Phase: Changes

(1) If you compare the “Sequence of Play” from the back of SQUAD LEADER and from COD you’ll find the phrase “Remove Concealment counters from units adjacent to unbroken enemy units” has disappeared from the Advance Phase segment. This is because of the “Immobilized Status” rules. Page 106, Bypass Movement rules (106.60 + ) establish a new concealment loss system. An advancing unit does not cause an adjacent unit to lose its concealment status anymore. Instead, an optional “search die roll” at the end of the Movement Phase takes its place in a game system for and another warning from the Advance Phased: “A unit which moves into a concealed/hiden unit’s hex during the Advance Phase forfeits its right to simultaneous resolution of close combat.” If an ambush could ruin your whole day, read 106.60 and 61 several times.

(2) The second major change, though quite subtle, is much more serious. Before the expansion kits, this game was SQUAD LEADER—a game about advancing onto AFVs. In the basic game, the Advance Phase belonged solely to the infantry. This was one advantage reserved for infantry alone—AFVs could do nothing. In fact, the “Sequence of Play” on the back cover was changed to read “unbroken infantry units...” under the Advance Phase. But those who paid for the map and more could do nothing. In an unbelievable addition to Advance Phase possibilities, Mine Clearing Vehicles now clear mines during the Advance Phase (136.9). Most of you probably didn’t even give this a second thought, but those of those who eye every additional AFV counter with suspicion, with a second look in the Infantry rules, you’ll just love what G.I. has in store for you in this department.

Excuse me; I digress too much. Sigh.
Now that I know where the rules are, What do I do with them?

What follows here are a few suggestions to consider when using the various rules for the Advance Phase. They are intended for the beginner; those of you with combat experience will find these much too simplified and incomplete. The more experience you have with the system, the more varied uses of the powerful Advance Phase will become apparent. For example:

1. The Advance-to-the-Rear Phase—instead of "breaking" a leader to rout with a broken squad (see section 15.8), leave the leader where he is if possible and Advance him backward to the broken unit. This assumes, of course, that the broken squad could route to the hex directly behind its current position. Now you don't have to worry about the leader "self-rallying."

2. Advancing units can turn separate squads into lethal fire-groups for the next turn's Defensive Fire Phase. Consider the converse—squads and fire groups can fire during the turn and then pull back to safety (perhaps even out of range or LOS) before the enemy gets to shoot at you in your next Prep Fire Phase.

3. Particularly important is the ability to move here without drawing fire. If you must go out onto the streets, look both ways, and then wait until the Advance Phase if at all possible. Your squads are, in effect, "low-crawling" now instead of "moving" and though they only move one hex, they are not subject to that terrible "-2" modifier next turn. The streets are never safe, but this is one way to lessen your problems.

4. Final except in cases where Advance Phase movement is specifically prohibited (sewer movement, cliffs, more than one level building change etc.), keep in mind that you are moving your squad one hex regardless of terrain or other considerations. Move up behind a building in the Advance Phase—or out of LOS—then enter in the Advance Phase. Move over walls, hedges, gullies, up or down hills etc. all in the Advance Phase. You may find you can move a squad to places that are extremely difficult to reach during normal movement.

The Advance Phase is a powerful part of your turn. In many ways, the Advance Phase can help you out of a bad situation or into a very good one. Know your rules—lesson number one; use them—lesson number two. I'm sure that I have managed to leave something out of this short clinic. Literally hundreds of implications arise when you consider the possibilities of this phase. I'll be satisfied if new players gained some insight into approaching the SQUAD LEADER system rule books. If you're new, stick with it—you're struggling through the finest game in the history of wargaming. If you are an "old head" and perhaps you've caught an omission here, I'm satisfied also. You know your rules quite well.

One final thought—if you like this approach to SQUAD LEADER rules study you might try the following on your own. Consider "Fate"—do you know all the implications of rolling a "2" or a "12" at any point during the turn sequence? How about everything possible that can and cannot happen during the Advance Fire Phase? I think if you approach the system in "study modules" you'll find your game improves significantly. Happy gaming!

Next time we'll take a look at moderated postal play methods for SL enthusiasts who refuse to allow the eight phase player turn to deter them from fun.

### THE LONGEST DAY—Clarifications and Addenda

By Bruce Milligan

Errata? Please don't use that word; it hurts my ears! Besides, for $65.00 we wouldn't dare put out a game with any errors in it. Printed below are some of the most common questions we have received above in games, along with some rules clarifications, and a few itty-bitty items that were inadvertently left out or incorrectly presented in the original game.

**THE UNIT COUNTERS AND MAPBOARD**

1. Coastal battery MKB Cher does not appear on the mapboard, but there is a counter for it. MKB Cher is actually the battery north of Cherbourg which has no unit designation.

2. There are extra stronghold counters in the mix. They should be considered spares, and may be used as blank counters.

3. Headquarters and supply units do not have an attack factor. The top number is the defense factor, and the bottom number is the movement factor.

4. Coastal hexes are not considered sea hexes for purposes of naval bombardment. In other words, you may not bombard one hex inland unless the target is spotted.

**QUESTIONS AND ANSWERS**

**I.F.5. May units stack on top of coastal strongpoints?**

A. Yes.

**I.G.1. Do units in landfortified positions and field strongpoints (not the forts themselves) have zones of control extending into all six adjacent hexes or just the three to their front?**

A. Just the three hexes to their front.

**II.D. Are supply units affected by "LS", "L1", and "L2" casualties?**

A. No. Only combat units are affected. Note that an HQ is a combat unit.

**II.D.1. Are units that enter the game as reinforcements considered in supply on their turn of entry to the game board?**

A. Only if the first hex which they enter is one in which they can be considered to be supplied. Otherwise, they are not supplied for this movement phase.

**II.D.3. Are the combat factors of units which are halved in strength rounded up or down?**

A. They are rounded up.

**II.D.3. Are units in landfortified positions halved in strength when unsupplied?**

A. Yes, even though the intrinsic strength of the fortifications themselves is not halved.

**II.D.3. May artillery units trace a line of supply to a corps HQ of another nation?**

A. Yes, in the scenarios. No, in the Campaign Game.

**II.D.3. Is German railroad artillery considered to be always in supply?**

A. No, it must trace a supply line to a friendly corps HQ.

**II.D.6. Can a supply unit move with a mechanized HQ during the mechanized movement phase?**

A. Yes. But it may never move alone during the mechanized movement phase, even if it begins in a hex with a mechanized HQ.

**III.B.2. Can a unit with an attack strength of "0" still add its function to an attack for the purpose of modifying the die roll via the Combined Arms Chart?**

A. Yes. A remnant with an attack strength of "0" is still considered to be a unit, albeit with an offensive capability not large enough to be reflected in the number of factors taking part in the attack; it is still significant enough to be of value in that attack.

**III.C.3.e.1. If a unit is forced to retreat into another hex containing a carpet bombing target as a result of being carpet bombed itself, does it then undergo another attack?**

A. No. All attacks are presumed to take place simultaneously.

**IV.A.1.a. May naval bombardment be executed during storm turns?**

A. No. This question would not be asked had we not inadvertently reversed the results for ST-1 and ST-3, and OV-2. Please note on your Weather Effects Chart.

**IV.B.5. CLARIFICATION: When attacking, units in fortifications are considered to have left the fortification, at least temporarily, and as such is the case the Armor modification on the C.A.M. chart is ignored for them.**

**V.A. CLARIFICATION: Although there is no German Replacement Phase on the first turn of the Campaign Game, German reinforcements for 6 June begin the game set up on the German Strategic Movement Track, and are therefore eligible to move in that turn. This does not apply to supply units, which may not move (if on the Strategic Movement Track) until 7 June.**

**V.A.1. ADDITION: During the Allied Player Segment of the Invasion Turn of both the Normandy and the Campaign scenarios, there should be an Allied Reset Phase immediately following the Allied Movement Phase.**

**V.B. When does the D + 1 Drop Phase occur?**

During the Allied Replacement Phase of the Allied Player Segment on the 7 June turn.

**V.B.a.e ClARIFICATION: Attacking airborne units always retreat just one hex if forced to retreat as a result of drift combat.**

**V.C. Can all units in a landing box attack the adjoining beach hex regardless of the six stacking point limit?**

A. Yes, but they must be within the stacking point limit at the end of the next Allied Movement Phase.

**V.C. May disrupted Allied units land on unoccupied beach hexes during the invasion turn?**

A. Yes.

**V.C.12. If the defender in a beach hex is eliminated during the Allied Beach Assault Phase, but the attacker is also, can the Allied player still place a BH marker on that hex?**

A. No.

**V.E. Are units that are disrupted by coastal artillery forced to attack the adjacent coastal hex, and if so are the then automatically eliminated in accordance with the rules governing disrupted units which are forced to attack?**

A. No to both halves of this question.
The German field replacement unit in the Infantry Function category with a movement factor of "8" should be motorized. Similarly, the German field replacement unit with a movement factor of "4" should be non-motorized. The artillery function machine-gun company should be non-motorized. The artillery function parachute artillery battalion and the glider artillery battalion should both be motorized.

THE SCENARIOS

The two units of the 352 Division and the one unit of the 6FS Regiment (only) are treated as part of the 353 Division when using supply rules. Also, the 353 Division Recon unit is positioned directly on the town of Barenton and is treated as an independent unit.

Scenario Two: The Falaise Pocket

The 9SS Panzer Division is given a position on the map at the beginning of this scenario. This is incorrect. It arrives as listed in the rules folder on August 20th. The 2 Panzer Division should extend its front one hex to cover the area in which the 9SS Panzer Division is listed on the set-up map.

Scenario Three: Operation Cobra

Air units are available for this scenario as follows:

TAC: Full U.S. complement as listed on the Allied Aircraft Deployment Display.

SAC: Allied player limited to one carpet bombing attack on 25 July within the 130 Panzer Division setup area.

Scenario Four: The Fall of Cherbourg

CLARIFICATION: The first turn in this scenario is always a clear weather turn.

SET-UP CLARIFICATION: Ignore the single-unit placements of the 91st, 243rd and 709th German divisions printed on the diagram, because these are left over from the mapboard. Use only those units listed in the Scenario #4 Order of Battle and the landfronte, minor fort, and fortified areas from the scenario diagram. Also, "As per Starting Set-up" should be inserted over the 50th Flak Regiment units.

Scenario Five: Normandy Beachhead

CLARIFICATION: For both this scenario and the Campaign Game set-up, units that should be positioned on the red-starred hexes are identified on the Scenario #4 set-up map.

CAMPAIGN GAME AND SCENARIO # 5 SETUP

627 Ost: Arrives with the 77 Infantry Division June 8 at Redon.

U.S. 65th Arty Bn: On Non-Divisional Reinforcements Section of Allied Organization chart; 7 June through 24 July.

The Two German railway engineer units listed as arriving on 6 June are the units numbered "66" and "116".

The U.S. 319 and 320 Arty. Bns. are attached to the 82nd Airborne Division, and should land with the other units of that division at Drop Zone "O" on 6 June, Build-Up Phase.

The three battalions of the German 91st Infantry Division that are listed as arriving on 8 June in Brittany and also appear as part of the initial setup on the game board do in fact begin both the invasion and the Campaign Game scenarios on the board. Their place on the German unit Entry Schedule should be taken by the three units of the 2 FS Para. Bn.

The hex listed on the Allied Assault Landing Schedule under the supply unit attached to the British 6th Airborne Division should read "Drop Zone 'M'", which is the mail landing zone. Also, the important legend "Build-Up Phase" should be written over the group of seven British units landed at Drop Zone "M". The Allied Player has the option of instead landing these units at Drop Zone "N".

CLARIFICATION: On the Allied Aircraft Deployment Display, Heavy Bomber (HB) units #5 and #6 may not bomb in the following movement boxes: Rennes, Redon, Rheims, Rouen, Amiens, Seine River and Paris. Also, delete "Brittany" from under pictograph of #5 and #6 HB units.

TERRAIN EFFECTS CHART, ETC.

1. Artillery is not halved firing across rivers.
2. If the combat result on an attack against a bocage hex is "LS", and attacking forces include an armored and an infantry unit, the armored unit must lose, at "LI". If armor is involved in an attack against bocage in which losses are called for, the armor must suffer losses.
3. On the Weather Effects Chart, the effects of ST-1 and ST-2 and OV-2 should be reversed.

SERIES 200

CRESCENDO OF DOOM

SERIES 200 is a pad of ten new scenarios for CRESCENDO OF DOOM printed on the same index stock and in the same style used for SQUAD LEADER and its gamettes. These scenarios were designed by COI & COD developer Courtney Allen and playtested by several of the 8L playtest groups who play so important a role in the continuing development of the game system.

For those disdaining the "design your own" approach, here is your chance to experience more COD scenarios which have been tested for balance and constitute top quality playing aids. Here is the chance to employ more of those special armor units provided with COD which don’t see action in any of the game’s scenarios.

The ten scenarios comprising SERIES 200 are titled as follows: UNDER COVER OF DARKNESS (1939), BITTER DEFENSE AT ST-LO (1940), SHARP RIFLES OF POLISH ARMOR (1939), CHANCE D’une AFFAIRE (1940), LAST DEFENSE LINE (1940), FIGHTING AT WORLD’S EDGE (1940), THE FRENCH PERIMETER (1940), ROAD TO KOZANI PASS (1941), THE AKROIRI PENINSULA DEFENSE (1941), COMMANDO RAID AT DIEPPE (1942).

SERIES 200 is available by mail from Avalon Hill for $4.00 plus usual postage charges. Maryland residents please add 5% state sales tax.
Hey! Who says “Perfect Plans” are dead? It only took five years to get a response to my last one, and it comes in the form of another “Perfect Plan”. Why, soon we’ll be rolling in a veritable deluge of the things. I can see it all now...

"Phooey on Plan Red-Part IV!"

In Vol. 13, No.5 of THE GENERAL (a long, long time ago) our intrepid editor provided a plan of invasion for the Romans in the Idistaviso scenario of CAESAR’S LEGIONS. We barbarians are not particularly well known for punctuality—we don’t have watches—but this at least keeps us unpredictable. In any case I have finally penned a response to Mr. Greenwood’s plan (hereafter known as the Greenwood plan). On the whole it is a good one. The German’s best tactic is usually to run away and avoid open battle with the Romans, which is especially true in the Idistaviso scenario. Briefly, the Germans must hold the three eagles captured in 9 A.D. The eagles may not be moved until a Roman unit moves within four hexes of them. Once an eagle is freed, however, the usual thing to do is to take the eagle with a mobile guard and lead the Romans on a merry chase through the forests. The Greenwood plan effectively prevents this: by use of a carefully laid out cordon of legions and auxiliaries the Germans are encircled without releasing the eagles, and then butchered as they futilely try to break out of the Roman circle, attacking the Romans in the open, on Roman terms.

A detailed plan for the defense is difficult to state, for the defender must react to the moves of the attacker, which, at times, can throw everything into the air. In general, the proposed course of action—known as the Grienwald plan—will attempt to get as many warriors as possible into and around the forest centered on L13 (for these purposes known as the Grienwald). Basically the final result should have Arminius and one eagle with a forest killer stack (5 medium infantry mobs, 1 light infantry mob and a chief) in hex L13, surrounded by six other such stacks in the six adjacent hexes.

The initial positions on the front line have the Romans panting on the west bank of the Rhine, just waiting to stab a few Germans and burn a few villages (something Germanicus Drusus was particularly adept at)... But to think of it, that’s all he was adept at... But seriously all that the Romans should find are empty villages; don’t let them stab any Germans yet. Except for the poor Marsii chief who cannot get out of the way fast enough, the warriors and chiefs of the Frisii, Usipatii, and Tencterii should be moved east towards the Grienwald. Their forces should be 10-4 mobs, a number of 5-4 warbands whose use will be discussed later, and 5-5 light infantry mobs (The German will need as many of these as he can get.). The Rhine tribes will need mobility to escape the Romans. The Marsii warriors should be put on hex P18. If the Roman is not alert and attacks he will have violated the four hex range of the Lesser Chaucii eagle. If not, the Marsii warriors might prove to be a nuisance in the Roman rear areas, and can always move east to the Grienwald if necessary.

In the interior are the three eagles: the 17th with the Greater Chaucii in L9, the 18th with the Lesser Chaucii in hex P14, and the 19th among the Chattii in hex BB13. The Romans need only two eagles to win, the usual targets being the 17th and 18th. The Germans, therefore, need only to defend one in strength, that being the 18th. The 19th eagle is not attacked, and the 17th is abandoned to the Romans.

Although the 19th eagle is not likely to be attacked a Roman flying column of cavalry and fast infantry might take the Germans by surprise in this area. Therefore some delaying units, 5-4s and the like, should guard the Z14/Z15 forest pass that leads to the Chattii village in AA14 and the 19th eagle in BB13. Either some or all of the Tencterii refugees do nicely for this. The Tencterii chief should, however, move to the Grienwald.

The Chattii chief is best set up on hex AA14. This will keep him far enough away from the main Roman advance to mobilize safely on turn three or four when the Roman invasion comes that way (according to the Greenwood plan). The warriors should be placed around AA14 if there is a threat, or near X13 to the north. If the northern set up is made the chief with cavalry should move post haste to the Grien-
The warriors should be 10-4 mobs; again they will need mobility to reach the 18th eagle before being cut off by the advance legions. If they cannot make it use them to delay the Roman advance around the U14 forest pass; the German needs as much time as he can get.

Arminius starts in hex DD4 with the Suebii chief. He should move on the first turn to the Langobardii chief in hex Z6, regardless of his success or lack of it in convincing the Suebii to oppose the Romans. If the Suebii do mobilize move the chief with a cavalry escort at top speed to the Grienwald. The warriors will have to follow at their more leisurely pace. If Arminius fails to mobilize the Langobardii on turn one, leave him there and try again on turn two. Then move him on to the Greater Chaucii who should be reached on turn four. The Lesser Chaucii chief should be placed on G13. The Frisii or Usipatii might have to put a screen around G13 in case the Lesser Chaucii don't mobilize when the Romans move into the region near turn four. The Lesser and Greater Chaucii forces should consist of the veterans, 11-3 mobs and 5-5 light infantry mobs. The German might retain a small force of about 15 to 20 factors and a chief to guard the 17th eagle, so that the Roman will not prematurely spring their trap around the 18th, or if they do this will release the 17th and allow it to escape with its escort.

On the average the Grienwald plan should give the Germans seven or eight active tribes, out of which six or seven should make it to the 18th eagle.
and Q13 to the south. Infantry and cavalry warbands do nicely for this. Put about 15 or 20 factors and a chief with the 18th eagle to beat back any cavalry that can break through on an overrun. These units will also keep the corridor from the 18th eagle to hex L13 in the Grienwald open. Some fairly strong massed light infantry factored at hex N14 or centered on hex N15 to stop Roman cavalry, the only units that can reach these hexes in one turn and block them. The Rhine tribes can provide for these garrisons initially, and then be reinforced as other troops arrive.

By turn eight, as the Roman completes his encirclement of the German villages, foundations should be set. Most of the troops should be in the Grienwald, while the garrison forces wait to move the eagle into the woods when the Roman assault begins. When the Romans do move in the screening forces will probably be eliminated, but they will stop any major forces from blocking the corridor. Once the eagle is released all troops should move into the woods. If the Roman player is not careful the eagle might also be able to get the 17th into the forest with Arminius, but don't count on it. Now Arminius should be stacked with the eagle, and a killer stack of veterans, light infantry and any spare chiefs. A strong stack should be placed in 014 and N13 to the south. Infantry and cavalry war leaders had no real authority, and their presence was only a formality. German war leaders had no real authority, and their presence was only a formality.

These units will also keep the corridor from the 18th major force from blocking the corridor. Once the eagle be aggressive—not to say foolish—during the Roman combat phase. The Germans can reinforce during their upcoming turn, so losses are somewhat irrelevant, depending on the situation. As a variant the main German defense could be set up in the Teutoburger Wald (L15 to K18). The site of a major victory is always a nice place to fight. The Grienwald is, however, more central and easier for the late arriving eastern tribes to reach. As a final point, should the opportunity arise in which an eagle can escape, take it. Running away will always remain the prime strategy; it is only when surrounded when Roman actions make it no longer feasible.

At present this situation favors the Germans. However, Idistaviso demands a high degree of skill. Both players must be alert, for in both the Greenwood and Grienwald plans the misplacement of a single factor will not make a difference. Regardless of the result, however, in the final, few turns it would be difficult to find a more hard-fought, tense and bloody climax than in this "campaign for the eagles".

AH PHILOSOPHY . . . Continued from Page 2

Association (GAMA) to reorganize the awards procedure. Under the new system, all facets of the hobby can participate. The nominations for the various categories will be open to participation by all gamers. Nomination ballots will be available through every hobby magazine in the industry. All gamers will be limited to one nominating ballot.

The final voting will be done by members of the newly formed Academy of Adventure Gaming Arts and Design. The Academy is open to those individuals who have made a contribution to the products and/or general advancement of the hobby in any, some, or all of the major divisions: boardgames, miniature games, role-playing games, and computer game programs. It is open to designers, developers, authors, artists, editors, writers, reviewers, convention organizers, and any professional or amateur who can prove a contribution to the hobby. Members of this academy will have the opportunity to vote for the Charles Roberts and H.G. Wells awards prior to Origins, the National Convention, through a final ballot sent directly to academy members 60 days prior to Origins for renewal consideration. This allows a more formal and dignified presentation of the Awards to the winners at Origins, and will permit the plaques to have inscribed on them the name of the winning person or product. This will also avoid abuses that have occurred in the past as a result of ballot stuffing during the convention.

The Academy will award $2 per year regardless of how many divisions you wish to apply for and can substantiate a contribution to (under the guidelines). The membership fee covers the cost of postage, printing and awards cost. There is a maximum of four one-year renewals available, for an overall term of five years. It is anticipated that renewals will be at $2 per year also. All membership fees should be paid by check or money order made payable to the Game Manufacturer's Association.

Is this new awards system a progressive step for the hobby? I'd like to think so, but I have reservations. On the one hand, there is no question that the awards system previously suffered from constant changes in format, and doubts expressed as to the reliability of actual voting with charges of ballot box stuffing and canvassing, for much in evidence. Surely something had to be done, but will this system be any better? Only time will tell, but I oppose any system which takes the awards out of the hands of the gamers and gives it to a group of self-proclaimed elitists or "professionals" with personal or financial gain if their own products are selected. The so-called recent Game Designer's Guild awards are a classic example of what can happen when voting is restricted to those who stand to benefit by the outcome. The issue becomes not one of which is the best game, but who among the select group of winners has the most friends or co-workers eligible to vote. In short, politics rears its ugly head. In my opinion, the only valid awards system is one which allows the gamers—the people who have access to all of the games and who have nothing to gain by the outcome—to do the voting. Although qualified to join the academy, I will not do so. I cannot in good conscience freely admit that my experience with games outside the realm of the Avalon Hill ranks or those being considered for acquisition by same is extremely limited. Therefore, in all likelihood 98% of any votes I would care to make would be for an Avalon Hill product. I am not hypocritical enough to claim otherwise, and lest I am mistaking the term, every "professional" in the ranks of the Awards Academy will feel similar pressures to vote for his own product or against a major competitor's, be it out of greed or simple familiarity with his own product or type of product.

You may feel that way then why distribute membership application forms for the Awards Academy? For an answer, I'll fall back on that time honored adage: "If you can't beat 'em, join 'em." While I have severe doubts about the objectivity of the Academy—even the Academy openly suggests that companies pay for their staff members application fees: a firm invitation to encourage voting along company lines—I can see no alternative to their plan given the general apathy of the public to the awards themselves. Had more people taken the time to vote at the various ORIGINS conventions, the issue of ballot box stuffing would not be of as great concern. The final voting is more important, and might well still be in the hands of the public. Theoretically, the Awards Academy could work if the hobby accepts it as a worthwhile body and eligible gamers join in it large numbers. The larger the Academy, the less influence each designer or company employee will have on the outcome of the voting for his own firm's product. The requirements for membership are not so strict that interested gamers with no ax to grind couldn't rise up and be counted as members of the Academy. Anyone who has published a gaming article or played a principal role in a gaming convention is eligible to join. The nominating nomination deadline is in the hands of the game playing public, and if ever avid hobbisters take the time and effort to participate, the final voting can be too. For this reason, Avalon Hill encourages everyone with an interest in the hobby who can qualify for membership in the Awards Academy and/or participate as an employee in the Academy but encourages them to do so individually if they so desire.

This whole subject of awards leads quite naturally into the "WHAT HAVE YOU BEEN PLAYING" survey we ran last issue. The response to that survey in terms of numbers of respondents has been quite gratifying and we plan to run it as a continuing feature as long as reader participation remains so
KZ: Perhaps I can explain it better in the form of a fable. And I just happen to have one here.

ARM: And I feel the world can be frightening at times, I'm not in the hobby to take refuge from the world; though preferably the books are a hundred years old, and the smell of mold, the pages rusted from the acids added to make them smooth, gives them a sense of authenticity.

KZ: The world is a no less frightening place, and I’ve continued to take refuge in that imaginative world; though preferably the books are a hundred years old, and the smell of mold, the pages rusted from the acids added to make them smooth, gives them a sense of authenticity.

ARM: How did you get started in the hobby?

KZ: Well, I was a bored teenager. Here was a door into a world created completely by one’s imagination, and therefore, completely safe. By contemplating the rules and map, with a book on the side, one could escape completely into that world for hours.

KZ: You’re not a teenager anymore. Why the continuing interest?

KZ: Perhaps I can explain it better in the form of a fable. And I just happen to have one here. (Reads)

There is a large auditorium. Inside the darkened hall, the familiar Saturday evening’s entertainment is going on, as a capacity audience partakes the easy and pleasant act of watching images on a screen. (Though there is some question whether such a passive kind of enjoyment as reclining, neither moving nor speaking, hardly needing to move the eyes from the center, qualified as an “act.”)

However, hardly have we situated ourselves than we begin to suspect this is not the ordinary evening’s entertainment we have expected. After some minutes, it becomes clear that the film we have paid to see is just as chaotic and incomprehensible as the people staring at the screen. And no sooner are these departures do not herald the approach of the story’s ending, “as new developments continue to unfold.” And no sooner are these seats vacated than newcomers arrive to claim them.

Finally, after some hours, the house lights come up. During this intermission (the proprietors maintain the necessity of enforcing these little breaks for the health of the patrons), a speaker comes out and offers his summary of the action, and others follow him with contradictory opinions, and none of their talk seems to take into account anything which has occurred in the film since we arrived, or if it does touch upon a point we witnessed, it certainly does not add anything useful, nor does it explain how the various scenes bear upon each other or on the whole story.

It appears no one in the auditorium understands anything of what the film is about, nor does there seem to be anyone who has been present throughout an entire showing. Obviously it’s too long a film for that, though for many of those present the film is an obsession to which they devote themselves to an extraordinary degree for an entertainment of such a kind.

After the rather poor attempts by the first group of commentators, the stage is yielded to a few veterans who are regarded as something like sages by the audience. Unlike the others, they make no pretense of explaining the recent happenings on screen, but restrict themselves to exchanging theories on what the earliest sequences of the film may have been. The implications of this line of thinking, as they suggest themselves to us in the audience, are in part that everything that has come since those earliest scenes, has been a kind of repetition, with variation, thereon. Still, these older interpreters fail to explain how, if they cannot understand the most immediate events, they can expect to know anything of what came before.

ARM: Hmm. Fortunately, or unfortunately, there seems to be more.

KZ: Well, I’ll just summarize it for you. In short, the narrator decides the whole thing is a waste of time, and that the people staring at the screen are deluding themselves. This is where that question about whether the filmgoers are actually “doing” anything comes back. The narrator decides they are all having a pseudo-experience. He decides that only through “real” experiences in the “real world” can one get to understand anything. So he leaves the auditorium and does not return for seven years. In that time, however, he becomes even more confused, feels less sure than ever about the real world, and even becomes responsible for some of the horrid and inexplicable kinds of things he had seen on the screen. So that when after seven years he returns to the movie, which is just as chaotic and incomprehensible as before, he becomes an avid interpreter, hanging on every word of the scenes, and before long he is up there with them, spinning out this myth which bears no relation to anything he has seen, and he’s happy to be there.
ARM: So you consider yourself to be trafficking in myths?
KZ: I think we all are. Every human being is, of necessity, whenever he uses language.
ARM: Why?
KZ: Myth is the concern of art. I think the idea of having anything to do with the arts embarrasses some people out there, but nonetheless I've been preaching that there are many similarities between the mathematical structure of wargames and that of the "geometrical" arts. What I mean is, of course, a limited comparison of the way small things are put together to produce a larger overall picture. As an example, you can see how one game turn, repeated over and over, builds up to an entire campaign's duration. And though each of these game turns is, in actual play, derived from the same set of rules, each of them is obviously different too—a variation. Let me compare it to the process of variation in music because music is what I know best. I have often tried to suggest musical analogies. I recently got a note from Tom Olson, confiding a particular fondness for the Adagietto from Mahler's Fifth, which, is, by the way, a sumptuous and heartrendingly beautiful piece, though Tom thinks to sin out of this one. It is perhaps too obvious. And his appended second thoughts point to the problem. Many of us are intimidated by so-called "experts", afraid of having our sentiments exposed to ridicule, and acting as if we were not qualified to express our own emotional responses to art. I have brought music into the discussion so often in the past because music is built up in just the same way, with those same devices of repetition and variation which we see so well in playing out a game. And the point of this is that anyone who is capable of contemplating the overall design of a wargame is fully capable of achieving the same depth of understanding in a work of art.

ARM: Are you saying you think a wargame is the equivalent of a work of art?
KZ: Emphatically not. Unavoidably, the problem is subject matter. Instead of concerning itself with the highest aspirations, it treats the basest. This is probably why many gamers prefer to gloss over the question of what a game is about, while at the same time, it leaves something terribly unfilled in the people who create them.

ARM: I feel like I'm in the middle of a forest looking for a specific tree. Can you give a brief summary of how all this relates to your design philosophy?
KZ: That question is much too general.

ARM: Okay, I'll try again. From the preceding, you seem to be firmly on the side of realism in the realism versus playability argument. Would you agree?
KZ: What I was trying to say in all the foregoing was that it ultimately becomes impossible to find anything that you can establish as real.

ARM: When you design or develop a game, do you want people who play the game to learn something about history? Is that what is more important about game designing to you?
KZ: Yes.

ARM: What about the gamers who don't care about the subject matter of the game? Do you take them into consideration when working on a game?
KZ: I want them to confront the subject matter of the game.

ARM: But what about somebody like me who doesn't give a darn about the subject matter? Will I still enjoy a game you've worked on?
KZ: Not the first time.

ARM: Meaning that I will the second time?
KZ: Well, hopefully you'll learn something the first time.
THE MANIACAL APPROACH

Countering the TKO

By Ed O'Connor

If nothing else, my understudy's deluge of articles in Vol. 17, No. 4 has toned the mail considerably in recent months. Take his discourse on Japanese strategy in VICTORY IN THE PACIFIC, for example. Not only did his "TKO" in Three" article prompt several rebuttals (two of which are shown here), but it also brought a challenge from one Max Zavarelli of Parkridge, IL to put up or shut up (see letters page). Not one to back off from a challenge, Alan has accepted and will meet Mr. Zavarelli across the cardboard waters of the Pacific at the upcoming CWA Con in a public match. I, for one, gleefully look forward to reporting the outcome.

I first became acquainted with Alan Moon's "TKO" strategy (Vol. 17, No. 4) when he was a member (and a driving force behind) the Jersey Wargamer's Association. At that time Alan and I had some lengthy discussions about the relative merits of the strategy. My point always was that the game is not nearly as lopsided as Alan believes, and that if the Japanese side has any advantage, it is a small one. Although I never had the opportunity to sit down and play Alan, I did play some other members who had adopted his methods, and I had some success using an Allied strategy which Alan neglected to list with his possible "reasonable" approaches. He does mention it briefly, almost as an afterthought, but terms it only "irritant." I believe, and I shall attempt to demonstrate that this strategy, far from being absurd or maniacal, is an effective Allied counter to the TKO.

To summarize the TKO, the Japanese player attempts to cause high ship attrition while at the same time building up a large lead in POC by attacking in force into all three of the Allied "home" areas: the Hawaiian Islands, U.S. Mandate, and Coral Sea. If the Allied player responds as planned, there are two major battles on turn two, achieving the Japanese objectives. If the Allied player sidesteps the main Japanese fleet and raids the perimeter, he is left with severe movement problems on turn three and faces the loss of Pearl Harbor and/or Samoa.

In dealing with this attack, the first thing the Allied player must do is straighten out his priorities. Your most important objective for the first four turns should be to protect your fleet while maintaining your own. Your second objective should be maintaining a positional advantage. This means taking and/or holding advanced bases and force into all three of the Allied "home" areas: the Hawaiian Islands, U.S. Mandate, and Coral Sea. If the Allied player responds as planned, there are two major battles on turn two, achieving the Japanese objectives.

If the Allied player sidesteps the main Japanese fleet and raids the perimeter, he is left with severe movement problems on turn three and faces the loss of Pearl Harbor and/or Samoa.

Don't stay to fight in the Hawaiian Islands unless you've lost nothing at Pearl and all your carriers appear. Send your Australians to help out patrolling the U.S. Mandate and Coral Sea. Otherwise the I-Boat might cost you 2 POC right away. When returning to base, send the Australians to New Hebrides and the DeRuyter to Samoa. Try to get two carriers to Australia and one to the North Pacific. Also, at least three of the carrier players in Australia are to convince the Japanese player to use three LBA in Indonesia next turn.

TURN TWO

This is usually the decisive turn of the game, especially against the TKO. The Japanese player will expect you to commit patrols to at least two of your three home areas. Don't. Send the Australians and the DeRuyter to patrol the Marshalls. Send two cruisers to patrol the North Pacific. Patrol the Bay of Bengal with two British battleships and send the rest of their battleships and the Hermes into Indonesia. The battleships probably won't have any targets, but if they do go as raiders they might not make it, and if they're not there the Japanese player might get cute by reducing his LBA commitment and sending in battleships of his own on raid to scare away the British carriers.

If the Japanese player sticks to his plans, he will place three LBA in Indonesia, two LBA in the South Pacific and one LBA in the Marshalls. If he changes this distribution, don't be sad. You've already disrupted his plans. You might be tempted to use your LBA aggressively. Don't. Play it somewhat safe and your reward will be great on turn 3. If you still hold Midway, place them there. If not, and you have three units, put them in the Coral Sea. This area is the least of your three home areas to the Japanese, and they probably won't send carriers to oppose them. You might even pick off a cruiser or two in a first round action. If you do end up facing carriers, don't fret. Four or five carriers against three LBA is not too bad a fight, and the Japanese are gaining something else somewhere. If you only have two units left, consider putting them in the North Pacific and/or Aleutians, where they're relatively safe.

At this point, the Japanese player has a tough decision to make. His fleet can only really contest two areas, and there are now four areas in question: Hawaiian Islands (H), U.S. Mandate (U), Coral Sea (C), and the Marshalls (M). If he tries to fight in three areas, his forces will be just too weak in one of them and he would face a major defeat (2-4 carriers and 6-8 surface vessels) and be forced to take himself out of the game (1-2 carriers and 2-3 surface vessels). The Japanese player then has six possible combinations: 1. H + C, 2. M + C, 3. U + M, 4. U + C, 5. H + U, 6. H + M. Some of these are better than others, some are really dumb, but none is a sure win no matter what you consider them.

1. H + C. This one is a little dumb. The Japanese gain POC and seal off Pearl Harbor on turn 3. The Allied player then has six possible combinations; 1-2. M + C, 3-4. U + M, 5-6. U + C, 7-8. H + U, 9-10. H + M. Some of these are better than others, some are really dumb, but none is a sure win no matter what you consider them.

2. M + C. This one is very dumb. The Japanese player gets the two carriers in the Central Pacific and the Aleutians and one carrier to the North Pacific. Divide the rest of the force between H and U. Result: Japanese net +11 POC and lose 6-10 surface ships to possibly 4-6 surface ships to your loss of maybe one carrier and 2-3 surface ships, and H is unblocked for turn 3.

3. U + M. This is similar to M + C, the only difference being the Allies have a slightly worse position with U blocked. Response is the same, with the U forces in combination #2 going to C this time. Once again, don't count on it happening.

4. U + C. This isn't too bad a move. It threatens to capture Guadalcanal, New Hebrides and Samoa by encirclement on turn 3. The problem is it lets the American fleet run wild while the Japanese carriers have to face LBA. Result: Similar to that to H + C, but send the U forces to H instead. Result: Japanese net + 11 POC and lose 1-2 LBA and 4-6 surface ships to your loss of maybe one carrier and 2-3 surface ships. Unfortunately, the Allied position is not very good, with both H and U blocked, but with a carrier and maybe six cruisers based at Dutch Harbor and everywhere else Australia, things aren't too bad. This option should make a fairly even game.

5. H + U. This might be the best Japanese choice. It avoids any LBA in C, blocks Pearl next turn and threatens to take Samoa. Reaction: Send two cruisers to patrol the North Pacific, four cruisers to each of the Central Pacific and the Aleutians, and everything else to C. Result: Japanese net +9 POC, lose 1-2 LBA and 4-6 surface ships to your loss of maybe one carrier and 2-3 surface ships. Unfortunately, the Allied position is not very good, with both H and U blocked, but with a carrier and maybe six cruisers based at Dutch Harbor and everywhere else Australia, things aren't too bad. This option should make a fairly even game.

6. H + M. This is also a pretty good choice, transforming the opening into a straight push to capture Pearl. The only problem is the Japanese ships in C and U are wasted, and will probably be sunk. Reaction: Send three cruisers to the Aleutians, one carrier and three cruisers to the Central Pacific, one carrier to the North Pacific and divide everything else between U and C. If you have five carriers against four cruisers, one carrier and 2-3 big units in the Central Pacific, the Japanese can run away easier. Result: Japanese net + 9 POC, lose 6-10 surface ships to possible 4-6 surface ships of your own. While Pearl is threatened, you'll have plenty of LBA next turn to defend it, and your position is not too bad. Once again, a fairly even game.

While all this is going on, send all the British carriers into Indonesia. You're really not serious about controlling the area. Your goal is basically to destroy one LBA. The reason for attacking this turn and not waiting for the other carrier is that by waiting, you lose the battle. Reaction: Send three cruisers to patrol the North Pacific, four cruisers to each of the Central Pacific and the Aleutians, and everything else to C. Result: Japanese net + 9 POC, lose 1-2 LBA and 4-6 surface ships to your loss of maybe one carrier and 2-3 surface ships. Unfortunately, the Allied position is not very good, with both H and U blocked, but with a carrier and maybe six cruisers based at Dutch Harbor and everywhere else Australia, things aren't too bad. This option should make a fairly even game.

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If your own LBA are facing carriers in the Coral Sea, and Samoa or Pearl are threatened with capture next turn, go for a night action and withdraw. You'll do better next turn with all six units together. If you do fight, on the first round put one unit on each of the weakest armored carriers to try to get some kills. If after one round you're still outnumbered, withdraw and save yourself for next turn. With normal luck you'll have lost one LBA and sunk one carrier, which is not a bad trade.

If the Japanese player does decide to fight in three areas, concentrate your forces in only one. The three areas will probably be M, H and U, since your LBA in C will be a match for any three carrier force and will thus be avoided. Your best bet is either to go into M, in order to rescue your three cruisers which are already there, or H, in order to save Pearl, unblock the area and have a decent chance for a night action. Even U isn't bad, because there you'll have an even chance for a night action, and after killing three Japanese carriers this turn your six LBA can probably protect Pearl next turn. In any case, you're not in bad shape.

TURN THREE
The actions taken this turn are of course heavily dependent on what happened in turn two, but in general the Japanese will have lost about six surface ships and two LBA and will have blocked either U or H and possibly C as well. They will typically have lost one carrier and three surface ships. Only one of either Pearl or Samoa should be threatened with capture, since if the Japanese controlled both then you should have controlled the Marshalls, thereby screening Pearl. Whichever one is threatened, defend it with all your LBA. Six LBA units can give even ten carriers a heck of a fight, and even if they lose (which they will about 80% of the time) they can make it very expensive, probably sinking 3-4 carriers and forcing the Japanese player to leave a lot of openings elsewhere.

If Pearl is unblocked, look for a chance to use your marines aggressively this turn. That way they get to return and invade again on the crucial fifth turn. Midway can be an inviting target. If there are any British carriers left, go into Indonesia again as on turn two and try to knock off some more LBA. Every one off the board forces your opponent to give you ships to sink.

Don't spend too much raiding the Japanese interior. Any raids should be used to keep the perimeter open. If convenient, maintain a northern threat with a few cruisers based at Dutch Harbor.

TURN FOUR
This turn the situation should be a little more stable. You'll probably have a little more freedom of movement than on turn three. Now is the time to raid the Japanese interior and to start thinking about POC, although your chief objective should still be sinking Japanese ships. Be conservative with your marines this turn. Having three next turn can be handy.

TURN FIVE
Now is the time for the big push. Go for position. If you hold Guadalcanal and/or Midway and open up the Central and/or South Pacific, you're in fine shape. At the end of your turn try to base battleships at Midway and Guadalcanal, and send any carriers you have left to Australia so that next turn they can hit Indonesia.

TURNS SIX TO EIGHT
These are the turns to make up the 20-25 POC you're probably down. It can be done. If you have been successful so far, you should be able to at least raid every area, and the Japanese player should be able to oppose you in only two, one with LBA, one with his fleet. If he keeps Indonesia and the Japanese Islands, and you control everything else, you gain seven POC a turn, which would make it close. If he spreads himself any thinner, his fleet will come faster. Keep pushing for advanced bases. You should be able to get Lae. If you can, the capturing of the Phillipines can be decisive. If you have a "safe" area (screened from raiders), patrol it with a slow or damaged battleship and use your LBA aggressively. The game will probably come down to USN battles in the Japanese Islands, which you should be able to win. In any case, count POC every turn, keep battleships in a position where they can patrol forward areas, and make sure you play aggressively enough to win.

ANOTHER COUNTRY HEARD FROM
Option 15: The USN Strikes Back
by Grady Hendrix

Alan Moon's "TKO In Three" is an interesting article. It prompted me to test his TKO strategy against what I will call Option 15 and compare its viability with the "Hawaii Strategy". Alan and I agree totally on turn 1, but little from then on. By turn 5, the IJN could accumulate the 29 point maximum yet still lose. Conversely, the IJN could have only 20 points on turn 5 and still win—if the attrition has been favorable. My point is the USN should be most concerned with: 1. maintaining the fleet; 2. denying the IJN bases, especially Guadalcanal; 3. limiting IJN victory points. This is the flaw in TKO—the USN can ignore victory points early in the game and lay waste to the exposed IJN fleet.

Let's assume the following turn 1 results: 1.) +7 IJN POC; 2.) British in Indonesia sunk; 3.) Midway captured; 4.) six BB's and two CA's destroyed at Pearl Harbor; 5.) both Allied land based air (LBA) destroyed; 6.) no USN CV losses; and 7.) no IJN losses. All of these assumptions except number 6 favor the IJN, but I believe this to be a representative first turn.

Option 15
The IJN uses the TKO opening for his patrollers and LBA on turn 2. The USN now employs Option 15. Place two CA's in the North Pacific on patrol, both LBA sequestered in Bay of Bengal together with two or three British patrollers, flip all other ships to "raids". This done, the USN has 15 CA's and BB's, and five CV's as raiders. If the IJN evenly divides his remaining ships and sends half to Hawaii and the rest to Guadalcanal, he has ten surface ships in one area and eleven in the other.

Assuming one CV from Japan makes a successful speed roll, the IJN will have five CV's in each area. The IJN can be outnumbered almost 2 to 1 in surface ships in either area; CV hulls are equal. If the USN attacks in either area with his entire fleet and gets a night battle the IJN is cold meat. A day battle, more likely of course, is much better as far as the IJN is concerned. With five CV's present on both sides luck becomes critical. The USN will probably be rolling more dice and will have a slight advantage, however we will assume the CV's at the early stage aren't particularly predict an outcome, but for the sake of argument, let's say each side loses four CV's. After such a result the IJN should withdraw, and since the USN BB's are too slow to pursue, the USN should let them go.

Admittedly this situation does not look good for the USN. Eighty percent of his CV's sunk, the IJN with bundles of POC. However, the USN now has six LBA and with the attrition the IJN suffered on turn 2 CV's, taking Hawaii will be difficult. Of course, if the major battle on turn 2 took place in Hawaii, it's already safe from conquest by isolation. But if the battle was in US Mandates, leaving the Hawaiian Islands area IJN controlled, Hawaii is in jeopardy. On turn 3 the IJN will have seven or eight CV's consisting of 21-24 air factors to assault Hawaii. Once again Lady Luck will decide but the IJN have a definite advantage against a less than full strength IJN CV force. The IJN would be very fortunate to win in this situation and would be wise to forget Hawaii.

Therefore I do not believe the IJN can afford to split his fleet into two areas when faced with Option 15. Alan assumes that the USN will send eight to eleven ships on patrol in turn 2 in response to TKO. But by sending out only two, Alan's entire plan is in peril. This gives the USN a crushing surface advantage. Absurd, Alan? If the USN uses Option 15, the only logical thing to do would be to send all surface ships to Hawaii, possibly a few CV's to the US Mandates, and the rest of Hawaii. However, this leaves the ships in the Coral Sea and US Mandates vulnerable. All of this boils down to risks that need not be taken.

The Hawaii Strategy
The IJN can hold the perimeter and attack Hawaii on turns 2 and 3, seeking capture of Pearl Harbor by isolation. By massing the IJN in Hawaii on turn 2 the USN can not really afford to contest it. On turn 3 the six LBA will be in Hawaii, but against the entire IJN CV force they should not hold it. The IJN surface superiority will make the USN think twice about moving ships into Hawaii on turn 3. The IJN can abandon Indonesia on turn 3 and place three LBA each in South Pacific and Marshalls to secure the perimeter. Admittedly the TKO will gain more POC in the first three turns, but by using the "Hawaii Strategy" you destroy the US Marines which arrive on turn 3 and cut the USN off from the entire northern part of the board. Your POC gains on turns 4 and 5 will be higher than they would be using TKO. All of this and the only real risk you take is exposing your CV's to the LBA on turn 3. You're going to fight the LBA either way, so why expose your fleet to a possibly disastrous surface battle? By keeping your CV's together, the USN will be hard-pressed to attrition them to the point where his LBA can hold Hawaii.

The best way for the IJN to counter Option 15 is not to allow the USN to use it, period. By attacking Hawaii only, in mass, Option 15 is null, void, and prohibited by law.

NEW AFRIKA KORPS RULES
A completely rewritten set of rules for AFRIKA KORPS which replaces the old rulebook, battle manual, combat results table, and situation card is now available from our parts dept. for separate mail order purchase for $4.00. This new rulebook does not alter play of the game in any fundamental way—it merely attempts to clarify the rules of the game and dispose of the few ambiguities that have plagued AK players for years. Maryland residents please add 5% state sales tax.
The original Viipuri Defense (see GENERAL, Vol. 13, No. 6) was the result of several months work and playtesting some years ago and stood me in good stead in the occasional RUSSIAN CAMPAIGN games I was able to play. Unfortunately it did suffer from several flaws, the most notable being hex W25, which Rob Beyma so convincingly pointed out in a Series Replay (GENERAL, Vol. 16, No. 4). A few months following that embarrassment, another German PBM opponent took advantage of an error in the Western Military District. After overrunning three key units (see Diagram 1), he poured in armor units from other sectors and breached the Dvina on turn 11.

Needless to say, I went back to the drawing board and emerged several weeks later with a new Viipuri defense, one which takes care of the previous two mistakes and hopefully precludes any new ones. In the play tests since that time, no opponent has been able to tackle the Dvina or Bug rivers until the second turn, a concept I consider essential to any viable Russian defense.

In the central sectors, Viipuri II is characterized by a solid wall of strongpoints, the most significant feature of which is that all of the front line units can be attacked from only two hexes, save those units on N23 and O24 (see Diagram 2). Thus it is physically impossible to overrun any point on the line from H20 to S25, except of course, those units on N23, S25 and O24. Overrunning N23, however, costs a minimum of 35 factors and one Stuka while gaining practically no definite advantage. The woods at M20 effectively stop any armored penetration, while the deepest that regular infantry could then reach by the second impulse is only M19. The defenders on L22 can now be turned but only overrun using another 42 factors, leaving a mere 4 factors from Army Group Center to carry on the war in the second impulse. A particularly paranoid Russian may want to switch the units on L21 and L22 to prevent this second overrun, but I prefer the slightly stronger group at J21.

The 5th Infantry at O24 in the Kiev Military District can also be overrun in the first impulse but again the gains for such a move are minimal. The German would then be forced to use a second Stuka to attack the two 5-3s on S24 and S25 to ensure breaking the line. The mountains at T24 and T25 now effectively stop any 2nd impulse advance except for the one German mountain unit present at the start of the game.

In either of the above possible overruns, the German must use far too much airpower and manpower to justify the small penetration gained. Thus he will undoubtedly settle for direct frontal attacks along the sector, hoping to maximize Russian casualties. But now assume you lose all those front line units (see Diagram 3). Another solid line presents itself to the invaders. The only possible way for deep penetration is now to overrun the 10th Infantry on K20 at a cost of 50 factors. Again the returns for such an attack seem minimal. The Dvina River still could not be reached, while 50 factors against one 5-3 is a definite case of overkill.

The positions of the units in the Baltic Military District remain as they were in the original Viipuri defense but specific unit positions have been changed. The 6-3 11th Infantry has been rotated to the front line position to face Army Group North. While this tactic causes the expected loss ratio to jump from that of the original defense, it causes additional problems for the German that cannot be ignored. If the German commander does not wish to use a Stuka against the 11th Infantry, he can only achieve 4-1 odds and thus risk a mildly disastrous Contact result. If he does use a Stuka to ensure a 5-1 or better, it constitutes considerable waste of his airpower. He only needs one additional factor to raise his attack strength to 30 (in order to ensure a 5-1), but Stukas can be used much better by raising normal 2-1 attacks to 5-1; thus using a Stuka against the Baltic defender robs other areas of his most potent offensive weapon.

The northern area of the Kiev Military District is defended similar to the Western Military District, only now it is the mountains rather than the woods that are used to advantage. The major problem is to prevent an incursion along W25 by armored members of Army Group South (one of the decisive factors in my loss in the Series Replay). Since the
key to such a German tactic is to overrun a weak unit on Y25, thus giving access to W25 (see Diagram 4), the solution is to put a unit on Y25 which could not be overrun (see Diagram 5). The 9th Infantry nicely fills this slot and completes the solid front line defense. Note that overruning only one of the units on A10 or B10 will not open a hole in the Odessa District and since both cannot be overrun, the defense is intact.

The only remnant left unchanged from the original Viipuri defense is the Finnish front. While it has been pointed out that the 7th and 23rd Infantry (on C10 and B9 respectively) should exchange places as the doubled 4-3 is as effective as the doubled 5-3 in holding off the Finns, I still tend towards the original setup. This might be more from nostalgia than common sense, but it does have the advantage of setting up the Viipuri Trap (see original Viipuri defense) against the careless or greedy German.

The major drawback to a solid front-line defense is that casualties tend to be very high. But if German penetration can be effectively retarded on the first turn, a minimum of units can present two nicely doubled river lines for the German to consider in July and August. In particular, the hexes Riga, H16, J15, I14, V22, AA21 and DD22 should be occupied. Surviving units from the first turn who can't really escape to safe areas should be considered at P15, U24 and Odessa.

In my opinion, the third turn is generally when the Russian should consider giving up vast amounts of space. With normal weather, the German will be unlikely to get any cheap shots against any cities with production centers except for Kiev. The ensuing winter can be used to consolidate forces and make local counterattacks in threatened areas.

Hopefully the readership will find Viipuri II more satisfying and endurable than the original Viipuri. Improvements and changes are bound to occur and I invite all RUSSIAN CAMPAIGN enthusiasts to share their views and criticisms, their pet defenses and favorite tricks. THE RUSSIAN CAMPAIGN is a fascinating game and the more discourse that occurs, the more rewards that we players reap in pursuing one of life's little pleasures. To that end, any one wishing to take me on in another PBM Series Replay can write me at: 4040 SW West Hills Rd., Corvallis, OR 97330.

NOT TONIGHT DEAR, I JUST GOT THE GENERAL
by John Curtin & Alan R. Moon

It was our anniversary. I'd really put out this year. Bought her flowers AND candy.

As I opened the front door, I saw the dining room table. It was just as I'd expected it to be. Laid out like royalty was coming. Centerpiece. Candles. The good china her mother had given us as a wedding present. The good silverware her grandmother had given us as a wedding present. The cloth napkins her aunt had given us as a wedding present. The fondue set her great aunt had given us as a wedding present. Etc. I walked into the kitchen ready to accept a big hug and kiss. And after that, who knew, maybe dinner would have to wait awhile.

I knew something was up though, when I saw that familiar, sad look on her face. "What happened? Did you burn the dinner? Is the checking account overdrawn again?"

"Worse than that", she replied almost in a whisper, "The latest issue of THE GENERAL came."

"You're kidding, it's early. Where is it?"

"I put it underneath the bills. I knew you wouldn't look there."

"Where are the bills?"

"I ran into the den. There on the desk beneath the bills was my magazine. I picked it up, without disturbing the bills. I sat down and began to read.

"Dinner's ready", she said from the doorway, "Okay, I'll be right in."

"I was thunderstruck. Was this the meek, little gal I'd married seven years ago? The shy, innocent minister's daughter?"

"Allright, I'll be waiting for you, but please hurry!", she moaned as she swooshed away.

What seemed like minutes later, she stormed back in. She was still wearing the nightie, but her hair was mussed as if she'd been yanked back in.

"Do you know what time it is?"

"No honey, but why don't you go back to bed and I'll be right in."

"Enough is enough. I fell asleep waiting for you. That's it." She was standing on the other side of the coffee table now. Suddenly, she scooped up the map and pieces, grabbed THE GENERAL, and marched out.

I was thunderstruck. Was this the meek, little gal I'd married seven years ago? The shy, innocent minister's daughter?"

My thoughts were interrupted as I heard the awful, snarling sounds of the garbage disposal in action. I ran into the kitchen.

Too late. I watched in horror as the last of my ANZIO pieces went down the drain. Rooted in place, I stood by helplessly as next she took out the butcher knife, waved it at me, and then began to chop the board to pieces. She then dumped it into a pot and set it afire, and began tearing out the pages of THE GENERAL, throwing them onto the blaze. All the pages gone, she began to cry and run out.

After dinner, I got down to some serious reading, sitting on the couch. When I got to Tom Oleson's ANZIO article, I had to break out the game and set up the new scenarios.

About nine, my wife came out of the bedroom wearing a new, baby doll nightie and a very seductive look. "When are you coming to bed, handsome?", she purred huskily as she cuddled up against me.

"Not long, darling, I just want to see how this strategy works out."

"Alright, I'll be waiting for you, but please hurry!", she moaned as she swooshed away.

As I opened the refrigerator in the glow of the blazing GENERAL, to see if we had any marshmallows, I couldn't help but wonder what the feature article in the next issue would be.
He knew exactly what the report would say even before he read it. Space Amoebas had been spotted in his sector.

Reports like this had been flooding into federation headquarters the past week from all corners of the galaxy, but he had hoped the amoebas wouldn't have gotten this far so quickly. As captain, he knew his first responsibility was the safety of his scout ship and his crew. His orders were immediate—change course toward the nearby sun. Space amoebas tended to avoid the deleterious effects of heat on their protoplasm.

The scout's mission was to protect valuable resource planets in this solar system. It was especially important now, for the federation's Space Lord was preparing a major offensive to capture the seven inner solar systems of the Empire. In the very center was the great planet, Saestor. Here, the Empire had begun and prospered, spreading out until it ruled the entire galaxy. After many millennia of peaceful and prosperous government, complacency and neglect had inevitably begun undermining the structure.

Then the amoebas came. Nobody knew where they came from or why they came, but there was no mistaking their presence. As big as planets, their monstrous pseudopods engulfed anything that strayed into their path. At one time, the Empire would have been able to drive them away. Now it was too late. As a last ditch effort, the Empire's super-dreadnoughts were converted into Doomsday Machines and launched against the one-celled monsters. They immediately went out of control; however, and drifted aimlessly throughout the galaxy destroying anything they came in contact with. The Empire collapsed. All that had been gone. Survivors were forced to flee to the outer solar systems.

From the ashes of destruction emerged a new spirit. Small federations began springing up as havens for these last remnants of civilization. Here the Space Lords rose to power. Each had the same goal—to recapture the inner systems and return the galaxy to peace and order.

Reflected off the scout's silver body, the sun rays shone through the blackness of space into a pale, translucent mass in front of it. There was no time to change course. No warning. The scout was too late. As a last ditch effort, the Empire's super-dreadnoughts were converted into Doomsday Machines and launched against the one-celled monsters. They immediately went out of control; however, and drifted aimlessly throughout the galaxy destroying anything they came in contact with. The Empire collapsed. All that had been gone. Survivors were forced to flee to the outer solar systems.

Amoeba Wars comes to you complete with large full color mapboard of the Empire Galaxy, deck of power cards, playing pieces representing space amoebas, doomsday machines, scout ships, battle cruisers, patrol ships, battleships, and dreadnoughts; plus a variety of playing aids.

Amoeba Wars is a fast, exciting game of galactic struggle for two to six players. Game time averages between one and three hours. Each player assumes the role of a Space Lord. His objective is to capture Saestor, the old capital of the Empire. Not only must he be prepared to battle the Space Amoebas, but he must also be ready to fight competing Space Lords to win. Good planning and calculated risks must be utilized to take Saestor. Be careful, a marauding Doomsday Machine may appear at any time to disrupt any well-laid plans.

Amoeba Wars is not a simulation, but it is one heckuva game! We present, with pride, a truly innovative fantasy game easily learned, yet sublet in strategy of play.

Fans of Gary Donner's previous Avalon Hill release, WIZARD'S QUEST, won't want to miss AMOEBA WARS. It has the same basic simplicity which made that game so much fun to play, yet is extremely challenging in its new applications of timing and combat resolution percentages. AMOEBA WARS is available now by mail from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214 for $16.00 plus 10% postage and handling (Canadians please add 20%, overseas customers 30%). Maryland residents please add 5% state sales tax.

Complexity Rating: 1 (10 being most complex)
Number of Players: 2-6, ages 12 & up
Playing Time: 1-3 hours
Aboard the Royal Fortune, Roberts saw the approaching Ogle only to mistake the Swallow for a large merchant vessel. It was indeed ironic that Roberts, a fine seaman and crafty adversary, would pick this time to have a lapse in judgement. It was a lapse that he would pay dearly for.

Roberts ordered one of his flagships to capture the Swallow. Out went the Great Ranger and sometime later, unbeknownst to Roberts, was captured by the Swallow, a 60 gun man-of-war.

On the morning of 10 February 1722, Roberts was in his cabin aboard the Royal Fortune when word came that a ship was fast approaching. He was not the least bit concerned even though five days had passed since the Great Ranger had sailed after another ship. The British ship slowly closed the gap to the unsuspecting pirate vessel. Roberts, meanwhile, was eating his breakfast, so strong was his confidence in himself and his ship.

The two ships closed on one another and at 11:00 AM, they were well in range. Roberts, by this time, finally became aware of what was occurring and ran up to the decks, bent on teaching the Swallow a lesson. With an immense roar, the Swallow's guns delivered a thunderous broadside. Roberts, a fine seaman and crafty adversary, would not be caught unawares this time.

His death so unnerved the crew of the Royal Fortune that they surrendered.

II. Prevailing Weather Conditions
Wind Velocity: 3-normal breeze
Wind Direction: 5
Wind Change: 5

III. Special Rules
A. Morale
B. Pirate Leaders
C. Boarding
D. Certain hexes are land as shown in black on the map diagram:

IV. Special Victory Conditions
Just a slugfest between a devil-may-care pirate and a determined Royal Naval officer.

BLANK COUNTERS
Avalon Hill now sells blank, half inch counters pre-printed with standard unit notations in an assortment of six colors. Each counter sheet contains approximately 190 counters. The larger 5/8" counters are not available in different colors or with pre-printed unit notations. When ordering choose from the following colors: white, beige, blue, yellow, gray, or mint green. Blank counter sheets are available for $2.00 each, or six for $7.50, or twelve for $14.00. Add 10% for postage and handling (20% for Canadian customers, 30% for overseas orders). Maryland residents please add 5% state sales tax.

GLADIATOR
The savage splendor and pageantry of ancient Rome lives again in this game of man-to-man gladiatorial combat. Each player assumes the role of one of a matched pair of gladiators pitted in a contest of arms to the death. Superbly trained and equipped for the sole purpose of entertaining the citizenry with their life and death struggles, each man must fight with all the skill he can muster for his very survival. There is no question of bravery in the arena. It is kill or be killed and each man must muster all the skills and cunning he can summon in this most desperate of battles for survival. There can be only one victor in the arena and no second chance for the loser. For missus can be granted the fallen only at the whim of the emperor, and all too often mercy takes the form of a quick end on an opponent's blade. Let the games begin!

In GLADIATOR each player is represented by a single "counter" one inch wide and 1 5/8" high which stands erect as long as the gladiator does. Each counter is back-printed with a rear-view image of the gladiator giving a three-dimensional feel as if the players were maneuvering miniature figurines. There are four classes of gladiator varying in type by armor and armament. Within each class the participants vary according to individual ratings for training, strength, agility, constitution, combat capabilities, and types of armor worn. Regardless of rating, each gladiator will have some strength with which to exploit his opponent's weaknesses. Knowing how best to utilize these advantages is the key to survival and winning the game.

In the Basic Game both gladiators are armed with short sword and shield. Each player records his movement secretly in an attempt to gain a positional advantage over his opponent. Movement orders are then revealed and executed simultaneously. If in position to attack, each player then secretly allocates his available combat factors to any of a series of offensive maneuvers aimed at various parts of his opponent's anatomy or defensive maneuvers to protect himself from an adversary's attack. Combat is resolved, wounds inflicted and recorded, and checks made for incapacitating results. Play then proceeds in a like manner until one gladiator is victorious.

In the Advanced Game, the Retarius makes its appearance, allowing the classic confrontation of antiquity: short sword vs. net and trident. The Retarius can strike from greater range with his trident while the swordsman is still too far away to harm his opponent, or trip or ensnare his opponent with a defily swung net. At close quarters, though, it is the Retarius who is at the disadvantage with no shield to turn away his opponent's attacks. It is the classic struggle of strength vs. agility.

In the Campaign Game, players assume the role of wealthy Romans trying to acquire great wealth through wise wagers on the success of their own stable of gladiators. In addition, each victorious gladiator can improve his characteristics through experience gained in the arena, although he also risks debilitating injury. Ultimately, a gladiator's supreme goal is to become the Emperor's champion and win his freedom.

GLADIUS is available now by mail direct from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214 for $9.00 plus 10% for postage and handling (Canadians please add 20%, overseas customers 30%). Maryland residents please add 5% state sales tax.

AVALON HILL COMPLEXITY RATING: 4
(on a scale of 1 [easy] to 10 [hard])

GLADIUS is best played with two participants, but can be played by any number—especially in the Campaign Game version. The average playing time varies from 15 minutes to a half hour, making multi-match tournaments a commonplace occurrence. In each game you get an 11" x 16" mounted mapboard, rulebook, gladiator log pad, and full color, double printed die-cut counters representing the gladiators and their weapons.
Letters to the Editor ...

The call to the police came from an anonymous lady caller, who stated she heard shots from the A.H. offices. With the assortment of .38 caliber bullets, only seven are listed: Tom Shaw, Richard Hamblen, Mick Uhl, Frank Greenwood, Zucke...
The Question Box

Q. Automatic TKO and TKO Condition Chart: which fighter’s TKO Rating do you use, the fighter who scored all the points or the fighter who might get the TKO?

A. Use the TKO Rating of the fighter who is being hit, as he is the one who is susceptible to a TKO.

Q. Should the Excessive Rabbit punch be a “Check Result Table”?

A. Yes.

Q. If a fighter’s HP Rating goes down one if he is a boxer, does a fighter’s CF go down one if he is a slasher?

A. Yes.

Q. The rules state that Coverup can be used at any time in a round. If a card that has the possibility of a knockdown opponent, can the Coverup be played immediately to eliminate that possibility, or should Coverup be used only after a punch has been resolved (Action) and not in the middle of Action Resolution?

A. Coverup can be used only after a punch has been resolved (or any subsequent action due to this punch).

Q. Weight-Weight Miguel Barreto has the following ratings: KDR 1/3; KDR 1/2; total 1.1. If a second knockdown attempt is made what table is used? Also, in general what is the procedure if KDR 1/3 and KDR 1/2 is greater than 10 due to optional rules?

A. Any time the KDR 1 + KDR 2 is greater than 10, use 10 on the chart.

Q. Vonsold Johnson (light heavyweight) is missing his Cut Rating. What is it?

A. Vonsold Johnson’s Cut Rating should be CO-CH. 5/2.

Q. The example in the rules for using Endurance shows Endurance up at the end of Round 9, but the reduction starts in Round 8. What was a typographical error. Reduction should start with Round 10.

Q. Killer Instinct clarifications:

a) Cards used to resolve Killer Instinct in your hand and used to resolve all actions (i.e., the cards used for scoring punches, cut attempts, etc., come from the Killer Instinct cards and not the wound deck?)

b) Yes, the Killer Instinct cards are used to determine all actions that occur during that time.

c) Not enough cards exist for drawing all Killer Instinct cards you selected so you use what is there.

d) Yes, use only the cards which are left in the round. There is no carryover.

Q. It would be nice to put down a list of weight classes for people who do not remember if Heavyweights are lower than bantamweights, for example.


Q. One card has Cut -8, but no fighter has that possibility. Please explain.

A. There is also a card that has Cut -9 and Cut -10. These are included for percentage reasons. The player later uses cut cards in this position, where the player still has a chance to be more than 100% above all the others.

Q. Will there be cards for Too Tall Jones and Too Tall Jones Jr.?

A. Too Tall Jones may someday be raised but until he becomes a bona fide contender or at least a top 10 fighter (Alas, above), he may remain one of the greats of the game.

Q. Are points recorded for cuts and added to the point total?

A. Yes.

Q. When there are enough points built up for a TKO, does it take place immediately or at the end of the current round?

A. At the end of the round.

Q. Re “Adjusting the KDR According to Opponent’s HP” If both fighters have equal HP does this not affect them both or is it used in this instance?

A. If affected both—this could help each other in quite different ways.

Q. As a fighter loses endurance, his PL and HP are reduced. As his HP is reduced, should KDR 1 of the other fighter be reduced accordingly?

A. Yes.

CRESCENDO OF DOOM

116.62.82.93 Can a broken unit remain in a hex box?

A. No, but neither could a convict claim a prisoner by moving into a broken unit’s hex during the Movement Phase.

121.42 If an engineer squad displaces, do both half-squads need to displace 4.5 rounds capacity?

A. No—neither do them.

123.42 Can monocycle officers dismount into an adjacent hex during the Movement Phase in the same way passengers dismount a vehicle?

A. No.

133.72 If enemy units have a bridge demolition token and a demolition DRM accumulated to the point lost or are they permanent?

A. Permanent.

Avalon Hill RBG Rating Chart

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it as a measure of generalization of overall rank. By breaking down a game’s ratings into individual categories the gamer can discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

Reader Buyer's Guide

Title: THE LONGEST DAY

Subject: Game of WWII Normandy Invasion

The longest day, Avalon Hill’s first “monster" game, was the first of its breed to undergo analysis in the RBG. Its cumulative rating of 2.83 was good enough for 28th place on the chart which must be regarded as somewhat of a disappointment given the extraordinary length of the game’s development and its classification as a special interest item. We pointed out previously that the RBG ratings for the SQUAD LEADER gamettes were somewhat biased because the number of purchasers inclined not to like the game was lessened by the fact that they first had to purchase SL. Those who did not like the game system might not buy the expansion sets and thus the players of the game would be more inclined to rate the gamettes favorably. Logically, a similar phenomenon should also be in play for TLD. The $55 printing made it very hard for consumers to mistake the scope of this title. One would think that even such buyers would be prodigious to favor a minor fraction of these proportions; playability advocates being unlikely to take the $55 change.

Nevertheless the title got only average marks when compared to its smaller brethren in the RBG. The Play Balance rating of 3.30 was bettered by 68% of the other games in the chart, and the Overall Value mark of 3.15 put it in the bottom fifth of the class—a placement no doubt made easier by the $55 printing. The worst of fender though is the 3.53 rating for Completeness of Rules—a figure which beats the performance of only three other games in the chart (CIV, MAGIC REALM, and GETTYSBURG ’77).

On the positive side, TLD chalked up 11th best performance in the Realism and Components categories. One would have thought, however, that the Realism rating would be even better given the tremendous detail and research so much in evidence in the game.

The playing time figure has been bastardized by a merging of ratings for both the scenarios and the Campaign game. The former can be played in a much shorter time period, and the latter requires even more playing time than indicated below. In both cases the play time adds to the problem of high piece density.

TLD is an historian’s delight, but those who prize playability above all else should look beyond the 1500 counters and 3000 towns of TLD to shorter games; a statement which can be safely made about most, if not all, games of this genre.
Infiltrator’s Report

Carroll Reynolds (pictured below at right receiving the Super Bowl Trophy from AHFSL commissioner Tom Shaw) got off to a slow start in the 8th Annual Avalon Hill FOOTBALL STRATEGY League with a 2-4-1 record, but won 12 of his next 13 games to finish 14-5-1. Reynolds’ Kansas City Chiefs franchise defeated the Giants of Cliff Willis 34-21 in the Super Bowl to earn Carroll $160 in prize money plus plaque and trophy.

It was easy to pick the winner of the race in Contest No. 99. Red had obvious advantages that even the most inexperienced player of the game could have grasped at a glance. However, the contest required you to pick the best possible move for Red as well as determining who the most likely winner was. The best possible move for Red was one which would result in a 100% guaranteed victory for Red—a rare happening in CIRCUS MAXIMUS where victory can be lost at the last moment in any number of ways.

No chariot could cross the finish line on this turn so Red’s major task was to put himself into the best position from which he could win the race on the following turn. Red cannot guarantee the order in which he’ll move next turn so his task is to minimize his chances of being attacked while maintaining enough position to guarantee that his superior speed will enable him to cross the finish line ahead of the others. Red accomplishes both goals by using only 22 of his 23 movement points to pull his team alongside the wreck on the inside at 8-6. In this space, Red is immune to any and all attacks, but with his superior speed is still guaranteed to edge out his opponents with a one space minute on the last turn. However, if he used his last remaining endurance factor to brake alongside the wreck he would not only lose his train capability on the last turn, but also be penalized for running out of endurance prematurely. Therefore, Red must make an attempt to keep his team of chariots involved in the movement points this turn. The only safe attack to make is a ram attack vs the team of either White, Black, or Purple. The target is of no consequence as the object is not to cause damage, but merely to slow down without using endurance. The alternative, to move the Red team to 9 5, would expose the team to a possible crippled ram attack in both this and the following turn.

There were literally hundreds of winners to Contest No. 98 in what has proved to be one of our most popular contests ever. Those surviving the luck of the draw to win $10 merchandise certificates were: C. Silverstein, Washington, D.C. E. Mageson, So. Beloit, IL; R. Klingman, Wichita, KS; P. Gilliatt, Chester, VA; M. Gray, Arlington, VA; M. Hermanson, Arlington Heights, IL; T. Setzer, Norfolk, VA; G. Young, New Boston, MI; T. O’Connor, Orlando, FL; and B. Beyma, Pocomoke, MD.

CONVENTION CALENDAR

THE GENERAL will list any gaming convention in this space free of charge on a space available basis provided that we are notified at least four months in advance of the convention date. Each listing must include the name, date, site, and contact address of the convention. Additional information of interest to Avalon Hill gamers such as tournaments or events utilizing AH games is solicited and will be printed if made available. Avalon Hill does not necessarily attend or endorse these gatherings, nor do we guarantee that events using AH games will be held. Readers are urged to contact the listed sources for further information before making plans to attend.

APRIL 25-26
MADCON III, Madison, WI
Contact: Pegasus Games, 222 W. Gorham, Madison, WI 53703. NOTE: DIP, WQ
MAY 1-2-3
USAcon 3, Mobile, AL
Contact: Leo Vaulin, 5856 Lisloay Dr., Mobile, AL 36608.

MAY 15-16-17-18
CAN GAMES #1, OTTAWA, ON
Contact: Bruce Knight, 2011 B St., Laurent Blvd, Ottawa, ONT K1G1A3.

MAY 22-23-24-25
GRIMCON III, Oakland, CA
Contact: POB 4153, Berkeley, CA 94704. NOTE: Fantasy Role Playing Emphasis

JUNE 12-13-14
MICHCON 10 GAMEFEST, Rochester, MI
Contact: Metro Detroit Gamers, POB 787, Troy, MI 48099. NOTE: Past sponsor of ORIGINS III.

JUNE 26-27-28
GAME CON ONE, Salem, OR
Contact: Game Alliance of Salem, 481 Ferry St., Salem, OR 97301. NOTE: 3R, DIP, RB

JUNE 26-27-28
MASS MINI-CON, Norfolk, MA
Contact: Stephen Zagieboylo, 33 Grove St., Norfolk, MA 02056. NOTE: Fantasy role-playing and board games only.

JULY 3-5
ORIGINS VII, San Mateo, CA
Contact: Pacific Origins, P.O. Box 5548, San Jose, CA 95150. NOTE: THE National Adventure Gaming Convention

JULY 17-18-19
CWACON 81, Chicago, IL
Contact: Chicago Wargamer’s Ass’n, 1 East Schiller #18B, Chicago, IL 60610.

JULY 17-18-19
ODYSSEY 81, Durham, NH
Contact: R. Bradford Chase, UNH Simulations, Game Club, Memorial Union Building, University of NH, Durham, NH 03824.

JULY 24-25-26
GENCON EAST, Cherry Hill, NJ
Contact: GENCON EAST, POB 139, Middle-town, NJ 07748. NOTE: Formerly EASTCON & ORIGINS V & VI

JULY 30, AUGUST 1-2
NANCON, Houston, TX
Contact: Nan’s Toys & Games, 1385 Galleria Mall, 5015 Westheimer, Houston, TX 77056.

AUGUST 8-9
5th ANNUAL BANGOR AREA WARGAMERS CONVENTION, Orono, ME
Contact: Edward F. Stevens, Jr., 83 N. Main St., Rockland, ME 04841.

AUGUST 20-21-22-23
GENCON, Kenosha, WI
Contact: GEN CON GEN, POB 756, Lake Geneva, WI 53147. NOTE: THE National Fantasy Role Playing Convention
Opponents Wanted

For the 8x, CDI, COP, CL, W&P, and many others, Maryland residents please add 5% state sales tax. **General postage & handling charges.** Maryland residents please add 5% state sales tax. **General postage & handling charges.** Maryland residents please add 5% state sales tax.

Opponents Wanted

For sale: FL, CP, D, W, WQ, DST, TRC, SL, W&P. All $2.00 plus shipping & handling. [Name redacted] 1821. M. A. M. St., 5174 Montgomery Pl., Bethesda, MD 20814 (301) 987-1234.

Wanted: Opponents wanted in Fl, FL, W, WQ. All $2.00 plus shipping & handling. [Name redacted] M. A. M. St., 5174 Montgomery Pl., Bethesda, MD 20814 (301) 987-1234.

For sale: SL, COl, BL, W&P. All $2.00 plus shipping & handling. [Name redacted] M. A. M. St., 5174 Montgomery Pl., Bethesda, MD 20814 (301) 987-1234.

Wanted: Opponents wanted in FL, FL, W, WQ. All $2.00 plus shipping & handling. [Name redacted] M. A. M. St., 5174 Montgomery Pl., Bethesda, MD 20814 (301) 987-1234.

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Wanted: Opponents wanted in FL, FL, W, WQ. All $2.00 plus shipping & handling. [Name redacted] M. A. M. St., 5174 Montgomery Pl., Bethesda, MD 20814 (301) 987-1234.
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. 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. However, we also include an option for you to list any other game regardless of manufacturer. We hope that 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. ________________

Ten winning entries will receive certificates redeemable for free Avalon Hill 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.
The Academy of Adventure Gaming Arts & Design is an organization devoted to the promotion of excellence in hobby game products for adventure gamers. Adventure gaming includes adult boardgames, miniatures games, role-playing games, and computer game programs. Membership in the Academy is restricted to individuals who have made a contribution to the products and/or general advancement of this hobby. Applications are screened by the Membership Committee of the Academy.

**Members from Manufacturing or Publishing Firms**

Academy members may be from any of the following categories of employees in companies or corporations. Product cited for the prospective member must be currently available to the general public, and produced in an overall quantity of 100 or more.

- **Executive:** supervises or directs the work of some or all of the below staff within the firm.
- **Designer/Author:** creator of game-system rules, scenarios, or supplement for an adventure game product currently available as a company product.
- **Developer/Editor:** provided significant support and work executing any game, scenario, or supplement acknowledged as such in the product, which is currently available as a company product. Playtesters do not qualify.
- **Sculptor:** creator of at least six (6) miniatures currently available as company products.
- **Artist/Art Director:** creator of exterior or interior art, and/or overall graphic design and format for at least two (2) adventure game products currently available from the company.

**Freelancers to Manufacturing or Publishing Firms**

Academy members may be in one or more of the categories below, providing materials to a company or corporation. The freelancer's product must be currently available to the general public, and produced in an overall quantity of 100 or more. Freelanders need not be employed in the industry per se, they need only have their work produced or published by this industry.

- **Designer/Author:** creator of game-system rules, scenarios, or supplement for an adventure game product currently available as the product of some company.
- **Developer/Editor:** provided significant support and work executing any game, scenarios, or supplement, and acknowledged as such in the product, which is currently available as the product of some company. Playtesters do not qualify.
- **Sculptor:** creator of at least six (6) miniatures currently available from some company(s).
- **Artist:** creator of exterior art, interior art, and/or graphic design and format of at least two (2) or more products currently available from some company(s).

**Periodical Publications serving Adventure Gaming**

Academy members may be significant contributors or responsible managers engaged in the publication of a periodical (magazine, journal, newspaper, etc.) that promotes and/or disseminates information regarding any aspects of Adventure Gaming at least four times each year, to a readership of at least 100 persons each issue.

- **Publisher:** person with legal responsibility for the periodical, and/or who supervises and directs the work of some or all of the below categories.
- **Editor:** person who can control or change the content of the periodical, including soliciting articles and reviews, and accept or reject submissions.
- **Contributing Author/Reviewer:** any person who has published at least two articles or product reviews in periodicals within a two year period, and credited as such in the periodical.
- **Art Director:** created and/or executed majority of graphics and/or artwork material of the publication in at least two (2) issues within a two year period.

**Adventure Gaming Convention Sponsors**

Academy members may be individuals who have helped organize and/or run a convention for the adventure gaming hobby. They must have been publicly acknowledged as legally responsible for some aspect of the convention operation (i.e., held a position of material and legal responsibility, not just a co-worker). The convention must have been open to the general public, and provided an outlet for the interaction of individuals involved in some or all aspects of the adventure gaming hobby, and which had at least 100 attendees.

**Membership Period**

Membership is at the discretion of the Membership Committee of the Academy. Normally members who qualify are allowed the option to renew up to four times, for an overall five year period. However, the Membership Committee may review a member's standing at any time.

Mail completed application to Awards Academy, c/o Bill Somers, POB 787, Troy, MI 48099. Include a Stamped, Self-Addressed envelope and check or money order for $2 payable to Game Manufacturers Association.
OFFICIAL ORIGINS AWARDS NOMINATION BALLOT
for the year 1980, to be presented at ORIGINS '81, July 4, 5, and 6, 1981, at San Mateo California.

The Origins Awards, presented at Origins each year, are an international, popular series of awards aimed at recognizing outstanding achievements in Adventure Gaming. They comprise the Charles Roberts Awards for Boardgaming, and the H. G. Wells Awards for Miniatures and Role-Playing Games. An international committee of independent hobbyists administers the combined awards system. They will tabulate the ballots and act as liaison with the Origins sponsors.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied. Magazine editors and publishers should plan to include the ballot in an issue of their publications due to come out during the interval from late 1980 to mid-March 1981. Clubs and other organizations should circulate copies among their members shortly after the first of the year.

All Gaming Fans are encouraged to vote!

Deadline—May 8th, 1981.

THE H. G. WELLS AWARDS FOR OUTSTANDING ACHIEVEMENT IN MINIATURES AND ROLE-PLAYING GAMES

Best 1980 Historical Figure Series:

Best 1980 Fantasy/SF Series:

Best 1980 Vehicular Series:

Best 1980 Miniatures Rules:

Best 1980 Role-Playing Rules:

Best 1980 Role-Playing Adventure:
(Dungeons, Campaign Modules, Scenarios, etc.)

Best 1980 Professional Magazine covering Miniatures:

Best 1980 Professional Magazine covering Role-Playing:

All Time Best Pre-Napoleonic Gunpowder Rules:

All Time Best Air Combat Rules:

Instructions. Read carefully: Print legibly or type your nominations. Ballots that are messy or not filled out correctly may not get counted. You may list three nominees per category. It does not matter in what order you list entries. To keep voting as meaningful as possible, please do not make selections in unfamiliar categories. YOU MUST SIGN THE BALLOT! Also include your address. You may vote only once, and send only one ballot per envelope.

Nominations should be based on products produced during the calendar year 1980. Miniature figure series nominations should be for product lines which are either new or have been substantially expanded in 1980. Naturally, all time best nominations are not restricted to 1980. The Hall of Fame category will not appear on the final ballot since the winner is determined by the nominating ballots.

Final balloting will be done by the members of the newly-formed Academy of Adventure Gaming, Arts, and Design (watch for details in the hobby press). The voting on the final five nominees in each category will be done entirely by mail and will be completed one month before Origins. The awards will be presented at Origins.

THE CHARLES ROBERTS AWARDS FOR OUTSTANDING ACHIEVEMENT IN BOARDGAMING

Best 1980 Pre-20th Century Boardgame:

Best 1980 20th Century Boardgame:

Best 1980 Science-Fiction or Fantasy Boardgame:

Best 1980 Computer Game (game materials for use on personal computers. Star Trek not eligible):

Best 1980 Initial Release of a Boardgame:
(this refers to the first release by a new company)

Best 1980 Professional Magazine covering Boardgames:

Best 1980 Amateur Magazine covering the Hobby in general:
(Amateur magazines are defined as non-profit efforts not of professional quality which do not provide income for their staffs nor pay for contributions).

Hall of Fame:

Name: ________________________
Signature: ________________________
Address: ________________________
City/State/Zip: ________________________

Send in your ballot by May 8th, 1981 to only one of the following addresses:

Canada: Origins Awards
46 Carelton St,
Oromocto, NB
Canada E2V 2C8

UK and Europe: Origins Awards
10 Waterside
Woodburn Green
Bucks, United Kingdom

USA and all else: Origins Awards
PO Box 787
Troy Michigan 48099
USA
THE GENERAL

Membership Application for
ACADEMY OF ADVENTURE GAMING ARTS & DESIGN

Full Name (last) ___________________________ (first) ___________________________ (middle initial) ___________________________
Address (street or route) ___________________________ (apartment) ___________________________ (telephone) ___________________________
(city) ___________________________ (state) ___________________________ (zip code) ___________________________

Membership Division Applied for:
may apply for two or more divisions, but you must give qualifications for each that you apply for, as separate items or efforts:
[ ] Boardgames [ ] Miniatures [ ] Role-Playing Games [ ] Computer Games

Reasons for Membership:
check all that apply, then list required information for each in area below, attach extra sheets if needed; see reverse for complete explanation of each membership category, and requirements which must be fulfilled; note of endeavor is boardgame, miniatures, or RPG
[ ] employee of adventure gaming firm (list firm), or [ ] freelancer (list firm(s) which have produced your work).
if either of the above, check the appropriate function(s) you performed as an employee or freelancer:
[ ] executive of firm (list position); [ ] designer/author (list product name, manufacturer, date released); [ ] developer/editor (list product name, manufacturer, date released); [ ] sculptor (list figures and manufacturer of each); [ ] artist/art director (list product name, manufacturer, date released).
if you do not qualify among the above, you must qualify in one of the below categories, check the appropriate one:
[ ] publisher of periodical (list periodical name); [ ] editor of periodical (list periodical); [ ] contributing author/reviewer to periodical(s) (list title, periodical, issue it appeared); [ ] art director of periodical (list periodical, issues);
[ ] convention organizer (give name, date, location of convention, and your function).
detailed information required from above:
__________________________________________
__________________________________________
__________________________________________
__________________________________________
__________________________________________

(if possible, please attach photocopy of credits page from your product, title page of product, article, etc., title page or masthead of periodical where your name and position appears; official stationary or program booklet of convention listing your function, and any other material that indicates your work or position in a formal manner)
donot write below this line — reserved for Membership Committee use:
(date received) ____________ [ ] accepted, [ ] rejected, (date) ____________ (committee member) ____________
[ ] fee paid, (date) ____________ (membership number issued) ____________
[ ] renewed and fee paid, (date) ____________
[ ] renewed and fee paid, (date) ____________
[ ] renewed and fee paid, (date) ____________
[ ] renewed and fee paid, (date) ____________

Mail completed application to Awards Academy, c/o Bill Somers, POB 787, Troy, MI 48099. Include a Stamped, Self-Addressed envelope and check or money order for $2 payable to Game Manufacturers Association.
GEN CON® EAST
This year’s Gen Con® East Convention & Trade Show is being given by EGA. Origins’ 90’s host, in cooperation with TSR Hobbies, Inc., EGA retains control over all Convention & Trade Show activities not specifically concerning TSR Hobbies’ Service Marks or other registered names or titles proprietary to TSR Hobbies, Inc.

SYNOPSIS
Some of the highlights of Gen Con® East are:
- Over 25 gaming/hobby events
- Resort-quality facilities
- Special exhibits
- Sales of Metagaming
- Don Greenwood of Avalon Hill
- Duke Sniffed of Heritage
- Andy Chernak of Grenadier
- Glenn Kidd of Ral Partha
- Randall Flew, game designer extraordinaire
- No preregistration or registration required for most free events
- Preregistration available for all ticketed events
- Figure Painting Contests
- Boardgame events
- Minatures events
- Role-playing events
- Events available at all Skill Levels
- A free Convention Booklet to each attendee

THE SITE
The Convention & Trade Show will be held at the Cherry Hill Inn in Cherry Hill, N.J. All activities will be carried out under one roof in a professionally-operated convention hotel. A description of the facilities available at the Cherry Hill Inn is included on the back of this Schedule & Preregistration Circular.

lodging
As noted on the description of the facilities, the Cherry Hill Inn has over 100 rooms available to attendees. There are 100+ rooms in modern hotels/motels available within a three mile radius of the Cherry Hill Inn. The Cherry Hill Inn will handle all direct room reservations for the Convention. EGA will not forward room reservations to the Cherry Hill Inn or to any other hotel/motel. Room reservations must be made by the attendee. Please read the room reservation form carefully so that you may list all the necessary information necessary to allow you to reserve a room at the Cherry Hill Inn or in one of the nearby hotels/motels offering the same room rates and reservations. Note that the Cherry Hill Inn will handle your reservation at the other participating hotels/motels. A list of non-participating hotels/motels and their distances/room rates is also included on the reservation form.

admision
Preregistration is available only for those who register for the weekend. Preregistration admission fee for all four days is $12.00 and is available through July 1, 1981. No preregistrations postmarked after July 1, 1981 will be processed. There will be no refunds for the weekend will be $15.00 if purchased at the door. Daily admission is $6.00 at the door. Preregistration is strongly recommended for those wishing to participate in Convention activities. Please read the “Event Notes” section of this circular for details.

hours
Exhibit: 10 A.M.-6 P.M. Thursday, 10 A.M.-6 P.M. Friday & Saturday and 12N-Noon-5 P.M. Sunday.
Gaming: 8 A.M.-12 P.M. Thursday, 8 A.M.-12 P.M. Friday & Saturday and 8 A.M.-6 P.M. Sunday.
Registration: 12 Noon-9 P.M. Thursday, 8 A.M.-3 P.M. Friday, 8 A.M.-6 P.M. Saturday and 8 A.M.-3 P.M. Sunday.

trade show
10 A.M. to 12 Noon, Sun.

Exhibitors
Most major manufacturers will be attending Gen Con® East to make their latest products (many of which were just released at Origins ’81) available to the attendees. Among those attending are SPI, TSR, Game Designers Workshop, Ral Partha, Grenadier, Integrity Buffalo, Metagame filled events, AI and many more. No jamming of booths allowed! Full 8 aisles between booths.

Event Notes
A. preregistration
Preregistration will receive a combined receipt which will show their preregistration number and the alphanumeric codes of any events entered. This number and the preregistrant’s name, address, and phone number as well as the event information will be entered into EGA’s Computer System. At the Convention, the preregistration will be hand in the receipt and be given a packet containing admission badge and event tickets. If the receipt is lost, the preregistraion will then have to go to the Operator at one of our terminals and ask for a search to be made. This may take time...our machines don’t operate at a megabaud. It is strongly recommended that the receipt not be lost. Positive identification will be required before a disk search will be made and the replacement receipt must be signed for by the recipient.

B. refund policy
Only two refunds of any type are allowed before, during, or after the Convention. The first type is an event is not given at the Convention. Refunds will be given for such cancellations. The second type is if an event is filled during the preregistration period. A refund will be returned to the preregistrant with his receipt. These are the only refunds of any type that will be made.

The practice of signing up for multiple events and then asking for refunds when, for example, a winner sign-up takes place for a specific event will not be allowed.

In addition, impossible preregistrations will not be allowed. Since cloning of aware humans is not yet possible, a person may only be in one place at a time. In general, EGA will return any preregistration form showing a consistent pattern of signing up for events with overlapping time schedules.

C. stand-by tickets
If an event is filled during the preregistration period, a stand-by ticket for that event will be included in the preregistration packet if such tickets are allowed by the event master. Please be advised that this is not a reliable method of getting into popular filled events. Many of the Club-run RP events and many of the board gaming tournaments such as AH’s WS & IM Club-run Manufacturersponsored events such as GE/ORG/E. Also note that most miniatures events sold out early.

D. equipment
Players must bring all equipment necessary to play in any tournament (except where specifically told not in the event description). This includes game proper (especially for boardgames), rules, dice, figures, scratch paper and (most especially) pencils with erasers.

E. coding
All events are coded by a four character alphanumeric code and will be referred to by that code in most places in this circular. The Convention Booklet and on many signs that will be found at the Convention. The rooms will also be given alphanumeric codes. These codes will be used to describe the location of an event. The room codes reflect the fact that, for those gamers used to attending Conventions at Colleges & Universities, a Convention Hotel offers a rather different environment. In many cases, the room code will not only define the room sub-division (many have retractable walls) and the table number. For example, IN-B-7 would indicate that an event was being given in the Independence Room and that the room divider had divided the room into (at least) two sections and that the event was being given at table number 3 in the "B" section of the room. Room codes are:

- Colonial Room East: CE
- Colonial Room West: CW
- Colonial Room Annex: CA
- Empire State Room: ES
- Garden State Room: GS
- Keystone State Room: KS
- Diamond State Room: DS
- Independence Room: IR
- Currier & Ives Room: CI
- Capitol Room: CR
- Madison Room: MR
- Domino’s Disc: DD
- Main Lobby: ML
- Lobby Annex: LA
- Single Rooms (room numbers): SL
- Special Rooms (see Convention Booklet): SR

F. skill levels
We will be rating events on the basis of Skill Level. Experience required to participate. EGA will use the same system used at Gen Con® Last year. The system is as follows:

1. no experience needed, younger players welcome, rules will be taught.
2. no experience needed, some maturity preferred, rules will be taught.
3. general experience needed in games of this type, specific rules will be taught.
4. experience needed in this type game & period , specific rules will be taught.
5. players must be familiar with the games & rules used.
6. players must have considerable experience with game rules used.

G. the prereg form
Please note the instructions on the preregistration form which cover how to fill in that form. Those instructions are important.

Please note that only one person is allowed to register on a prereg form. Legible copies will be accepted.

Last, but certainly not least, please read the descriptions of a Session & a Round on the prereg form. The difference between these two terms is so critical that EGA must emphasize the difference in more than one place so that (we hope) the difference between Session & Round may be absorbed by attendees. Most confusion over events at Origins’ 80 seem to arise over the meaning of these two words.
NY01: OPEN MEETING—DIPLOMACY HOBBY. The New York Game Board is sponsoring the traditional business meeting of the Diplomacy Hobby. There will be no fixed agendas. Hobby projects, services & groups may be among the subjects discussed. If time permits, questions about the Diplomacy Tournament can be answered. Host: Robert E. Sacks. FREE. 9:30 PM Fri., MR.

SP00: SPIRIT MEETING, Brad Hessel & David Ritchie meet and greet area SPIRIT members, recruit attendees, researchers, hobbyists & designers and reacquaint themselves with old friends. 2 hours. FREE. 11:15 AM Sun., CL. Skill level 6 or 7.

SP01: SPECIAL DINNER: A special dinner will be held on Saturday, February 19, 1983 at the Cherry Hill Inn. The dinner will be held for participants in the New England Games, or for any area gamers who have seen it is general disbelief that the open gaming area is so luxurious.

OPEN GAMING
The Starlight Lounge will be available for open gaming on 24-hour basis, charging 6000$ per square foot of gaming space in what we believe to be the most unique open gaming area ever made available to gamers at a major Convention. The response from all gamers, both experience and novice, has been so remarkable that we expect this area to be a feature of all future Conventions. These areas will be defined in the Convention Booklet.

TRANSPORTATION
Please note the transportation & connection data listed on the back of this Convention Map. Also note the parking information in the facilities description and on the back of the room registration form.

PRIZES
A large percentage of the events being given at Gam East are open to all attendees, whether they are members of the Convention or not. In such cases, the prizes to be given are a function of the attendance. If no list is provided for a tournament, this usually means that the event is open to all attendees. However, in some cases, an event may be open to a limited number of participants. If no prize list is provided, you may assume that there will be an award for the winner of the event, and possibly some consolation prizes for the top finishers. In all instances, a winner's certificate will be awarded (as a minimum).

OVERCROWDING
As in the case with any hotel/motel, there are rather strict line codes in effect. Please report any of the above problems to a hotel/motel manager, and they reserve the right to limit entry to any or all parts of the facility.

SPECIAL EVENTS
X0A0: SPECIAL DINNER: A special dinner will be held on Saturday, February 19, 1983 at the Cherry Hill Inn. The dinner will be held for participants in the New England Games, or for any area gamers who have seen it is general disbelief that the open gaming area is so luxurious.

X0A0: GAMMA/DGD MEETING: Members of the Game Manufacturers Association, the Game Designers Guild and certain other organizations will have an evening social gathering at the Indoor Pool, Cherry Hill Inn. 2 hours. 8 PM. Indoor Pool. Not open to the general public.

X0A1: MEET THE DYNASTY: Wilmark Dynasty hosts a "coffee and donut" session for Magazine & Newsletter researchers, writers, publishers, Game Club Officials, Mail Order Houses and certain other attendees (by special invitation) will have an participatory demonstration hosted by Gamescience. Each player pilots a 1/144 scaled WWII fighter in aerial combat. No prior flight experience is necessary—just bring your own 1000 point army. A "Night Owl" Session of 3 hours. Host: Jay Stone. Ticketed Free Event. 9:00 PM Thurs., ML. Skill level 5 or 6.

MM02: WRG RENAISSANCE. Assured 15mm using WRG Renaissance rules. Players must bring 100 to 500 painted figures of the period. A "Night Owl" Session of 7 hours. Host: Jay Stone. Ticketed Free Event. 9:00 PM Thurs., ML. Skill level 5 or 6.

NY02: FANTASY ROLE-PLAYING CLEARING HOUSE. The Clearing House will have the sign-up area to arrange for open expeditions for convention attendees. Persons running open expeditions should register at least 3 hours in advance & arrange their groups (no exceptions). Persons running or participating in the open event should assemble at the Clearing House at least 15 minutes ahead of the start time. For advance information, write Robert E. Sacks, 4851 Bonny S, New York, NY 10034. FREE. Hours: To be announced.

DEMONSTRATIONS
CE01: Raymond C. Easterbrook
CE02: 15MM DARK AGES DEMONSTRATION. Raymond C. Easterbrook hosts this miniatures demonstration. A skirmish battle with 30 to 40 players per side set in the Dark Ages and using a campaign background. A large element of role playing is included. Rules: 2nd edition, Knighthood & the Middle Ages. All materials will be furnished. Entry: $2.00. 2 PM Fri., MR. Skill level 5 or 6.

CE03: 15MM MEDIEVAL BATTLE—TACTICAL TEASER. This participating demonstration of the Knighthood and the Middle Ages rules (2nd edition) hosted by Raymond C. Easterbrook and featuring an 15mm mass battle. Entry: $2.00. 9 AM Sat., ML. Skill level 1.

CF: COMPUTER FORUM
CF01: COMPUTER DEMONSTRATIONS. The Computer Forum hosts this miniatures demonstration of computer capabilities at their booth. FREE. During exhibit hours, Thurs. thru Sun. (and possibly longer).

CF02: SOFTWARE DEMONSTRATION & MINI TOURNAMENTS. The Computer Forum hosts a combined demonstration & series of mini-tournaments of popular software at their booth and the欺诈式 tournament area. FREE. During exhibit hours. Thurs. thru Sun. (and possibly longer).

GS: Game Science (Lou Zocchi)
GS01: FIGHTER COMBAT DEMONSTRATION. A participatory demonstration hosted by Game Science. Each player pilots a 1/144 scale WWII fighter in 1/144 scale WWII fighter in aerial combat. No prior flight experience is necessary—just bring your own 1000 point army. A "Night Owl" Session of 3 hours. 10 AM Fri., MR. Skill level 1 or 2.

H0M0: DUNGEON DWELLERS. Heritage's new minatures are the subject of this demonstration. Use of Heritage colors & quick shading techniques. 1.5 hours. FREE. 2 PM Sun., ML.

IC00: ARMS LAW REALISM & PLAYABILITY IN FANTASY COMBAT. Stephen E. Moffatt hosts a demonstration of Iron Crown’s Fantasy Combat Supplement, with special emphasis on integrating it with the major game systems now available. 1.5 hours. FREE. During exhibit hours. Thurs. thru Sun. (and possibly longer).

JA—Jim Arnold
J0A0: GENERALSHIP NAPOLEONICS. Jim Arnold hosts the demonstration of Generalship's Grand Tactical game designed to provide realistic solution of Napoleonic battles in 3 to 4 hours. The battle provides opportunities to demonstrate tactical and grand tactical generalship. Limited to 16 participants. Entry: $2.00. 10 AM Fri., MR.

J0A2: GENERALSHIP WARS. Jim Arnold demonstrates War's War, miniatures rules for massed fantasy combat. Generals and their armies are locked in mortal combat, supported by wizard's & their spells. The battle of the Iser Fords from Tolkein's Unfinished Tales will be recreated. 4 hours. Limited to 12 participants. Entry: $2.00. 9 AM Sun., ML.

MM01: WRG ANCIENTS DEMONSTRATION. Jay Stone hosts this hands-on introduction to WRG Ancients. Hands-on participation limited to 10. 4 hours. FREE. 4 PM Thurs., ML. Skill level 1 or 2.

MM02: WRG RENAISSANCE. A hands-on introduction to WRG Renaissance. Hands-on participation limited to 10. 4 hours. Host Jay Stone. 9:15 AM Sat., ML. Skill level 1 or 2.

MM03: SWORD & THE FLAME DEMONSTRATION. David Waxtel hosts this hands-on introduction to Colonial Wargaming. Hands-on participation limited to 12. 4 hours. FREE. 4 PM Fri., ML. Skill level 1 or 2.

PR: Pat Rallha
RP00: STORMI 3 hour participatory demonstration on the use of 25mm medieval figures in a contest. A raid. Pat Rallha hosts this event. Hands-on participation limited to 14. FREE. 3 PM Fri., MR.

RP07: MEN AT ARMS. A 3 hour participatory demonstration on the use of 25mm medieval figures in open field combat. Pat Rallha hosts this event. Hands-on participation limited to 14. Spectators welcome. 3 hours. FREE. 2 PM Sun., ML.

RB—Robert Beyma
RB01: GUNS OF AUGUST. Rob Beyma, designer of the new AD&D Wargame, hosts this demo on the use of modern warfare. Hands-on participation limited to 10. 4 hours. Host Jay Stone. 11:30 AM Sat., ML. Skill level 1 or 2.

RB02: GUNS OF AUGUST. Rob Beyma hosts this hands-on introduction to Colonial Wargaming. Hands-on participation limited to 12. 4 hours. FREE. 4 PM Fri., ML. Skill level 1 or 2.

SH—Shore Games Group
SG00: HEY!!!...ROLL THOSE DICE OVER!!! The Shore Gamers hosts this demonstration of some software developed to make sure that Tolkien or other techniques are not used to affect the dice roll. The Shore Gamers will staff a convention booth and will offer a small game and/or group to attend. FREE. 2 hours. 2 PM Sun., ML.

TW—The Triangle Simulations Society
TN06: PAINTING SEMINAR. Joel Has repeats, in updated form, his Origami's '60 lecture on 25mm figure painting. Advanced techniques will be given information on brushes & paints, preparation techniques, finishing techniques, hand painting & undercoating others tags. 2 hours. Entry: $3.00. 9 AM Fri., MR.

WD—Wilmark Dynasty
WD13: ANNIVERSARY—MALAND...LAND OF MYSTERY. A demonstration proving a look at the most revolutionary gaming concept in the fantasy role-playing genre. Held by its creators, Lee McCookin & John Corrigan of Wilmark Dynasty. Released one year ago at Origins '80 on an experimental basis, Maland has survived and will end up in campaign play. Everyone is welcome to be unleashed on the gaming world. See it first hand. This is a participatory demonstration. Entry: $2.00. 9:30 PM Sat., IR-8.

SEMINAR
AN—Avalon Hill
AH01: G.L., ANVIL OF VICTORY. Don Greenwood hosts a discussion of the Squad Leader system with emphasis on (G.L. Avril). Audience participation is encouraged. 2 hours. Entry: $2.00 AM Sun., CR.
CG02: BASIC FANTASY ROLE-PLAYING SEMINAR. Brad Lewis hosts this seminar for those who have never played Fantasy Role-Playing game and are interested in them. 1 hour. Entry: $1.00. 1:30 PM Fri., MR.

CG03: BASIC CAMPAIGNS. Starting campaigns from scratch by characters at 1 and working your way up from there. Strategy discussed is useful in eliminating Monty Hall type campaigns. Host: Brad Lewis. 2 hours. Entry: $2.00. 10:30 AM Fri., CR.

CG04: DM SEMINAR. Brad Lewis hosts this seminar concerning the unusual circumstances encountered in converting Dungeons for the use of high-level players & magic-users & the effect of waterborne/airborne expeditions. A part of the event will be a round-table open forum with participants splitting into groups for any unusual situation, treasure or weapon. 2 hours. Entry: $2.00. 4 PM Sun., MR.

CG05: LCF FANTASY ROLE-PLAYING SEMINAR. Cliff Sayre hosts a seminar on how to get started in a new fantasy role-playing. Topics such as equipment required, selection of maps & rules will be discussed. Costs include a booklet summarizing the seminar. 2 hours. Entry: $2.00. 10 AM Fri., CR.

CG06: NAVAL CAMPAIGNS, SCENARIOS & GAMES. David Ritchie hosts this seminar on concepts & techniques for increasing the enjoyment and interest in wargaming with naval miniature. Topics will include suggestions for scenarios, rules for player development (for mines, AWG, etc.) and the introduction of special events. Costs include a booklet summarizing the lecture 2 hours. Entry: $2.00. 9 AM Sat., CR.

CG07: MAKING MAGIC WORK IN FANTASY GAMING. A discussion of various fantasy magic, their strong points and their limitations. Costs will be placed on design-own-your-selves developed by the panel in seven years. Costs will include a book teach on design-own-your-selves. 2 hours. Entry: $1.00 9 AM Sat., CR.

JH:01: TRENDS IN FIGURES. What's going to be manufactured, what will sell, marketing practices and who is going to design. Host: Jay Hadley. 2 hours. Entry: $1.00. 8:30 AM Fri., CR.

JH:02: HOW TO MARKET ADVENTURE GAMING. Jay Hadley hosts this seminar on the marketing of all facets of gaming & miniatures for potential and actual hobby shop owners/managers. 2 hours. Entry: $1.00 6 PM Sat., CR.

KR:02: MAKING MAGIC WORK IN FANTASY GAMING. A discussion of various fantasy magic, their strong points and their limitations. Costs will be placed on design-own-your-selves developed by the panel in seven years. Costs will include a book teach on design-own-your-selves. 2 hours. Entry: $1.00 9 AM Sat., CR.

MG01: MEET METAGAMING. Howard Thompson hosts this unique micro-seminar of 24 sequential 5-minute sessions (2 hours). FREE. 3:30 PM Sat., CR.

MG02: DESIGNERS SEMINAR. Howard Thompson hosts this seminar for potential designers of Metagaming products. All facets of Metagaming's design requirements will be covered. 1 hour. FREE. 6 PM Fri., CR.

NM01: MONSTERS AND METAGAMING. The National Monster gaming Society will sponsor a panel discussion on aspects of monsters & gaming the NMS (ie., how to find opponents to play Wacht Am Rhein, Drang Nacht Osten, The Longest Day, etc.). 2 hours. FREE. 4 PM Sun., CR.

Re:01: CHARACTER ROLE PLAYING...MAGIC USERS. Tom Kurtz and Bill Budding lead this seminar on the strengths & weaknesses of magic-users as classes and at better ways to role-play them. C&S, AD&D®. $1.50 per person or $5.00 per group. 2 hours. FREE. 4 PM Sun., CR.

Re:02: CHARACTER ROLE PLAYING...CLERICS. David Nalle hosts this examination of the strengths & weaknesses of Clerics as a class and how to better role-play them. C&S, AD&D®. $1.00 per person or $5.00 per group. 1 hour. FREE. 11:30 AM Sat., CR.

Re:03: CHARACTER ROLE PLAYING...FIGHTERS. Bill Budding leads this seminar on the strengths & weaknesses of Fighters as a class and at better ways to role-play them. C&S, AD&D®. $1.50 per person or $5.00 per group. 2 hours. FREE. 4 PM Sun., CR.

Re:04: CHARACTER ROLE PLAYING...THIEVES. ASSASSINS AND RELATED TYPES. Rick Shaw hosts this look at the strengths & weaknesses of Thieves & Assassin & similar types and at better ways to role-play them. 1 hour. $1.00 8:15 PM Thu., CR.

TO:01: RUNNING LARGE FANTASY ROLE-PLAYING CAMPAIGNS. Glenn Taylor again hosts this seminar on DMing both face-to-face and play-by-mail RP Games. The expanded repertoire of this year's discussion includes such topics as source synchronization, run-group campaigns and differing levels of complexity. 1 hour. Entry: $1.00. 6:30 PM Thurs., CR.

GS01: MAKING MAGIC WORK IN FANTASY GAMING. A discussion of various fantasy magic, their strong points and their limitations. Costs will be placed on design-own-your-selves developed by the panel in seven years. Costs will include a book teach on design-own-your-selves. 2 hours. FREE 9:30 AM Sat., CR.

HC01: CREATE A FANTASY WORLD. This event will be a discussion of the things involved in creating a fantasy world prior to role-playing campaign. Master of Ceremonies will be Mr. Peter Fenlon, designer of the Iron Wind Fantasy Campaign. Module with 5 prolonged campaigns to his credit and also with a number of tournaments successfully run. Topics will cover included: Magic in some form, location, "Quest Games" and cultural cohesion with along the picture of fantasy novels in such a design. 2 hours. FREE 9:30 AM Sat., CR.

HC:02: MOVES SUBSCRIBERS SEMINAR. John Butterfield & Eric Smith discuss the new moves in fantasy gaming and how to augment your role-playing campaigns with new challenges and problems for the players. Hosted by Wilmark Dynasty's own Kent Alsl. 2 hours. Entry: $1.00 8:30 AM Fri., CR.

HC:03: MOVES SUBSCRIBERS SEMINAR. John Butterfield & Eric Smith discuss the new moves in fantasy gaming and how to augment your role-playing campaigns with new challenges and problems for the players. Hosted by Wilmark Dynasty's own Kent Alsl. 2 hours. Entry: $1.00 8:30 AM Fri., CR.

GO01: HOW TO MARKET ADVENTURE GAMING. Jay Hadley hosts this seminar on the marketing of all facets of gaming & miniatures for potential and actual hobby shop owners/managers. 2 hours. Entry: $1.00 6 PM Sat., CR.

GO:02: HOW TO MARKET YOUR PRODUCT. This seminar discusses how to market your product...be it game design, rules, figures, accessories, etc....in the Adventure Gaming Hobby. Host: Howard Barash. 1.5 hours. Entry: $1.00 7:45 PM Fri., CR.

IC01: IRON CROWN ENTERPRISES. The magic and for those adventures including other planes or c:ts. 2 hours. FREE 9:30 AM Sat., CR.

IC02: MAKING MAGIC WORK IN FANTASY GAMING. A discussion of various fantasy magic, their strong points and their limitations. Costs will be placed on design-own-your-selves developed by the panel in seven years. Costs will include a book teach on design-own-your-selves. 2 hours. FREE 9:30 AM Sat., CR.

IC03: CREATE A FANTASY WORLD. This event will be a discussion of the things involved in creating a fantasy world prior to role-playing campaign. Master of Ceremonies will be Mr. Peter Fenlon, designer of the Iron Wind Fantasy Campaign. Module with 5 prolonged campaigns to his credit and also with a number of tournaments successfully run. Topics will cover included: Magic in some form, location, "Quest Games" and cultural cohesion with along the picture of fantasy novels in such a design. 2 hours. FREE 9:30 AM Sat., CR.

JH01: TRENDS IN FIGURES. What's going to be manufactured, what will sell, marketing practices and who is going to design. Host: Jay Hadley. 2 hours. Entry: $1.00. 8:30 AM Fri., CR.

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JS01: NAUTILUS MINIATURES FOR NEOPHYES. Cliff Sayre hosts a seminar on how to get started in a new fantasy role-playing. Topics such as equipment required, selection of maps & rules will be discussed. Costs include a booklet summarizing the seminar. 2 hours. Entry: $2.00. 10 AM Fri., CR.

JS02: NAVAL CAMPAIGNS, SCENARIOS & GAMES. David Ritchie hosts this seminar on concepts & techniques for increasing the enjoyment and interest in wargaming with naval miniature. Topics will include suggestions for scenarios, rules for player development (for mines, AWG, etc.) and the introduction of special events. Costs include a booklet summarizing the lecture 2 hours. Entry: $2.00. 9 AM Sat., CR.

DC:01: ADVANCED TRAVELLER SEMINAR. A Question & Answer period with additional commentary and discussion by the game's designer, Marc C. Miller. This session will emphasize comments and questions in which much of Traveller is set, and will include coverage of the Imperium. A hand-out on Alien Races will be provided. 1 hour. 2 hours. FREE 9:30 PM Sat., CR.

DC02: TRAVELLER ROLE-PLAYING SEMINAR. Orientation for this session will be the Traveller role-playing system. Costs will be touched upon by the moderator and other materials, with emphasis on the beginner & the casual player. Hosted by the game's designer, Marc W. Miller. 1 hour. FREE. 2:45 PM Fri., CR.

EC:03: MAKING MAGIC WORK IN FANTASY GAMING. A discussion of various fantasy magic, their strong points and their limitations. Costs will be placed on design-own-your-selves developed by the panel in seven years. Costs will include a book teach on design-own-your-selves. 2 hours. FREE 9:30 AM Sat., CR.

EC01: IRON CROWN ENTERPRISES. The magic and for those adventures including other planes or c:ts. 2 hours. FREE 9:30 AM Sat., CR.

EC02: MAKING MAGIC WORK IN FANTASY GAMING. A discussion of various fantasy magic, their strong points and their limitations. Costs will be placed on design-own-your-selves developed by the panel in seven years. Costs will include a book teach on design-own-your-selves. 2 hours. FREE 9:30 AM Sat., CR.
AH04: FOOTBALL STRATEGY. 6 rounds of 1.5 hours each. Show is the host for this AH classic sports contest. Entry: $1.00. R1 9:30 PM Fri., KS. R2 11 PM Fri., KS. R3 8:30 AM Sat., KS. R4 10 AM Sat., KS. R5 9 PM Sat., KS. R6 10:30 PM Sat., KS. Prizes: 1st Place: 2nd: $20 AH merchandise certificate, 3rd: $15 certificate, 4th: $10 certificate, 5th to 8th: 1 year subscription to the "General". Skill level 4.

AH05: SPEED CIRCUIT. 3 rounds of 2 hours each. Players per game. Initial rounds will be run on a special track provided by the GM, with 6 cars per board. Best finishers will advance to the final round. The track is a 3-lane track with 12 cars, each being represented by a scale model racer on the enlarged track. All finalists (either 6 or 12) will compete for the trophy. Hosts: Bruce Milligan & Jim Burnett. Entry: $2.00. R1 Fri., KS. R2 8:30 PM Fri., GS. R3 9 AM Sat., KS. Prizes: 1st Place, 2nd: $20 AH merchandise certificate, 3rd: $15 certificate, 4th: $10 certificate, 5th to 8th: 1 year subscription to the "General". Skill level 6.

EN=En Products

EN01: COSMIC ENCOUNTERS. 4 rounds of 1.5 hours each. Single elimination. 4 players per game. Jack Kittredge hosts this special 4 player tourney of the popular En Products Game. R1 will use the basic game, R2 adds expansion sets 1 & 2 to the basic game, R3 adds expansion sets 3 & 4, and R4 (the rules of Diplomacy, but no experience is required). For advance information, contact Robert E. Sacks, 485 11th Ave., New York, NY 10034. Entry: $3.00. R1 11 AM Sat., IR-A. R2 12:45 PM Sun., CA-T6 & 7. Skill level 5.

SG=shore Games

SG06: MICROGAME 600. 6 rounds of 2 hours each. Single elimination. Shawn Carroll hosts this single elimination Metagaming-sponsored tournament. Hellkata/ War will be played. All games will be played. Entry: $1.00. R1 1 PM Sat., CE. R2 8 PM Sat., CE. R3 10 PM Sat., CE. R4 10:30 AM Sun., CE. R5 1 PM Sun., CE. R6 3 PM Sun., CE. Prizes: 1st: $25 certificate, 2nd: $25 certificate. Skill level 4 to 6.

G=Game Designers Workshop


GW=Washington Gamer's Association

GW01: FLESHING OUT THE CAMPAIGN. Alex Muromcew discusses aspects of role-playing, economics, social structure and governments designed to add depth to any campaign style. "Reality" and campaign continuity will be stressed. 1 hour. Entry: $1.00 2:30 PM Sat., CR.

GW02: THE PLAY'S THE THING...BRINGING ROLEPLAYING TO YOUR PLAYERS. Tom Filmore will speak of ways to encourage the roleplaying within your D&D group and the benefits from it. Tom has over seven years experience with D&D and has multitudes of ideas on Fantasy Role-Playing. 1 hour. Entry: $1.00 11 AM Sun., MR.

GW03: DESIGNING THE DUNGEON-PART II. Tom Filmore invites you to join him in this expansion of his successful Dungeon Design seminar of the past two years. A wide range of concepts and ideas on dungeon design will be covered. 1 hour. Entry: $1.00 9:45 AM Sun., MR.

GW04: THE CARE & FEEDING OF GAMING ORGANIZATIONS. An in-depth guide to the start-up of gaming organizations, including internal development, organizational structure, drafting volunteers to serve on steering committees, publishing newsletters & fanzines, starting a gaming store, holding tournaments, and setting meeting sites. Hosted by Donald Day. 1.5 hours. Entry: $1.00 1 PM Sat., MR.

GW05: IN THE BEGINNING...Ted McDonald leads this discussion of the reasoning of the start-up of a gaming organization. There will be a segment on Gods and their proper use; the campaign game & its needs and how to establish and keep continuity in a campaign setting. No tools will be included. 1 hour. Entry: $1.00 3:30 PM Fri., CR.

GW06: THE FUTURE OF THE COMPUTER IN FANTASY GAMING. Host: Greg Maples. How the influx of computers into the lives of us all will affect Fantasy Gaming. There will be a segment on Gods and their proper use; the campaign game & its needs and how to establish and keep continuity in a campaign setting. No tools will be included. 1 hour. Entry: $1.00 3:30 PM Fri., CR.

GW07: THE HAMMER OF THOR. 2 rounds of 2 hours each. Active participation limited to the first 25 players to attend. The Pacific counterpart to War at Sea is. GM02: THE HAMMER OF THOR. 2 rounds of 2 hours each. Active participation limited to the first 25 players to attend. The Pacific counterpart to War at Sea is.
PM ~Iassic
Pre~registrants each. 6 players per game, per game. The Shore Gamers host this TSG sponsored game of fantasy, strategy, politics & tactics. Entry: $2.00 R1 9 AM Sun., CE R2 2 PM Sun., CE: Prices: $1:5; $2:5. Skill level 4 to 6.

SEV: 5. DIANCE R1: 2 rounds of 3 hours each. 6 players per game, single elimination. The Shore Gamers host this TSG sponsored game of fantasy, strategy, politics & tactics. Entry: $2.00 R1 12:30 PM Sat., CE R2 2 PM Sun., CE: Prices: $1:5, $2:10. Skill level 4 to 6.

MACHAVELLI: 2 rounds of 4 hours each. 8 players per game, single elimination. Bob Barton hosts this Avalon Hill board game. The Shore Gamers host this TSG sponsored game of fantasy, strategy, politics & tactics. Entry: $2.00 R1 1:30 PM Fri., CE R2 4 PM Sat., CE: Prices: $1:5, $2:5. Skill level 4 to 6.

DIVINE R1: 2 rounds of 3 hours each. 6 players per game, single elimination. The Shore Gamers host this TSG sponsored game of fantasy, strategy, politics & tactics. Entry: $2.00 R1 12:30 PM Sat., CE R2 2 PM Sun., CE: Prices: $1:5, $2:5. Skill level 4 to 6.


STARFIRE: 6 rounds of 1 hours each single elimination. single elimination. Using Task Force Game's popular space warfare game. A balanced Task Force will be provided for each side, and the Task Force gets bigger in each round. Entry: $2.00 R1 10:00 AM Fri., CE R2 11:30 AM Sun., CE R3 12:30 PM Sun., CE R4 1:30 PM Sun., CE R5 3:30 PM Sun., CE R6 4:30 PM Sun., CE: Prices: $1:5, $2:5. Skill level 4 to 6.


STAR FLEET BATTLES DEMOLUTION DEBURY: A single session of 4 hours. Limited to 18 players. This rally "Far Out" encounter pits 18 starships against each other in a man-to-man battle, but only the survivor. Certain optional rules will be used and disclosed at start time. Host: Scott Davidson. Entry: $2.00 $9 AM Thurs., CE Skill level 5.

STAR FLEET BATTLES TOURNAMENT: 3 rounds of 4 hours, 4 players per game. Scott Davidson GM's popular TSG Task Force Game's event. Optional rules will be used and disclosed at start time. Entry: $2.00 R1 9 AM Fri., CE R2 1:30 PM Fri., CE R3 3:45 PM Sun., CE Skill level 5.


HTLERS WAR: 4 rounds of 3 hours each. Single elimination. Designer Keith Groze guides this tournament on Men-at-Arms. Germany will be used. Sponsored by Metagaming, Entry: $2.00 R1 11:30 AM Fri., CE R2 3:30 PM Fri., CE R3 5 PM Sat., CE R4 7:30 PM Sat., CE R5 9 PM Sun., CE R6 9:30 PM Sun., CE: Prices: $1:5, $2:5. Skill level 5.

DUNGEON: 2 rounds of 3 hours each. 6 players per game. The Shore Gamers present this fast paced tournament on TSR's fast paced Dungeon Game. Entry: $2.00 R1 12 N Sun., CE R2 2 PM Sun., CE: Prices: $1:5, $2:5. Skill level 4.


RISK: 3 rounds of 2 hours each. Single elimination. Entry: $2.00 R1 9 AM Fri., CE R2 11 AM Fri., CE R3 2 PM Fri., CE Skill level 5.


SPI: 4 rounds of 4 hours each. Single elimination. SPI hosts this tournament on their classic "Call of Adventure". Entry: $2.00 R1 in 12 N Fri., CE R2 3:30 PM Fri., CE R3 5:30 PM Fri., CE R4 7:30 PM Fri., CE: Prices: $1:5, $2:5. Skill level 6.

THE CREATURAL THAT ARE SHERBOGUAN: 5 rounds of 1 hour each. Single elimination. Alan Gole hosts this monster game, or should we say this game about monsters? Entry: $2.00 R1 10 AM Fri., CE R2 11 AM Fri., CE R3 8 AM Sun., CE R4 9 AM Sun., CE R5 10 AM Sun., CE: Prices: $1:5, $2:5. Skill level 6.

TREY: 5 rounds of 1.5 hours each. Single elimination. The Shore Garners host this Dragon Publishing-sponsored tournament. Host: Raymond C. Easterbrook. Entry: $2.00. 9 AM Sun., ML. Skill level 5.
TOURNAMENTS: Novel

C&G=Connecticut Game Club


CG09: MINE OF ZIZEMOZA 1 session tournament with two groups of 10 players. 4 hours. A party of adventurers is sent to another world to rescue a local village from the attack of Zizemoza, a gorgon-like creature. Host: Steve Lewis. Entry: $3.00. 6:45 AM Sun., CG, Skill level 5.

CG10: SUN'S QUEST 1 session tournament in 2 sections. 4 hours each section. Limit to 10 players per section. Host: Brad Lewis. Entry: $3.00. 5 PM Sat., CG, Skill level 5.

C:G01: THE THRONE OF THE IRON CROWN 3 rounds of 3 hours each with R1 in 3 sections, 10 players per group. Top 3 players in each division advance to the next round. Entry: $3.00. 6:00 AM Sun., CG, Skill level 5.


C:G03: THE APPRENTICE'S TOWER 2 rounds of 3 hours each with the first round in 2 sections. 8 players per game, single elimination. Host: Al Hartmann. Entry: $3.00. 10:45 AM Sat., C&G, Skill level 5.

C:G04: THE FANTASY TRIP--UNDER THE MOON OF BLOOD 2 rounds of 3 hours each with the first round in 2 sections. 8 players per game, single elimination. The popular fantasy adventure. "The Wizard's Tower Strikes Again", has been revised by younger players for younger players. Specifically for 16-18 year old Adventurers. Variant for AD&D. Entry: $2.00. 6:15 PM Thurs., C&G, Skill level 5.

C:G05: THE INN BETWEEN THE WORLDS. A single session adventure. Limited to 10 players. A party of casual adventurers is sent to a strange inn with no memory of how to get there. Entry: $2.00. 8:15 PM Thurs., C&G, Skill level 5.


C:G07: NORTHERN LIGHTS 1 session tournament in 2 sections. Free admission. A player-constructed scenario game in which one tries to roll triplets of various cosmic symbols which give point scores. Winner is the first one to score 500...who doesn't Whimp out too much along the way. Entry: $2.00. 3 PM Fri., C&G, Skill level 1.

C:G08: STAR FLEET BATTLE 1 session of 3 hours. 20 player limit. David Petticord hosts this miniatures event using "Rolemaster" rules. The scenario is a battle between the Klingons, The Federation & the Romulans over the recovery of an advanced alien vessel. Photon torpedos, phaser fire, plasma beams, teleportation, parties, disrupting ship, cloaking devices, suicide missions and going nova and webbing will be used. Entry: $4.00. 2 PM Fri., C&G, Skill level 4 to 5.

C:G09: THE QUEST OF THE IRON CROWN 3 rounds of 7 hours each with R1 in 3 sections, 20 players per group. Top 3 players in each group advance to the next round. Entry: $3.00. 6:15 AM Sun., C&G, Skill level 5.

C:G10: SUN'S QUEST. A two round tournament with 2 rounds of 3 hours each, 5 players per round. Free admission. A party of adventurers is sent to another world to rescue a local village from the attack of Zizemoza, a gorgon-like creature. Host: Steve Lewis. Entry: $3.00. 6:45 AM Sun., C&G, Skill level 5.

C:G11: TWO MORNING MARCHERS ON 2 sessions of 3 hours each; 8 players per game, single elimination. The "Advanced Tower" given at Origins '80 has been modified to become an "Advanced Tournament." The original Adventure was joined this Adventure at Origins '80 should join tournament C:G11 this year. Variant for AD&D. Entry: $2.00. 9:30 AM Fri., SR-1 TO 8, SR-2 11:45 AM Sat., SR-1 TO 8. Prizes: 1st: $40, 2nd: $20. Skill level 4 or 5.

C:G12: THE WIZARD'S TOWER NEVER SLEEPS. 2 rounds of 3 hours each. 8 players per game, single elimination. This year's "Advanced Tower" explores the dreary North-West Quadrant of the Unusual, Infamous, and Abandoned Tower and studies the question of whether Chaos or Evil is the most important enemy. Variant for AD&D. Entry: $2.00. 9:30 AM Sat., SR-1 TO 8, SR-2 11:45 AM Sat., SR-1 TO 8. Prizes: 1st: $40, 2nd: $20. Skill level 3 or 4.

C:G13: THE FANTASY TRIP--THE TURILLIAN CENTER. 3 sessions of 3 hours each, 10 players per game, single elimination. Host: Al Hartmann. Entry: $3.00. 10:45 AM Sat., C&G, Skill level 5.

C:G14: THE FANTASY TRIP--UNDER THE MOON OF BLOOD. 2 rounds of 3 hours each with the first round in 2 sections. 8 players per game, single elimination. The popular fantasy adventure. "The Wizard's Tower Strikes Again", has been revised by younger players for younger players. Specifically for 16-18 year old Adventurers. Variant for AD&D. Entry: $2.00. 6:15 PM Thurs., C&G, Skill level 5.

C:G15: THE THRONE OF THE IRON CROWN 3 rounds of 3 hours each with R1 in 3 sections, 10 players per group. Top 3 players in each section advance to the next round. Entry: $3.00. 6:15 AM Sun., CG, Skill level 5.

C:G16: THE QUEST OF THE IRON CROWN 3 rounds of 7 hours each with R1 in 3 sections, 20 players per group. Top 3 players in each group advance to the next round. Entry: $3.00. 6:15 AM Sun., CG, Skill level 5.

C:G17: NORTHERN LIGHTS 1 session tournament in 2 sections. Free admission. A player-constructed scenario game in which one tries to roll triplets of various cosmic symbols which give point scores. Winner is the first one to score 500...who doesn't Whimp out too much along the way. Entry: $2.00. 3 PM Fri., CG, Skill level 1.

C:G18: STAR FLEET BATTLE 1 session of 3 hours. 20 player limit. David Petticord hosts this miniatures event using "Rolemaster" rules. The scenario is a battle between the Klingons, The Federation & the Romulans over the recovery of an advanced alien vessel. Photon torpedos, phaser fire, plasma beams, teleportation, parties, disrupting ship, cloaking devices, suicide missions and going nova and webbing will be used. Entry: $4.00. 2 PM Fri., CG, Skill level 4 to 5.

C:G19: INVASION ORIENT VARIANT. 16 players pit themselves against an Apple 4k computer which plays the android Javac, an adventure of the League of Oxygion Sentinent Beings. An experimental, unfunded tournament. Players report to the Computer as per the times posted on the Computer Forum Booth. Entry: $2.00. Start: 8 PM Thurs. End: ??. Skill level 5.

TOURNAMENTS: ROLE-PLAYING

C&G=Connecticut Game Club

CG10: AND TO MOREMORTH: A 1 session tournament in two sections. 4 hours. 10 players per game, 1 game per section. A party of adventurers meets a gawd-yelvling who is captured by the moremorth. To the party of adventurers who wish to free the moremorth and return them to their home in the mystical forest. Host: Brad Lewis. Entry: $3.00. 5:15 AM Sun., CG, Skill level 2.

CG25: THE QUEST OF THE IRON CROWN 3 rounds of 7 hours each with R1 in 3 sections, 20 players per group. Top 3 players in each group advance to the next round. Entry: $3.00. 6:15 AM Sun., CG, Skill level 5.

CG26: THE FANTASY TRIP--UNDER THE MOON OF BLOOD 2 rounds of 3 hours each with the first round in 2 sections. 8 players per game, single elimination. The popular fantasy adventure. "The Wizard's Tower Strikes Again", has been revised by younger players for younger players. Specifically for 16-18 year old Adventurers. Variant for AD&D. Entry: $2.00. 6:15 PM Thurs., C&G, Skill level 5.

CG27: THE THRONE OF THE IRON CROWN 3 rounds of 3 hours each with R1 in 3 sections, 10 players per group. Top 3 players in each section advance to the next round. Entry: $3.00. 6:15 AM Sun., CG, Skill level 5.
SG02: THE RUINS OF SHANG. One session 3 hours. Limited to 10 players. Avery Lyford hosts this adventure based on the ruins of China's Shang Dynasty. A T&T event. Entry: $2.00. 3 PM Thurs., DD-T12. Skill level 5.


SG29: THE FUN DUNGEON. 1 session event of 3 hours. Limited to 10 players. With a unique theme and challenging puzzles, the Fun Dungeon is a must for anyone looking for an exciting adventure. Entry: $2.00. 9:30 PM Fri., DD-T16. Skill level undefined.

SG30: SG30: THE PLAINS OF LENG. 1 session of 3 hours. Limited to 20 players. 2 independently generated games of 10 players each. Journey down the 700 steps to the land of dreams & visit the plains of Leng and its yellow-robed priests...and other inhabitants. Gary Kummermann & Shawn Carroll host this variant of AD&D™. Entry: $3.00. 3 PM Thurs., SRS & S. Skill level 5.

SG31: THE GREAT NORTHERN TEMPLE OF SEEKER. 2 rounds of 3 hours each. 10 players per game. Join with a fellowship investigating a deserted temple of the Egyptian God Seeker. The temple is rumored to have been robbed & defiled by the locals, and now its return to its homeland in the Mountains of Madness. A variant of AD&D™. Entry: $3.00. R1 11:45 AM Sun.; DD-T10 10:30 PM Sun.; DD-T9. Skill level 5.

SP-06

SP11: THE FORBIDDEN WAY. 2 sessions of 5 hours each. 8 players per session. An adventure for SP1's new role-playing game, Universe. The adventure will be GM'd by the game designer, John Butterfield. Each pre-register will receive a copy of the Player's Guide for Universe by mail prior to Gen Con East... (See entry fee). Spectators are welcome. A winner will be chosen from each session. Entry: $8.00 S1 7 PM Fri., ML; S2 4 PM Sat., ML. Skill level 3.


T-9 TSR


DISCLAIMER

Attendees please note! The only events given by a manufacturer are those listed under that manufacturer's code letters. Events sponsored by a manufacturer are given by others (usually a gaming club) and are noted in the event description. All other events are given by gaming clubs or private individuals with no affiliation with the manufacturer concerned.

TRAFFIC INFORMATION

Plane: Philadelphia International Airport. Limo or Car available to Cherry Hill Inn ("CHI"). A Philadelphia Transit bus may be taken to Cherry Hill Mall ("CHM"). A NJ Transit "D" bus (board at Broad & Cherry) will stop at CHI.

Train: Amtrak Metroliner. Get off at 30th Street, take Southeasterly Transit Authority by center city. Follow bus instructions here. Use "Planes" section from above.

Bus: As noted above from Philadelphia center city. Connections are available from the New York Port Authority Bus Terminal right to the CHI.

Car: From New York & Northern New Jersey, take NJ Turnpike to Exit 4--Take Route 38 West to Route 328 West to Montclair. Turn right onto Montclair Ave. Go 2 blocks and turn left onto Millwood Ave. Turn right onto the Montclair Ave. Turn right onto the Montclair Ave.

From Baltimore, Washington & points South, Interstate 95 over the Delaware Memorial Bridge to the NJ Turnpike. North to Exit 4. Then as noted above.

From Harrisburg & points West. Either take the Penn. Turnpike to the North Turnpike then South to Exit 4 as noted above; or Penn. Turnpike to Exit 24 (Phila.), follow Schuylkill Expressway to Benjamin Franklin Bridge, Route 36 in N.J, RUT & RUT on 28. & 36. If you miss the CHI WHEN DRIVING, DON'T PANIC. There are Claremore(s) or a reasonable facsimile) within a mile or less in either Cherry Hill Mall...It's very hard to miss!!! Don't be afraid to ask directions.

CARPOOLING

Those wishing carpooling should check off the proper slot on the preregistration form. Those doing so will receive, with their preregistration cards, a list of those who have registered. The total number of carpoolers will be included. This means that you will be on subsequent preregistrants lists and will have your complete address & phone number. Any arrangement must be made by the concerned parties. Gen Con East takes no further responsibility for carpooling beyond the voluntary participation in the program by preregistrants & addresses of those preregistrants not participating in the voluntary carpooling program will remain confidential.

TS07: AD&D™-OPEN TURNAMENT. 2 rounds with the first round in 3 sessions. 12 to 15 games per session, 8 players per game. Judging by point system. The official T&T-Sponsored AD&D™ Tournament. Entry: $1.00 R1/9:30 PM Thurs., CR; R2 6:30 PM Sun., SR1 to S5 Skill level 5.

TS08: RPG AD&D™-TOURNAMENT. 4 rounds of 3 hours each, 8 players per game. Judging by point system. Entry limited to RPG™MEmBERs. In the first round of 2 games, 1 game per session for 8 players. 2 sessions. RPG™ membership cards must be presented at the event. Ticketed Free event R1 9:30 PM Sun., DD-T6 & CA-T8, R2 6:30 PM Sun., CA-T8, Skill level 5.

WD: Wilmark Dynasty

WD06: COUNTDOWN AT VILLA ARROHO. A single session adventure for 8 players. 3 hours. John Corradin GM's this unique adventure. Also, each player enters a deserted village in search of an elusive prize. A Simultaneous movement pits each player against the village inhabitants. Ray Zimmermann & Shawn Carroll host this NG. AD&D™. Entry: $3.00. 9:30 PM Fri., CA-T7. Prize: $10. Skill level 4.

WD07: ESCAPE FROM SHADOWLAND. A single competition for 10 players. 3 hours. Seek life where none exists and beauty where all is shrivelled & ugly. Join a company of medieval adventurers in an attempt to rescue the lovely Penelope from the very mouth of Death. GM John Corradin hosts this single-session adventure for 10 players. Variant of AD&D™. Entry: $4.00 9:30 PM Thurs., DD-T2. Prize: $10. Skill level 4.

WD08: TO THE CENTER OF THE CIRCLE. 1 session or 4 hours. Limited to 10 players. A single round event for 10th - 12th level characters (bring 50% more skills against some of the best. Hosts: Tom Filmore, Ted McDonald, Bob Giglio, Alex Maurovec & Dave Simmons. Prize: $12. Skill level 4. Entry: $4.00 9:30 AM Fri., CA-T8. Skill level 5.

WD10: THE SADDLE OF THE STALLION. A single round event for 10 players. 4 hours. Step through the looking glass and sink your fangs into a mind-goggling challenge of your roleplaying ability as you match wits in a duel with death (or is it un-life?) hosted by Lee McDonald. Variant of AD&D™. Entry: $3.00 9:30 AM Sat., CA-T6. Skill level 2.

WD16: THE SCREAMING SWAMP TEMPLE. 1 round event in 2 sessions. 4 hours, 8 players per session. AD&D™Adventures...where pathogens & the unknown...attacked the lowly Penelope from the very mouth of Death. GM John Corradin hosts this single-session adventure for 10 players. Variant of AD&D™. Entry: $4.00 9:30 AM Thurs., DD-T11. Skill level 2.

WD17: THE SAVAGE SWAMP TEMPLE. 1 round event in 2 sessions. 4 hours, 8 players per session. AD&D™Adventures...where pathogens & the unknown...attacked the lowly Penelope from the very mouth of Death. GM John Corradin hosts this single-session adventure for 10 players. Variant of AD&D™. Entry: $4.00 12:30 PM Sat., CA-T6. Prize: $10. Skill level 4.

WD11: FORTUNES TOLD, WON & LOST, 1 session of 4 hours. 1 round event in 2 sessions. 10 players per session. Dodge a berserker, avoid the monster of the Chattanooga ghost town, and strong stomach. Shawn Carroll hosts this session of this unique adventure. Also, each player enters a deserted village in search of an elusive prize. A Simultaneous movement pits each player against the village inhabitants. Ray Zimmermann & Shawn Carroll host this NG. AD&D™. Entry: $3.00 S1 9:30 AM Sun., CA-T6, Skill level 5.

CAMDEN, NEW JERSEY PHILADELPHIA PA. AREA
**WM:** Wesley Methodist Fantasy Role Gamers (a.k.a. WmFROG)

**WM05: BLACK ROSE.** A 1 session adventure with 8 simultaneously-judged games, with 12 players per game. 3 hours. Paul M. Gilbert hosts this AD&D**+ adventure wherein a squalid old mansion is discovered during a patrol of your country’s borders. Your fellow Borderguards believe they have discovered the hideout of smugglers...but your mind nags you as to why the mansion has never been noticed ere now. 3 hours. Entry: $4.00. PM Sat., DD-T1 to 8, R2 8:30 AM Fri, DD-T6. Skill level 4 to 6.

**WM06: THE HOUSE ON THE BORDERLANDS.** 2 rounds of 3 hours each. 8 games in round 1, 10 players per game with the best player in each game advancing to the final round. Paul Low GM’s this AD&D**+ adventure wherein a squalid old mansion is discovered during a patrol of your country’s borders. Your fellow Borderguards believe they have discovered the hideout of smugglers...but your mind nags you as to why the mansion has never been noticed ere now. Another “thinking dungeon”. Entry: $4.00. 3 PM Thurs., DD-T1 to 8. R2 8:30 AM Fri, DD-T6. Skill level 4 to 6.

**WM05: TEMPLE OF THE ELDERS.** 2 rounds of 3 hours each. 8 games in rounds 1, 10 players per game. The best player in each game advances to the final round. Fred Bottom hosts this AD&D**+ adventure. Your mission is to return a lost crystal ball to the Temple of the Elders...but where is the magical orb & what guards it? You’ll find out! Entry: $4.00. 6:15 PM Thurs., DD-T1 to 8. R2 11:45 AM Fri, DD-T6. Skill level 4 to 6.

**WM08: THE BOTTLE OF S’S.** 1 session with 8 simultaneously-judged games. 3 hours, 10 players per game. Your party has been hired by an Ancient Mage to recover an ancient tome of lost spells. The last 6 parties to attempt this feat have not returned. Scott Halstead hosts this AD&D**+ adventure. Entry: $4.00. 8:30 AM Sun., DD-T1 to 8. Skill level 4 to 6.

**WM07: THE TOMB OF DETH.** A 1 session with 8 simultaneously-judged games. 3 hours, 8 players per game. There will be no winner, but there will be a winning team. Sharon Midgett hosts this AD&D**+ adventure which is portent by violent movement of the very stars in the heavens. The Astrologists agree...for a short time the resurrection of the Arch-Vill Deth, is possible. To save your civilization, you must arrive at Deth’s remote tomb before his devoted minions arrive to resurrect his mentor. Entry: $4.00. 6:15 PM Sat., CA-T1 to 8. Skill level 4 to 6.

**WM08: BREAKING THE CIRCLE.** 1 session with 8 simultaneously-judged games. 3 hours, 10 players per game. This AD&D**+ tournament is hosted by WmFROG’s Nina Surr. Beyond the River of Htaed lies the lair of the dreaded shrine of Mecha to determine the mysteries within its depths. Plan ahead...this is the back-up team. The primary team did not return from their scuffling mission. George Young hosts this AD&D**+ adventure. Entry: $4.00. 11:45 AM Sat., DD-T1 to 8. Skill level 4 to 6.

**WM09: MISSION TO NEMBOR.** 1 session of 8 simultaneously-judged games. 3 hours. 10 players per game. An enemy plans to assassinate a young king. The party’s mission is to prevent this treacherous plot. Entry: $4.00. 8:30 AM Sat., DD-T1 to 8. Skill level 4 to 6.

**WM10: ELVEN HONOR.** 2 rounds of 3 hours each, with the 1st round of 8 simultaneously but not quite identical games. 10 players per game. The best player from each game advance to the final round. By deceit, the Elves’ ancient enemy has captured the Elven Empress & plans to infinitely prolong her life...in a torture chamber! You, as an honorable Elf, have naturally volunteered to bring her back or to die in the attempt. Dr. Allen Black hosts this “thinking dungeon”, which is replete with puzzles, traps, paradoxes, ethical problems, riddles & intelligent (very) monsters. Entry: $4.00. R1 8:30 AM Sat, DD-T1 to 8, R2 3:15 PM Sat, SND Prize: 1st: $10. Skill level 5 to 6.

**WW:** Willingboro Wargamers

**WW01: CHIVALRY & SORCERY TOURNAMENT.** 2 rounds of 3 hours each with the 1st round in 2 sections. Each section will have 2 games of 5 players each. Each game will play the same 5 characters with the best player of each character moving into the final round. Entry: $4.00. R1 5:30 PM Fri, CA-T6, S2 11:30 AM Sat, CA-T8. R2 6:15 PM Sat., CA-T8. S3 3 PM Sun, CA-T8. Skill level 5.

**SEMINARS**

**WE:** West End Games

**WE01: CAMPAIGNS OF NAPOLEON.** Scott Patier hosts a seminar on the detailed philosophy as to the R&D behind West End Game’s Campaigns of Napoleon and demonstrates a new scenario for the game. Entry: $4.00. R1 5:30 PM Sat, IR-B.

**WE02: FUTURE SCIENCE FICTION.** West End Games covers their basic philosophy on Science Fiction game design & production. Hosts: Scott Palter & Ronald Seidel. 1 hour. Free. 8:15 PM Sat., IR-B.

**JP:** John Pardos

**JP01: METHODOLOGY OF GAME DESIGN.** John Pardos hosts this 16 hour seminar on the mechanics of game design and then produced with examples drawn from his own experience. 2 hours. Entry: $2.00 00 PM Sat, C.

**JP02: GROUND TACTICS & GAME TACTICS.** A presentation by John Pardos with Q & A on how “Fog of War” factors have been incorporated into games & including a discussion of design techniques for achieving limited intelligence. 2 hours. 11:15 AM Fri., C.

**DEMONSTRATIONS**

**RP:** Ral Partha

**RP01: BASIC PAINTING DEMONSTRATION.** Jay Hadley hosts this exhibition of basic painting techniques. Sponsored by Ral Partha. 1 hour. FREE. 9:30 AM Fri, ML.

**RP02: ADVANCED PAINTING DEMONSTRATION.** Jay Hadley hosts this exhibition of advanced painting techniques. Sponsored by Ral Partha. 1 hour. FREE. 3:30 PM Sat.

**RP05: MONSTER RALLY.** Jay Hadley demonstrates painting techniques for the multitudinous melange of monsters available to him. Sponsored by Ral Partha. 1 hour. FREE. 4:00 PM Sunday, ML.

**TOURNAMENTS**

**GM:** Gameshop

**GM01: ACE OF ACES.** 2 independent sessions of 3 hours each. 40 players per session...players may sign up for both sections. All gaming material will be furnished. The Gameshop’s staff host this year’s tournament of this award-winning game. Entry: $1.00. S1 5:30 PM Sat, C. R2 11:30 AM Sun, ES. Skill level 3.

**GT:** Glenn Taylor

**GT02: THE QUEST FOR JEWEL.** 1 session of 3 hours. 2 games, 12 players per game. Glenn Taylor hosts this D&D**+ variant. A powerful Grey Elf has sent your party to retrieve a prohibited artifact...but this is the back-up team. The primary team did not return from their scuffling mission in the labyrinth in which it resided results in teleportation to a different room. Entry: $4.00. 11:45 AM Sat, SR-3 & 4. Skill level 5.

**GT03: EMPIRE OF THE PETAL THRONE.** 1 session of 3 hours. 2 games, 12 players per game. Glenn Taylor hosts an adventure in the world of Tekumel. Prof. Barker will be consulted as to the structure of this event & a sneak preview of the new edition of the game will be given. Entry: $4.00. 8:30 AM Fri., DD-T9 & 8. Skill level 5.

**JE:** Jenkintown Area Wargamers


**SG:** Shore Games Group

**SG18: THE CITY OF LILEKA.** 2 rounds of 3 hours, 2 sections in R1, 12 players per game. Glenn Taylor hosts this D&D**+ variant. A powerful Grey Elf has sent your party to retrieve a prohibited artifact...but this is the back-up team. The primary team did not return from their scuffling mission in the labyrinth in which it resided results in teleportation to a different room. Entry: $4.00. 11:45 AM Sat, SR-3 & 4. Skill level 5.

**WG:** Washington Game Association

**WG15: SUPERHERO 2044 VARIANT.** 1 session with 3 Independently-Judged Sections, 7 players per section. Host: Drew Johnston. Players take the roles of superheroes in New York and fight crime, save the Universe...or both!!! The accent is on teamwork & players will be judged on ability to work together, leadership & decisiveness. Entry: $3.00. 5:15 PM Fri, CA-T8, S1 11:45 AM Sat, CA-T8, S2 3 PM Sun, SM Prize: 1st: $10. Skill level 4 or 5.

**WG18: ASSAULT ON THE TOWER OF THE WIZARD KING.** 1 session of 3 hours. 10 player limit. Join in the assault on the Tower in this high level (10th to 15th), high power tournament. Characters will have almost everything in the book to tackle this nearly impossible mission. Host: Greg Maples, D&D**. Entry: $4.00 00 PM Sat, CA-T6. Prize: 1st: $10. Skill level 5 to 6.
CHERRY HILL INN
Cherry Hill, NJ 08002

ROOM RESERVATION REQUEST

GEN CON® EAST

Name ____________________________

City ______ State ______ Zip ______

Type of Accommodation: ______ Quadruple ($80/day)
 ______ Double ($40/day)
 ______ Single ($34/day)
 ______ 1/3 Room ($17/day)
 ______ 1/4 Room ($15/day)

Arrival Date ______ Departure Date ______

No reservations will be accepted after June 23, 1981.

IT IS UNDERSTOOD THAT THIS RESERVATION WILL BE HELD UNTIL 4 P.M. UNLESS OTHERWISE NOTIFIED. ROOM FEES MUST BE PAID IN ADVANCE & IN FULL. INCLUDE YOUR ROOM FEES WITH THIS CARD. NO REFUNDS WILL BE MADE.

See reverse for participating Hotel/Motel Information.
Sunday, July 25, 1981

8:30 AM

AH04 Russian Campaign 2 $ (D)
AH12 S2-Circus Maximus 1 $ (B)
CW02 Star's Bars $1 (S)
CG15 S1-Sun's Quest $ (R)
JE01 S2-Shrine of Mecha $3 (R)
KR04 S1-Sign of the Thistle $3 (R)
SG08 Tuesdays $2 (R)
WD08 To The Center of The Circle $3 (R)
WD10 S1-Scrambling Swamp Temple $4 (R)
WG09 Ringmaster $2 (B)
WG12 7 Keys for Kevin's Keep $4 (R)
WM10 Eoren Honor $4 (R)

9:00 AM

CE02 15mm Medieval Battle 2 $ (D)
CG13 Commando Adventure $2 (M)
CP01 S2-Follow Me $2 (M)
CS02 Naval Campaigns... $2 (B)
FI02 Making Magic Work... $.50
FG01 Fighter Combat Demo $ (D)
FP03 Moves Subscribers Seminar $ (S)
SG10 Star Slayer $2 (B)
SG16 Melee/Wizard $1 (B)
TN02 Sword & the Flame $2 (M)
TS05 S2-Geary Gayness AD&D®$1 (S)

10:00 AM

GL01 S3-Johnstown Bridge $2 (R)

10:45 AM

RD06 Flagmakers Challenge $ (D)

11:15 AM

KR01 A Magician's Point of View $2 (S)
X TS04 RPGA AD&D® Meeting $ (S)

11:30 AM

FM02 RPGA Renaissance (D-M)

11:45 AM

CG10 S2-Sun's Quest $4 (R)
GT02 Quest for Jewel $4 (R)
WG15 S2-Superhero 2044 $3 (R)
WM09 Mission to Nemoria $4 (B)
WM01 S2-Chivalry & Sorcery $2 (R)

12:00 PM

AH08 War at Sea $2 (B)
WD03 Charis & Dio Do Not $.1 (S)

12:15 PM

FP06 SF/Fantasy Works in... $ (S)

12:39 PM

SG15 Divine Right $2 (B)

12:45 PM

KR04 S2-Sign of the Thistle $3 (R)
WG02 S2-Grandworld $2 (R)
WD10 S2-Scrambling Swamp Temple $4 (R)

1:00 PM

SG34 Air Force/Dauntless $2 (B)
WG04 Game & Feeding of... $1 (S)

1:30 PM

F HM02 The Grand Duke (D-M)
TN05 Heart of Oak $1 (M)

2:00 PM

CW04 Stars & Bars $3 (M)

2:15 PM

WG08 Wasshubuckler $2 (B)

2:30 PM

GD07 Game Designer Seminar $ (S)
WE01 S2-Flashing Out The Campaign $1 (S)

2:45 PM

F SP05 Works in Progress, Modern... $ (S)
EN02 Quirks $2 (B)

3:00 PM

AH11 Crescendo of Doom $4 (B)
RE07 S1-Ring of Gilrod $3 (R)
SG02 Wizard's Tower Never Sleeps $2 (R)
SD07 S3-Turilann Center $2 (R)
WG16 Assault on the Tower $4 (R)

3:30 PM

F RP04 Advanced Painting Demo $ (S)

4:00 PM

WD04 The Impossible Dream $1 (S)

4:54 PM

CG14 Collegiate Crew Regatta $2 (B)

5:00 PM

CP02 S2-American Civil War $2 (M)
KR08 S1-In Media Res $3 (R)
RS03 S1-New Fans of Gilrod $3 (R)
NY02 Diplomacy Tournament $3 (B)
FP07 Great Battles-Civil War $1 (M)

5:30 PM

GM01 S1-Ace of Aces $1 (N)

5:45 PM

CG14 Collegiate Crew Regatta $2 (B)

6:00 PM

Dealers Area Closes

7:00 PM

AH12 S3-Circus Maximus $1 (B)
WG01 Campaigns of Nandocon $ (S)

7:15 PM

GD01 S2-Official GW Traveller... $ (S)
GM01 Meet Matagaming $ (S)

8:15 PM

RE04 Roleplaying Thieves... $1 (S)

9:00 PM

F WG03 Knights & Magick (D-M)
SG32 1-Page Bulge $2 (B)
TN07 Speed Circuit Tournament Tracks $2 (S)

9:30 PM

AH13 Win, Place & Show $2 (B)
CG12 19th Century Open $2 (M)
CP05 S2-Squad Leader in 15mm $2 (CP03)
GD01 Advance Designer Seminar $ (S)
IC01 Creating A Fantasy World $ (S)
KR03 S2-New Fans of Gilrod $3 (R)
KR06 Castle Mav $2 (R)
WM06 RPGT Ambient Games $ (S)

10:00 PM

AH01 G.L. & Arvill of Victory $2 (S)
CG01 15mm Mass Battle: $2 (M)
GD02 Cosmic Whimpout $2 (M)
CP01 S3-Follow Me $2 (M)
JRAO General's Wizard War $2 (D-M)
SG13 Warlord $2 (B)
FP02 Arena Subscribers Seminar $ (S)
TN03 Skirmish $1 (M)

10:45 PM

WG03 Designing the Dungeons $1 (S)

11:00 PM

GM02 S2-Variorum $2 (B)

11:15 AM

CG03 Nuclear War $2 (N)
WG02 The Phantom's Thing $1 (S)

11:30 AM

GD04 System 7 Workshop $ (S)
SP09 Spirit Meeting $ (E)

11:45 AM

GM01 S2-Ace of Aces $1 (N)

12:00 PM

Dealers Area Closes

12:15 PM

WG04 Designing the Dungeons $1 (S)

12:30 PM

AH12 S1-Circus Maximus $1 (B)

1:30 PM

F GG06 Tactfore/Assault Seminar $ (S)
FP01 S& T Practitioners Seminar $ (S)
WD06 Riddle Me This $1 (S)

2:00 PM

CG03 S3-Road To Mormoreth $2 (R)
CG01 Circus Maximus $2 (M)
FM04 Dungeon Deblers (D-M)
FP07 Men At Arms (D-M)
TN04 Heart of Oak $1 (M)

2:45 PM

WM01 How to Enjoy, Win, Judge & Create FPR Tours $1 (S)

5:00 PM

WG05 Future of the Computer... $ (S)

6 PM AWARDS CEREMONY $ (X) F

GENERAL PARTICIPATING HOTEL/MOTEL INFORMATION

The Cherry Hill Inn and two other Hotels/Motels are participating in the Room Reservation plan for Gen Con East. The other Participating Hotels are The Rockshaw & The Holiday Inn, both in Cherry Hill, N.J. The Cherry Hill Inn will process all room reservations for the three Hotels/Motels. Approximately 600 rooms are available in these three facilities & they are approximately 5 minutes per car time apart. The Gen Con East Convention & Trade Show will run a shuttle bus between the three facilities starting at noon on July 23, 1981 and running at 6:00 PM on July 26, 1988. Prospective attendees should be aware that the "Quaduple" & "Triple" room have two double beds only included...no cars or temporary sleeping accommodations included in the room fee. Attendees may reserve a "1/4 room" or "1/3 room" but it must be understood that any apportionment of sleeping space is a matter between attendees and will not be accommodated in any way by the Cherry Hill Inn. The Cherry Hill Inn will not attempt to match "fractional" room reservations between attendees sending in separate reservation forms. If attendees wish to room together, they must send in separate reservations forms. If they wish to room together, they must send in their reservations together. Only one reservation per card, reasonail facilities will be accepted. It must also be understood that Gen Con® East has no involvement with room reservations whatsoever.

COSTUMES

Please be advised that Gen Con® East is not in any way a costume convention. Those wishing to attend in costume must receive prior approval from both Gen Con® East and the Cherry Hill Inn. Such proof, in writing, from both sourses, must be presented at the door. Costumes include not only current military uniforms & such historical period accessories as weapons. Current military uniforms will not be understood that Gen Con® East has no involvement with room reservations whatsoever.

GAME DESIGN SEMINAR & WORKSHOP

July 21, 22 & 23, 1981

Cherry Hill Inn

RANDALL C. REED

A unique opportunity to learn game design skills with one of the nation's leading authorities on simulations game design in a workshop environment where simulation game design & technique & application will be explored. An intensive three day workshop consisting of simulation game design lessons & the only methodology of simulation game design presently in existence. Registration: Before June 1, 1981: $195.

For additional information write or call:
Randal C. Reed
101 Jennings Road
Orlando, Fla. 32808
305-296-7995

GAME CONVENTION拍摄于1981年7月22日。

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### Avalon Hill Games

**Last Chance 1980 Order Form**

VOID IF NOT POSTMARKED BY MAY 31st, 1981
LAST CHANCE TO ORDER AT 1980 PRICES

Prices valid only if order placed on this form; phone orders do not qualify for 1980 prices.

**POSTAGE CHARGES:** Add 10% of the total amount of your order for postage and handling charges. Canadian customers please add 20%; overseas customers add 30%. GENERAL postage coupons can be used to defray postage costs provided they are used only to defray the cost of complete game purchases. Maryland residents please add 5% of the merchandise cost for state sales tax.

Consult the Current Parts Price List before ordering any Part or Accessory.

#### ADULT/STRATEGY

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**MICROCOMPUTER**

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