ORIGINS PAST AND PRESENT

The old adage that if you can't say something nice about someone, don't say anything at all is generally good advice and I was sorely tempted to do just that when the subject of our annual convention was broached. However, after all due consideration of the situation, I came to the conclusion that such a stance would be a cop out and a disservice to those of our readers with a genuine interest in what takes place at ORIGINS every year. Here, then, is just one man's opinion.

The weather for Pacific Origins was truly beautiful and the Dunfrey Hotel was indeed a luxurious site with special reduced rates for the convention which were very reasonable. Unfortunately, in my opinion, any semblance of the actual convention to the original bid presented by the Pacificon organizers at ORIGINS '80 ended there. The first indication of the troubles to come was the lack of any information from PACIFICON on how to go about sponsoring tournaments, etc. Aside from an initial mailing advising manufacturers of costs for exhibition space there was only silence from California. Now you must understand that the manufacturers of this little industry are for the most part a pretty slothful lot and much to their discredit they generally have to be cajoled and coerced into taking action on such mundane tasks as reserving exhibit and advertising space, sponsoring events, etc. Thus, in the past, the sponsors of the various

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“In attack most daring, in defense most cunning, in endurance most steadfast, they performed a feat of arms which will be remembered and recounted as long as the virtues of courage and resolution have power to move the hearts of men.”

—Winston Churchill, September 28th, 1944

On the morning of September 17th, 1944, from airfields all over southern England, the greatest armada of troop carrying aircraft ever assembled for a military operation took to the air...over 7500 aircraft which would drop an entire Allied airborne army behind German lines to seize and hold a series of supposedly weakly-defended bridges until relieved by an armored thrust through the front lines. Unbeknownst to the Allied High Command, however, two SS Panzer Divisions were stationed near Arnhem—the last bridge in the chain, and the British 1st Airborne Division was about to drop into a living hell.

So began Operation Market Garden, a daring and grandiose gamble to end the war with one swift thrust into Hitler’s crumbling Reich. The battle which ensued would be the most dramatic and bitterly contested action of the Western Front and would ultimately end in a major defeat with Allied casualties nearly doubling those of D-Day. **STORM OVER ARNHEM** is the recreation of that battle at its fiercest point—the struggle for Arnhem Bridge itself.

Ultimately less than 700 British paratroopers, primarily members of the 2nd Parachute Battalion under Col. John Frost, would reach the bridge. Unable to capture it entirely, they would cling to their perimeter defenses at the northern end for the better part of five days. The Germans, in need of the bridge themselves to reinforce the battle to the south, pressed the attack with a resolve born of desperation. Here “street fighting” took on a new meaning. The battle raged not from block to block, but from house to house and room to room. Gains were measured in feet, not miles. Outnumbered, short of food, water, ammunition, and medical supplies, the paratroopers nonetheless fought on and extracted a fearful toll in German lives for their steadily dwindling perimeter. Armor and artillery were called in to flatten the city, but failed to lessen the resolve of those manning the redoubt. Finally, on September 21st, three days after they were supposed to have been relieved by the tanks of XXX Corps one last wireless message originated from the smoking ruins of Arnhem...“Out of ammunition...God Save the King”.

What remained of the gallant defenders of Arnhem bridge had broken into twos and threes and attempted to slip away in the night.

**STORM OVER ARNHEM** recreates four days in the struggle for Arnhem bridge with an innovative game system that preserves the “feel” of simultaneous movement games without the bother of written moves, while maintaining the action-reaction capabilities of more traditional sequential movement games. Player interaction is constant—thus yielding a high excitement level throughout. The mapboard faithfully recreates that section of Arnhem over which the fiercest fighting for the bridge took place at a scale of 1 inch equals 100 feet. Each unit represents 12 men or several of the armored fighting vehicles which vied for control of the bridge. Unburdened by a maze of complex rules, it is an intrinsically simple game to learn, but an extremely difficult one to master. The game can be set up and underway in a matter of minutes and will command the full attention of the two participants during the three hour playing time. Included in the game is a 22” x 32” mounted mapboard, 224 large, back-printed playing pieces, a 16 page, full color rulebook containing in-depth historical commentary, and four dice.

**STORM OVER ARNHEM** is rated 3 on a 1 (Easy) to 10 (Difficult) complexity scale for ages 12 and up.

**STORM OVER ARNHEM** is available now from Avalon Hill, 4517 Harford Rd., Baltimore, MD 21214 for $15.00 plus 10% for postage and handling (Canadians 20%, overseas 30%). Maryland residents please add 5% state sales tax.
FLAT TOP

FLAT TOP recreates the major Battles of the Solomon Seas. Each hex on the mapboard is approximately equivalent to twenty miles. Each ship unit represents one ship. Each Air Factor represents approximately three planes. Each turn represents one hour of time.

FLAT TOP may be the final word on aircraft carrier operations and warfare. The luck factor is so minimal it plays little part in the outcome. Winning requires careful planning and playing skill. A true test of gaming skill.

Much of the game's excitement comes from the hidden movement system. Unless sighted by enemy units, all units may be kept off-board. Players keep track of unseen units on the log sheets provided which have a reduced version of the map. In this way, total secrecy is maintained. While this requires a certain amount of honesty, the result is a unique blend of thrills and tension.

Players must send out search planes to find the enemy task forces. At the same time, they must be readying their strikes to launch once the enemy ships are spotted. There are countless decisions to be made each turn. Players must decide how many search planes to use, how to arm their planes, whether to attack enemy bases or not, how to organize their task forces, and when to attack.

Every major ship that fought in the Pacific in 1942 is included. Among them are American carriers, Lexington, Yorktown, Enterprise, and Saratoga, and Japanese carriers Zuikaku, Shokaku, and Zuho. There are even some that are not used in any of the scenarios for players who wish to make their own hypothetical scenarios.

Other rules cover weather, surface combat, shadowing, night landings and combat, off-mapboard bases, interception combat, high and low altitudes, repairing bases, and replacements.

Five scenarios are included. “Rings Around Rabaul” covers an American carrier raid on the Japanese base of Rabaul. “Coral Sea” recreates the attempted Japanese invasion of Port Moresby, while in “Eastern Solomons” the Japanese must invade Gili-Gili and Guadalcanal.

“Santa Cruz” is strictly a carrier versus carrier battle. “Guadalcanal” covers the last serious Japanese attempt to capture the island.

A section of optional rules adds more details to the game like rescuing survivors from sinking ships, submarines, skip bombing, strafing, towing ships, fueling at sea, critical hits, additional planes, increased luck, and more.

FLAT TOP is probably the most intense game you will ever play. So much so, we considered including artificial nails, but then decided to let you provide your own. Awarded Avalon Hill's highest complexity rating, this is not a game for beginners, but for the stout hearted it's the ultimate gaming experience.

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Components:
- A Rulebook
- 44" × 28" Mapboard
- 1300 Unit Counters
- 2 Japanese Operations Charts
- 2 Allied Operations Charts
- 3 Playing Aid Cards
- 2 Log Sheet Pads

Playing Time: 4 hours and up
Complexity Rating (from 1 to 10, 10 the highest): 10

FLAT TOP is available now for $18.00 from The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Please add 10% for postage and handling (20% to Canada, 30% overseas). MD residents please add 5% state sales tax.
Game players seem fascinated by German generals. Their hopeless situation of taking on the world by themselves, their dedication to military solutions to the exclusion of diplomatic considerations, their central control of army maneuvers and, especially, their daring strategies and elegant, unquestioning executions of them, attract players and designers (who, after all, have much less to lose than do real generals) more than the more cautious strategies of other nations.

Until recently most player attention has been focused on WW II with its mechanized warfare and lightning-strike strategies. Many players and designers seemed to regard WW I as a static, gruesome bloodbath that makes for dull gaming. Of course, that is just what the actual war, at least in the west, was. But that does not mean that is the way it has to be.

Unfortunately, those few games based on the Western Front of WW I have been dominated by this static front mentality. That situation has been rectified by the introduction of Avalon Hill's new strategic level WW I game, **GUNS OF AUGUST**. This game does not tie you to the static front strategies actually followed, although it certainly doesn't lock them out. It gives the player, particularly the Central Powers player, all the options of the real generals.

This is vital to the Germans, but what real option is open to the commander of an unmechanized 1914-vintage army? Actually, the surprising answer is that he has the same option of a war of maneuver as the WW II German general. Remember, in spite of the panzers and stukas, the all-important German infantry of 1914 still walked to battle with the same gait their fathers used in 1914.

The Germans of 1914 face the prospect of a two-front war against three great powers whose armies outnumber her's and those of her allies. She is further faced with the virtual certainty of a British naval blockade that will choke off her source of basic supplies and slowly starve her to death. It is absolutely necessary, therefore, that she win quickly. The game victory conditions, which make it much easier for the Germans to win in game-year 1914 than afterwards, reinforce this strategic fact, which was recognized by most generals of both sides at the time.

To meet this challenge, the Germans had the one great advantage of interior lines. This was developed to its maximum by intensive use of the German railroad system. General Helmuth Karl von Moltke (the elder), chief of the German Imperial General Staff from 1857 to 1888, built that rail system into something close to an arm of the army with just this advantage in mind.

The job of developing a strategy, however, was left to Moltke's successor as chief of the general staff, Count Alfred von Schlieffen. The strategy he developed, the Schlieffen Plan, never was used as he intended. Many military historians today believe it may have worked. Its ideas of concentration of force to achieve a breakthrough, rapid exploitation of such a penetration to envelop whole armies and the rapid shifting of main army elements from one front to another certainly inspired the blitzkrieg tactics of WW II.

Schlieffen saw Germany's one military hope was to defeat her enemies piecemeal before they could effectively combine their forces to crush her. The question was, where to strike first? France had lined her border with Germany with a complex and tough system of fortifications, a precursor to the Maginot Line. Russia also had fortifications, a huge army and such great expanses of territory that it was hard to come to final grips with her army. England, of course, had the Channel and the fleet.

Faced with this choice, Schlieffen chose France but not the French border fortresses. His plan was to weaken the Eastern Front forces and the center of the Western Front and mass the strongest units of the army along the Belgian border. These would march along the sea through Belgium, breaking into France where her defenses were weakest. The coastal army, flanked by smaller forces moving through the Ardennes, would force the Seine, go around Paris and move east to smash the main French army from behind.

If the German right flank moved on schedule, England would not have time to land her armies before the channel ports were cut off or overrun. English forces that did become involved would be swept up in the disaster.

Once France is defeated, the German army would be free to shift to the eastern front by train and join the Austrians in a Russian dismemberment.

Schlieffen did not live to see the war he had prepared for all his life. When it did come, his successor, the younger General Moltke, was in command. He followed a plan of balanced attack all along the Western front that failed to achieve the breakthrough, allowing stagnation of the front and Germany's slow strangulation.

In the game, as in history, the German player faces a two-fold problem. You have a very large army with good offensive and defensive capabilities. However, you are fighting on two fronts. Due to the inept diplomacy of William II you no longer have a Russian alliance. That nation of shopkeepers to the west has seduced them to a mutual defense pact. So the Russian bear waits to pounce upon poor, unsuspecting Prussia and all too valuable Konigsberg while you destroy the cream of the French nation and their quest for Revalence.

The plan devised by the wily Schlieffen is really quite simple. The majority of the units in the German army are sent west. The weaker German units are sent to the east to fight a delicately balanced holding action. It is suggested that the western armies be made up of twenty-six 5-7-4s, nine 4-6-4s, eight 3-3-3 artillery and both siege guns. The eastern armies would be made up of five 4-6-4s, seven 3-5-3s, and five 4-4-6 cavalry.

The first decision is whether or not to attack the Netherlands, Belgium, and Luxembourg. The Netherlands maintained her neutrality throughout the war, but an attack on this small country provides certain military advantages. For one thing, the Netherlands provides a route for flanking the great fortifications of Liege. Second, Antwerp suddenly becomes a possible early target. If the attacks are worked out correctly, the Netherlands and
Belgium should fall in the first combat phase of August 1914. The Dutch have only two 2-4-3s to protect both Rotterdam and Amsterdam. Under strong German pressure, these units will cave in. With the opening of the Dutch frontier, the Belgians are in a hopeless situation. Liege is no longer a good defensive position as it can be surrounded. The Belgians have three 3-5-3s and one 1-1-4 cavalry. As a result of the Netherlands attack, therefore, Belgium falls under the special attack phase allowed the Germans in August 1914.

As Luxembourg has no army she offers no resistance to occupation. Her main value to the Germans is the route she offers for an attack on the French towards Verdun and, possibly, Nancy.

Having taken a good position along the French frontier, Germany will have a good chance of holding her own against the first turn French offensive doctrine. With a bit of luck the Germans will lose as many or fewer units than their French foes. In one particular attack the French player took a gamble and attacked the German units in L11 from the three adjoining hexsides. He rolled an attacker attrition and left a hole in the lines that gave the Germans free access to an undefended Verdun. Although such errors on the French side should not be, and are not, counted on in the Schlieffen strategy, the German should be ready to take advantage of them. In any case, the French counterattack should leave the German in good shape for his September 1914 drive in the west.

The next target should be Lille. The German siege artillery will probably not arrive in time for a September assault on this important city and should probably be diverted towards Verdun, where it will be needed. Yet the pressure must be kept up along the northern flank to prevent the French from entrenching. The Germans can choose an alternative two-pronged attack by making an attempt on Verdun at this time. Perhaps this time the Germans will pass. Yet even an attack of moderate success that fails to storm the fortress itself, will concern the French and eat away at their manpower reserves. At the same time as many attacks as possible should be made against easily picked-off French units.

French elan will become a word of the past as the French stacks of three become stacks of two. With little or no hope of replacement at this point, French counterattacks become rare. With a bit of luck, Lille and Nancy fall and Verdun is threatened.

In October, the Germans will still be unchecked and will march forward, pushing the stunned allies aside in their move into interior France. Enter Britain and, possibly, General Gallieni and the French Taxi Cab Army. A move to H9 forces the French to evacuate Calais while a wing of the German army under General Kluge presses on for the envelopment of Paris. If the French forces choose to stand at this point the Germans should force the issue at Verdun and press on to G10 in the north. Again, the Germans should take out as many French units as possible, reducing the French forces even further.

Having by now received the September reinforcements, the French will be dangerously low on replacement factors. Thus the value of every unit lost is magnified even more.

By October the German siege artillery will be in position to threaten Verdun with strong infantry and field artillery support. These attacks should leave Calais, Lille, Rheims, Verdun, Nancy and Belfort in German hands. The French forces, now in full retreat, may rally behind the Marne and/or Seine river systems.

Replacement factors are now low for the French while the Germans are up to full strength. It is at this point that the German two-pronged attack will make its presence felt. The French counterattacks will probably not develop in October as their forces cannot risk heavy losses or developing holes in their
defensive line. If the French retreat to the Seine, November will see simultaneous attacks on Paris and Dijon. With average luck both will fall. At this point the rest will be history. If the strategy in the east has succeeded, the war ends with a German absolute automatic victory in 1914.

The story in the east is different. Here the Central Powers must play a more cautious game, trying to prevent the Russians from taking too much and waiting for the French collapse and the transfer of the main German army to the Russian front before they undertake anything ambitious.

The problem with the Austrians is that their army is not built for long term survival in a two-and-three-front war. They must eliminate one front or the other. The Serbian Army can be held in check or it can be eliminated. In the actual war, the Austrians destroyed it by 1916. In the game it is better to kill it at the outset, before it can build up to full strength and become a threat.

To do this the Austrians can use virtually half their army, while the rest defends as best it can against the Russians. The Austrian forces attacking Serbia are three 4-6-4s, ten 3-5-3s and four 2-2-2 artillery. The forces sent to hold the Russians would consist of two 3-5-3s, four 2-4-3s, one 4-4-5 cavalry, two 3-3-4 cavalry and two 2-2-4 cavalry. Although weak, this force should be able to hold the front for two or three turns.

The Serbian Army, although valiantly led, is composed of six 2-4-3s, one 1-1-4 and one 1-1-2 artillery. Austria should open her war with a move against Belgrade. However, attacks against the rest of the Serbian army are imperative. With a little luck both Belgrade and the Sava River line will fall. This will push the Serbians back to the mountain ranges of DD28, EE28 and FF28. By this time it is hoped that, like its commander, the Serbian Army will be crippled. Having lost three or four units with no hope of replacement until November, the Serbs will fall quickly once the Sava is crossed. The Austrians should press on for the full destruction of the Serbian Army. With average luck on the dice, this can be accomplished in September.

The Austrian September reinforcements should be divided in two. Three 2-4-3s from Vienna should be sent to the Italian front, while the three 2-4-3s from Budapest go to the Russian front.

The key to the Austro-German strategy against Russia is the tenacious Austrian defense of Przemysl and Lemberg, while the Germans protect Königsberg and Breslau. The Germans can hold on in the East Prussian front with four 4-6-4s, seven 3-5-3s and five 5-5-5 cavalry. The Russian Army is huge, but its defensive abilities far outweigh the offensive. The Russian can force an offensive either north against the Germans or south against the Austrians. Attempting both is risking stalemate and disaster, for time, in this case, is on the side of the Central Powers. The Germans are a harder nut to crack, but their defensive position, to say the least, is precarious. A successful thrust towards Danzig will eliminate the center of Königsberg as well. The Germans will attack whenever and wherever it is possible in the hope of reducing the Russian majority.

The Russians should use three 4-6-4s, thirty-two 3-5-3s and eight 2-2-2 artillery units against the Germans. In August the Germans may lose a few units and the hexes north of the Tannenburg lakes. They may also lose HH9 to a smart Russian. Yet, with fast maneuvering and the correct manipulation of units, hexes HH8, J18 and J17 can be held until reinforced by the September German reinforcements. If at all possible, fortify Danzig.

In September the Russian reinforcements are, at best, disconcerting. If the Russians launch an all-out attack there is a 50-50 chance that Königsberg

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THE DECISIONS OF AUGUST
A Plan of Attack for the Central Powers in GUNS OF AUGUST
By John H. Berry

Strategic decisions made by the Central Powers player in THE GUNS OF AUGUST will decide the general course of the entire game. To win, full use must be made of this early initiative. The purpose of this article is to advance the optimum opening strategy of the Central Powers. The following analysis assumes the use of all rules except 28.0 and 30.53.

FRANCE FIRST
If the Allied player deploys all three Belgian infantry corps in Liege, then the German player will be forced to look at other alternatives. The Germans can attack from only hex L10 and M10 with artillery and infantry (assuming the declaration of war allows French ZOCs to extend across the border into hexes L11 and K11). This assault can be supported with three cavalry corps attacking from K10. In this situation, the odds of taking the fortress on the first turn are not good. Of course, a four hex attack will improve his chances if the German player is willing to invade the Netherlands so as to gain M9. However, any Allied player with half a brain can forestall this by placing one Dutch infantry corps in M9. Making a three hex assault, the German can manage one complete attack of 3-1 with no die roll modifications. This yields two chances in six on the die roll of moving into Liege in August with the possible loss of three infantry corps. Ouch! The only other way is to make three separate attacks. Anyway he cuts it, it means poor odds with die roll modifications in favor of the defender. Probably the best matchup is the following: two 5-7-4 infantry corps, one siege artillery regiment, and one 4-4-5 cavalry corps against one Belgian 3-5-3 infantry corps yielding a 3 to 1 with minus two to the die roll (a 50% chance of "success"); the same matchup against another 3-5-3 infantry corps (again, a 50% chance of "success"), and finally against the third 3-5-3 infantry corps, two 3-7-4 infantry corps, two field artillery regiments, and one 4-4-5 cavalry corps. The last attack yields a 4 to 1 with minus two to the die roll increasing the probability of success up to 66%. Assuming the Germans get the die rolls they need in all three assaults (not likely), they still could lose two or three infantry corps in the process.

I can hear it now—so what if I can't take Liege on the first turn? I get an extra movement phase so I'll just march right past it and start carrying the war to France. If you do, the Allied player will most likely hand you your head. French ZOCs extending across the border will impede fast movement. In addition, anybody you send to the west of Liege won't be able to retreat in the face of first turn Allied assaults. Of course some players may feel the risk is worth it in order to forestall the Allies in trying to relieve Liege and advancing far into eastern Belgium, but the worst is yet to come. Even if the Germans take Liege in September, the units that started the turn to the west will be halved in combat and movement. Thus the German player may find himself waiting until October to "carry the war to France." Assuming his luck holds up with the weather (2/3rd chance of clear), a new problem will raise its head in October—the Allies will start entrenching. Even if the Austrians haven't collapsed on the Eastern Front thereby requiring German reinforcement, the chances of taking Paris in 1914 are extremely small.

However, if a player just has to take on France first, there is a better way. Simply make an end run through the Netherlands. As pointed out earlier, a very good Allied placement is a Dutch infantry corps in hex M9. Now while this is great for the Allied cause, it's terrible for the Netherlands. It leaves them with just one infantry corps to defend from hex M8 to hex M6. This initial placement guarantees the fall of the Netherlands in August. By using his second movement phase, the German player will be in excellent position to take not only Liege in September, but Antwerp as well. Use of the Dutch railroad should aid the German in supplying his forward units.

I'm sure any aggressive Allied player will be quick to point out that he would not passively sit by and allow the Germans to get away with their swing through the low countries. Non mon ami, C'est la Guerre—the Allies will attack through Belgium first, seizing Antwerp and throwing a monkey wrench into the "modified Schlieffen Plan." Since an Allied pre-emptive attack on Belgium could be considered a possibility, it is necessary to examine the ramifications closely. First, let's look at the political side. When the Central Powers invade the Netherlands there is only a 16.5% chance that England won't come into the war as a full participant. However, if the Allies strike into Belgium first, the chances of British limited participation increase to 33%. Does it really matter if Whitehall has second thoughts about an all out effort to support an unscrupulous France and Russia? Well, for one thing, the entire BEF can't be sent to France on the first turn (true, you're leaving behind only a field artillery regiment, but it is still irritating). In addition, a smart German player will attack the BEF as much as possible to attrit it into non-existence (three replacement factors per turn don't go far). And finally, as long as the Lloyd George government half-heartedly supports the Allied cause, Italy will never join the alliance in 1914. Meanwhile, the probability of Italy becoming a Central Powers member increases to 33%. Since the Central Powers move first following the resolution of variable entry, an Italian offensive against the southern coast of France could spell disaster for the Allied cause. At the very least, Italy would prove a very large thorn in the Allied side, producing a serious drain on the Allied war effort and freeing German and Austro-Hungarian units for use elsewhere.
Again, an aggressive Allied player may feel that if he wishes to win he will have to accept risks. Besides, the odds are in his favor. Eventually, Whitehall will see the "Horrible Huns" for what they are and give the Entente full support. For as Italy, the Central Powers get only two chances in 1914 to win her over to their way of thinking and thus only if England is carried into their position. No, the political risks are acceptable in order to stall the German attack.

But will the attack be, indeed, stalled? Let us examine the immediate military results. True, Antwerp will be taken with relative ease by the Allies. But with three infantry corps at Liege, the Allied player will find himself in a much more comfortable position. This is true of any move, including the one that the German did. If the French move units adjacent to Liege, rule 30.45 will require that they attack it. The sight of Allied soldiers getting themselves killed fighting the very country whose neutrality they guaranteed should prove quite satisfactory to the German commander. It should also boost morale to find that, thanks to the Allies, Liege and the railroad running to it have been handed over intact to the Central Powers while Belgian forces have joined the German ranks. The Allied player can try to make things as patently as possible by staying west of the Meuse River and using it for defense. This is the course of action taken by the French that dealt of Belgium to the Germans without a fight. It also leaves Antwerp or hex K9 in a precarious position. Another possibility is for the Allies to advance to the K hex row south of Antwerp. While this line does provide better support for the units in K9 and Antwerp, it also means another stack of units (in hex K10) will find themselves drawn into the "Liege Tar Baby." Not only does this move mean that the center of the Allied line may be weakened by required attacks on Liege, but also the French will find themselves defending in poor terrain when the Germans attack in September. There is one other possibility. The outlying units will find themselves in the Ardennes (hexes L10 and L11). It gives the French good defensive terrain to meet the German offensive in September, and forces the German to fight his way through most of Belgium to reach France. It even gives the Allied player an extreme outside chance of taking Liege. However, I consider it to be too much of a risk. The French Army is now committed to attacking strong German units in Luxembourg and possibly Metz. The odds won't be good and with a little bad luck on the die rolls, the French line could be a shambles before the Germans even launch an attack.

The initial set up should go like this: Austria-Hungary deploys one 4-6-4 infantry corps, one 3-5-3 infantry corps, one 2-4-3 infantry corps, one field artillery regiment, and the fortifications engineers in Lemberg. Hex MM17 should contain one 4-6-4 infantry corps, two 3-5-3 infantry corps, and one field artillery regiment. The 3-2-2 siege battalion and a gunarrison should be made up along the lines of two 3-5-3 corps with a regiment of railroad engineers and a regiment of field artillery. A 4-6-4 corps and two 3-5-3 corps should be placed in hex K17. To the south of Lemberg one 4-6-4, two 3-5-3s, and one artilery regiment are deployed in hex NN18. Hex NN19 should contain one 3-5-3 artillery regiment, one 4-6-4 cavalry corps in PP20 will round out the southern flank. Except for the 4-4-5 cavalry corps as a mobile reserve in KK19, the rest of the army is deployed on the Serbian border. There is no hard and fast rule for deploying against Serbia. A great deal will be determined by whether the player feels it is necessary to defend Belgrade and the Eastern Front. Just take what you can get with an eye toward shortening your line. If Serbia turns up aggressive, don't worry about it. He's on a short supply leash so he won't go far. Just see to it that you don't allow him to pick off any of your units or, even worse, somehow let him grab Budapest. But then if that happens you must be doing something dreadfully wrong.

Some players will want to defend Cracow (actually it should be Krakow). I don't advise it. The Austrian Army is too weak to defend everything. The city and one lousy replacement point aren't worth it. Besides, if the Russian does grab it, he won't have it for long unless he likes playing with his heart in a nose.

The initial set up I have described for the Austro-Hungarian Army is not designed to be the "perfect defense." It does two things. One, it will absorb and hold off massive Russian attacks for an average of two, maybe three, turns. Two, it keeps the bulk of the Austro-Hungarian forces concentrated in one area--the Western Front--thus allowing an offensive toward Brest-Litovsk.

While the Austro-Hungarian initial placement should be essentially the same no matter who gets set up first, the German deployment can benefit from going second. If he is fortunate enough to do so, then he must deploy in an offensive stance to move on either Kovno, Warsaw, or Brest-Litovsk. This should include the extra units not required to deploy on the Western Front. Most, if not all, the artillery should go to the East—to include the siege guns. Great—now what if the Germans have to deploy first on the Eastern Front? I like to go with six infantry and four artillery regiments, try to create a gap split evenly between the Königsberg and Breslau areas. Two to three cavalry corps along with the 2-2-5 cavalry division should be screening the center.

On the first turn the Austro-Hungarian Army should have a hard time to do, except on the Serbian Front. Lemberg should be fortified. The Germans entrain nine 5-7-4 infantry corps, four artillery regiments, and one cavalry corps to move east. One railroad engineer can be substituted for one of the artillery regiments if the Russian deployment gives you a chance to make a good use of it. Turn two should see the rail movement of nine 5-7-4s, one cavalry corps, the remaining artillery regiments, a rail repair unit, and the 3-2-2 siege battalion. For portage HN13 on turn one and as soon as possible send the fort construction engineers to the Italian border to join its Austrian counterpart in building a defensive line. By some stroke of luck Italy might be on its side with the Central Powers, consider building forts at likely invasion sites in northern Germany, northern Luxembourg, or along the Serbian Front. By the way, if the Russians do attack Lemberg on turn one, try to get your fortress engineers killed. You can then burn an artillery replacement point, bring the engineers back at Trieste and have that very important city fortified by the Allied movement phase of turn two.

Italy can turn out to be the joker in the deck. Should they enter the war on turn two as an Entente member, the rail movement must be adjusted according to the number of Austro-Hungarian units to the Western Front. Use of German infantry shouldn't be a problem since they will count against the Western Front rail allowance. With any luck, though, the Central Powers should have some time before they have to act in this area.

So now the stage is set to push Russia out of the way. If the Central Powers and Ludendorff have gotten their way, Hmmm, just how do you go about beating an opponent who can field as many combat units as Germany and Austria-Hungary on this front? Consider the numbers. The Russian Army starts with thirty-nine infantry and cavalry corps on the board. The three strongest infantry corps are 4-6-4s, the rest being 3-5-3s. By turn four it will be added eighteen 2-4-3 infantry corps and six 2-2-4 cavalry corps. In addition, the Russian replacement rate will be twelve infantry and three artillery
replacement factors per turn. Healthy figures, one must admit. However, as alluded to before, the key to defeating Russia lies in breaking its morale, not by attempting to destroy its army in detail. And breaking morale is based on taking cities. Therefore, the Central Powers should adhere to the following schedule: the capture of Warsaw, Kovno, and Brest-Litovsk by December 1915; two more cities (probably either Riga, Minsk, or Kiev) by the end of September 1916. This will produce a modifier to the Russian morale die rolls from November on. Even if his die rolls up to this point have been good enough to keep him out of trouble, he will require phenomenal luck to stay in the war past May 1917. If he pulls it off, I suggest the Central Powers player check the die and consider using the excuse of “bad luck” to explain why he lost the campaign.

Now anybody with average intelligence can examine the combat results table and reach the conclusion that it is impossible to relentlessly attack the Russian Army in order to meet the required time table and still have an effective army after turn three or four. The weakness of the Russian Army is not that it has so few strong units, but that it has so many slow units. The Germans must destroy or effectively overcome a Russian defense the same way they did in real life, using their superior mobility.

It is now necessary to discuss a very important rule interpretation. The supply rules as written may cause some confusion and it is important that players come to a mutual understanding and agreement concerning them. Rule 5.12 states that the phasing player checks the supply status of his units, marking those that are isolated. This occurs prior to movement in a player turn. Simple enough, right? But take a close look at rule 5.16 and you will see a modifier to the Russian morale die rolls from November on. Even if his die rolls up to this point have been good enough to keep him out of trouble, he will require phenomenal luck to stay in the war past May 1917. If he pulls it off, I suggest the Central Powers player check the die and consider using the excuse of “bad luck” to explain why he lost the campaign.

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The artillery units in GOA represent artillery level artillery. Hence there is only one artillery unit for every six or so corps. These artillery units contain most of the higher caliber weapons. Each corps had its organic artillery which was usually of a smaller caliber. Concentrated artillery fire will give the attacker a favorable die roll modifier. The German special 305 mm and 420 mm siege guns are included in the game and give the Germans the capability to reduce fortified cities such as Liege.

The combat results table (CRT) was an empirically derived formula to appropriately proportion losses. But the question was: when would it happen if so and so stacks slugged it out for a month over certain types of terrain. This included the principal attacks, the sieges, and the corresponding enemy counterattacks. The CRT was a fairly standard one with eliminations, retreats, and exchanges. The effects of terrain and fortifications were handled by die roll modifications. An initial glance the CRT seemed to favor the attacker. However, when the inherently larger defense factors and the die roll modifications were considered the net result became what you would expect for a period whose principal ingredients were the trench and the machine gun.

The major change during development was the Combat Results Table. Demoralization results were added that gave a player a choice of losing a unit or retreating. This was much easier to handle and much less costly. The new combat system required players to employ different tactical nuances and changed the feel of the game substantially. There is now less front movement and more intense fighting over key terrain. Strategically, the game plays pretty much the same.

After the opening months of the war both sides began building trenches. Entrenchments in the game give the defender a favorable die roll modifier and make attacking enemy positions much more difficult and costly. They are a simple and effective means of simulating trench warfare.

The forts represent strongly fortified positions such as Liege and Verdun. An entrenched line with forts at several key points is very difficult to attack effectively. Fort engineer units provide players with the capability to construct additional forts.

The concept of war weariness (morale) is essential to a strategic level World War I game. The ability of most of the European nations to wage war decreased as the war continued for several years. High losses and little prospect for ending the war began building trenches. Entrenchments in the game give the defender a favorable die roll modifier and make attacking enemy positions much more difficult and costly. They are a simple and effective means of simulating trench warfare.

The original table covered all countries and was extremely detailed. Certain countries, such as Russia and Austria-Hungary, were more vulnerable to war weariness. There were die roll modifications for each variable entry table. Allied naval blockade and how well a country was currently faring in the war. The detrimental effects of war weariness would gradually build up over a period of time until a country would be forced to sue for peace. The current morale table is a greatly simplified derivative. It works fairly well except that it places a great emphasis on capturing two or three key enemy cities.

Both the Basic and Advanced games are played with historical country entry dates. This recreates the historical political/diplomatic situation and allows players to concentrate on the military conduct of war. Unfortunately, the national leaders in 1914 did not have the luxury of historical country entry dates. Playing with variable entry is not only more realistic, it can be fun too. It permits games to develop along different political lines, such as Italy joining the Central Powers, or the Americans entering the war earlier.

The German player is presented with an alternative to invading Belgium. The threat of early U.S. entry provides a counterweight to submarine warfare.

The original variable entry table was the result of a thorough probability analysis of the likelihood of a country entering the war given a certain string of combat results. The variable entry table is updated each year for each country except England which rolled every three months. The new table in the present edition of GUNS OF AUGUST is far more simplified. Rolling four times a year tends to drive the cumulative country entry probability up very quickly.

England tends to join the Allies early in the war regardless of whether the Germans invade Belgium. The modified Variable Entry Table addresses these entry probability problems. (Players desiring to view the political/diplomatic situation from a different perspective should read the Diplomatic module included in this article.)

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**RULES CLARIFICATIONS AND ERRATA**

2.1 (Clarification) As a general guideline, the Western Front may include any hex on the two western map board panels except hexes in Italy and Austria-Hungary. The hexes in Italy and Austria-Hungary on these two boards are considered on the Italian Front. The Eastern Front may include any hexes in Austria-Hungary or the disputed multi-ward panel except hexes in Greece; hexes in Greece are considered on the Balkan Front. Hexes in Serbia, Bulgaria and/or Turkey may be considered on either the Eastern Front or the Balkan Front.

5.16 (Correction) As specified in the Note following 5.15, morale points are placed and advanced during the Supply Determination Phase (only). Isolated units are eliminated during the Intelligence Phase (only).

6.2 (Correction) This rule conveys the impression that players should deploy neutral units on the map at the start of a game. While it is possible to play in this manner, we recommend that neutral units not be deployed until a player declares war against the neutral country; when this occurs, the opposing player immediately deploys the neutral country's units.

11.22 (Clarification) A supply path is blocked if any other unit in the same variable entry table as the unit which traced the supply path is in an enemy ZOC; i.e. the only hex which may be in an enemy ZOC is the hex the unit occupies.

11.23 (Addition) Note: A city may only serve as a supply source if it is possible to trace a valid supply path from the city to another city which is also a friendly supply source.

12.34 (Addition) The Allied player may not use sea movement (or conduct an amphibious invasion in the Advanced Game) to move a unit into any hex on the Baltic Sea. Similarly, the Allied player may not use sea movement (or conduct an amphibious invasion in the Advanced Game) to move a unit into any hex on the Adriatic Sea unless he currently controls Trieste.

13.31 (Clarification) The die roll is decreased by one, not two, when a hex containing both a city and rough terrain is attacked.

14.45 (Clarification) A unit may only advance after combat if it participated in the attack which left the opposing hex vacant; not an earlier attack during the same Combat Phase.

14.21 (Addition) The maximum number of Italian infantry replacement points is five. This total is automatically decreased by one for each Italian city which the enemy occupies.

14.25 (Correction) The "Note" should be changed to read: "A German siege artillery unit may be replaced at a cost of five artillery replacement points."

14.26 (Addition) Russian replacements may either enter the map like Russian reinforcements (see 14.15), or may be deployed in any Russian city which is controlled by the Allied player, according to the restrictions of 14.13.

14.27 (Addition) For replacement purposes, whenever a British 5-7-4 unit is eliminated, it is permanently removed from the game; however, a British 4-6-4 unit is introduced in its place. This unit is immediately eliminated, but may be replaced normally. Similarly, when a British 4-4-5 cavalry unit is eliminated, a 3-3-5 cavalry unit is substituted for the eliminated unit.

16.13 (Clarification) Only one Entrenchment marker may be placed in a hex. The first marker placed in a hex must be a level 1 entrenchment. An entrenchment may be upgraded one level per turn. Thus it takes three turns to construct a level 3 entrenchment.

18.12 (Correction) To create a stenstrupen unit requires seven infantry replacement points. Stenstrupen may be replaced at the normal cost.

18.13 (Correction) No more than two stenstrupen units may be created per game turn. There is no fixed limit for replacing these units.

23.16 (Addition) It is recommended that players refrain from using the submarine warfare rules unless the optional Variable Entry rule is being used.

23.32 (Correction) Once the blockade becomes effective, the German infantry replacement rate is reduced by one each January (to a maximum reduction of five), and the Austria-Hungary infantry replacement rate is reduced by one each January (to a maximum reduction of two). There is no effect on other Central Powers countries.

29.0 (Correction) The errata for the Player Aid card includes substantial changes to the Variable Entry Table (see below).

29.01 (Correction) If the British player declares unrestricted submarine warfare, Britain automatically enters the war as an Allied country and receives reinforcements and replacements according to the standard rules. If unrestricted submarine warfare is not declared, Britain is subject to the Variable Entry rules as follows:

29.23 (Correction) In the fifth line of this rule the word "reduced" should be changed to increased.

29.25 (Correction) If Britain is a neutral or limited participant, the Allied player continues rolling for Britain each February, May, August, and November, regardless of whether the Allied player has declared war or not. If Britain is a neutral participant, a die roll of "4" or greater continues its limited participation.

29.34 (Addition) Greek units are automatically in Greece.

36.12 (Correction) The Campaign Game lastst fifty-two game turns.

30.31 (Addition) If players do not like either of the two methods for determining the initial deployment sequence, the Central Powers player may declare which front (East or West) he wishes to deploy second on. The Allied player must deploy first on the declared front; the Central Powers player must deploy first on the other front.

30.43 (Correction) If players are using the Optional Variable Entry rule, the Allied player may roll for Britain at the start of the Interplayer Turn in August 1914. If Britain enters the war, the British
1. BASIC CONCEPT:
During war, neutral countries join one side or the other in two fundamental ways. Either they are invaded and/or attacked by one side or they voluntarily join one side for various geopolitical reasons. The British generally would support the weaker side to maintain the balance of power in Europe. Italy would generally join the winning side in order to share the spoils of war. The fundamental reasoning of this module is that neutrals do not join one side or the other in either a historically predetermined or randomly determined manner. The actions of the belligerents cause a neutral country to reevaluate its real political position. Therefore, with this module the actions resulting from each player's military or political decisions influence the neutral's entry. Naturally, neutrals still enter the war when they are invaded or attacked.

2. PROCEDURE:
   a. Frequency of use: Four times a year, once in February, May, August, and November during the reinforcement set.
   b. First, determine Great Power Entry. Only one of the three possibilities can happen in any one turn. These possibilities must occur in sequence. First, Great Britain (limited capability) enters, then Great Britain (full capability) is rolled for, and finally, U.S. entry can be rolled for. In this table, the U.S. and Britain only join the Allies. Once all three possibilities have occurred, then the Great Power Table need not be consulted for the remainder of that game.
   c. Second, determine Balkan countries entry. Each player secretly writes down the country on which he will exert political pressure. This diplomatic pressure is represented in the game by saying that each side has sent a special ambassador to that country. After each player has revealed the country to which his special ambassador was sent, they roll the die using the BALKAN ENTRY TABLE (BET) and modifies his result according to those special events which influence that country's entry. If both players have sent their special ambassador to the same country, only that side which is currently 'friendly' with that country may roll for its entry. The other side does not roll at all for that country nor can it choose another country to which it will send its ambassador on that turn. In effect that side loses its diplomatic pressure. The side with the greater chance to obtain the entry of a country is the side currently 'friendly' with that country. In the event of ties, the side with the "F" beside the number on the column is most friendly with that country. For example, if both sides send their ambassadors to Rumania on the first turn, and if no modifiers are in effect, then the Allies get to roll for Rumania's entry into the war on the Allied side. Though both sides have a "1" on the table, the Allies have the "F" on their side, thereby making Rumania friendly influence with the Allies and in real terms more likely to listen to the Allied ambassador. The greatest number of neutral countries that can join the war in any one month is three; one for the Great Power Entry Table and two for the BET. Only those countries which were sent a special ambassador may be rolled for entry.

3. SPECIAL ENTRY RULES:
   a. Great Britain (limited entry) is automatic if the German High Seas Fleet enters the North Sea.
   b. Great Britain (full participation) is automatic if Germany invades Belgium. Germany can attempt to receive passage rights (no war) through Belgian territory if the Belgian government grants permission. For game purposes, the German rolls one die after they cross the border and if a '1' is rolled, the Belgian government grants permission for German troops to pass through Belgium. All German troops are placed in Antwerp and Germany does get credit for Antwerp as an objective city. On any other die roll result, Belgium is considered invaded for determining British entry.
   c. The U.S. cannot enter the war unless Britain (full participation) has been rolled for by the Allied player.
   d. If Germany invades Holland, and Britain successfully blockades the North Sea, double the amount of replacements or supplies lost by Germany.

4. TURKISH DREADNOUGHTS:
   a. When using the Naval Module, the British are building two dreadnoughts for Turkey. After British entry, they must decide what to do with those dreadnoughts.
   b. If they keep the dreadnoughts, they receive a BB ship counter during the August 1914 reinforcement phase. However, all future Allied die rolls for Turkish entry are modified with +2 DRM and all future Central Power die rolls for Turkish entry are modified with a −2 DRM. In addition, the Central Powers receive a die roll modification when the ship counter GOEBEN arrives in Turkey. Note that this counter is in the Med in August 1914; it either goes to Turkey or to an Austrian port.
   c. If the British send the dreadnoughts to Turkey, Turkey receives a 2-3 BB ship counter, on August 1914 reinforcement phase. England receives a −1 DRM when the Allies roll for Turkish entry. The GOEBEN cannot enter Turkey unless the Central Powers roll successfully for Turkey entry.
   d. When not using the Naval Module, England is assumed to have done what they did historically with those two dreadnoughts; i.e. Britain kept them. The GOEBEN is also expected to do what happened historically. Therefore, after British entry, the Allies' die roll for Turkish entry is permanently modified by +2 and the Central Powers' die roll for Turkish entry is permanently modified by −3.

GREAT POWER ENTRY TABLE

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<thead>
<tr>
<th>Allies (only)</th>
<th>+2</th>
<th>+1</th>
<th>0</th>
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<tr>
<td>Great Britain</td>
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<td>(limited entry)</td>
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<td>Great Britain</td>
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<td>(full participation)</td>
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<tr>
<td>United States</td>
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Britain's entry and full participation die roll is modified by:

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<tr>
<td>If France invades Belgium</td>
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<td>(-1) for each BB or BC built by the Germans upon launching</td>
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<td>(-1) for each objective city or conquered country that is controlled by the Central Powers</td>
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<tr>
<td>(+1) for each objective city or conquered country that is controlled by the Allies</td>
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<td>(-1) for each neutral country that joins the Central Powers</td>
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<td>(+1) for each neutral country that joins the Allies (Montenegro does not count)</td>
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U.S. entry is modified by:

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<tr>
<td>For three months of unrestricted submarine warfare</td>
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<td>For successful blockade of Germany</td>
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<tr>
<td>For each country conquered by the Central Powers after January 1915 (Montenegro does not count)</td>
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<tr>
<td>For each neutral country invaded by the Allies before and after Britain's entry</td>
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BALKAN ENTRY TABLE
Special Ambassador must be present in that country for that side to roll.

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<thead>
<tr>
<th>Country</th>
<th>Allies</th>
<th>Central Powers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Italy</td>
<td>0</td>
<td>F</td>
</tr>
<tr>
<td>Turkey</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Rumania</td>
<td>1</td>
<td>F</td>
</tr>
<tr>
<td>Bulgaria</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Greece</td>
<td>1</td>
<td>F</td>
</tr>
<tr>
<td>Montenegro</td>
<td>1</td>
<td>2</td>
</tr>
</tbody>
</table>

Modified die equal to or less than the number is needed.
*Italy is friendly to the Allies, if England is in the war.
**Italy is friendly to the Central Powers, if England is neutral.

Modifications to the BALKAN ENTRY TABLE

1. Italy's entry is modified by:
   a. For the Allies (-1) if England joins the Allies
   b. (-1) for each objective city controlled by the Allies
   c. For the Central Powers (+ 3) if England joins the Allies
   d. (-1) for each objective city controlled by the Central Powers

2. Montenegro's entry is modified by:
   a. (-2) for the Allies, when the Central Powers control Belgrade
   b. (+1) for that side each time that it gains a country
   c. (-1) for that side each time that the other side gains a country

NOTE: Rumania's entry does not affect the rolls for Turkey, and Greece's entry does not affect any rolls for Rumania.

3. Turkey, Greece, Bulgaria, and Rumania's entries are modified when any one of the four joins either the Allies or the Central Powers by:
   a. (+1) for that side each time that it gains a country
   b. (-1) for each objective city controlled by the Central Powers

4. Turkey, Greece, Bulgaria, and Rumania's entries are affected by the capture of any capital of a BALKAN country by:
   a. (-1) for that side that controls the capital

NOTE: Budapest, Kiev, Sofia, Bucharest, Constantinople, Salonika, and Belgrade are considered Balkan capitals for this rule. Albania does not count.

5. Greece's entry is modified by:
   a. (-1) for the Allies when England joins the Allies
   b. All die roll modifications are cumulative for each event.
Expeditionary Force may be sent to France during the following Naval Phases. If Britain remains neutral, all British units must remain in England until Britain enters the war.

30.55 British Draft Rule (Addition) During the Reinforcement Phase of each January turn, if Britain is a full participant, add three 4-6-4 infantry, one 3-3-5 cavalry, and one 3-3-3 artillery unit(s) to the "pool" from which British replacements are taken.

30.56 Optional Free German Deployment (Addition) In the Campaign Game (only), the Central Powers Player may ignore the restrictions of Rule 30.23 and divide the German army between the two fronts in any manner he desires.

*PLAYER-AID CARD ERRATA

Scenario Set-Up Chart

1. In the 1915 Scenario, delete the three British 6-4-6 infantry corps.
2. In the 1916 Scenario, change the twelve British 3-5-3 infantry corps to nine 4-6-4 infantry corps.
3. In the 1917-18 Scenarios change the British 3-5-3 infantry corps to the same number of 4-6-4 infantry corps.
4. In the 1915 Scenario, change the nine Italian 3-5-3 infantry corps to six 3-5-3 infantry corps.
5. In all scenarios, change the Italian 3-3-4 cavalry corps to 2/2-4-3 cavalry corps.

Amended Variable Entry Table

<table>
<thead>
<tr>
<th>Country</th>
<th>1914</th>
<th>1915</th>
<th>1916</th>
<th>1917</th>
<th>1918</th>
</tr>
</thead>
<tbody>
<tr>
<td>Britain</td>
<td>4-6</td>
<td>4-6</td>
<td>4-6</td>
<td>4-6</td>
<td>4-6</td>
</tr>
<tr>
<td>Italy</td>
<td>1-6</td>
<td>2-6</td>
<td>3-6</td>
<td>3-6</td>
<td>3-6</td>
</tr>
<tr>
<td>U.S.</td>
<td>1-5</td>
<td>1-5</td>
<td>1-5</td>
<td>1-5</td>
<td>1-5</td>
</tr>
<tr>
<td>Turkey</td>
<td>1-4</td>
<td>1-4</td>
<td>1-4</td>
<td>1-4</td>
<td>1-4</td>
</tr>
<tr>
<td>Bulgaria</td>
<td>1-6</td>
<td>1-4</td>
<td>1-4</td>
<td>1-4</td>
<td>1-4</td>
</tr>
<tr>
<td>Rumania</td>
<td>1-6</td>
<td>1-6</td>
<td>2-6</td>
<td>3-6</td>
<td>3-6</td>
</tr>
<tr>
<td>Greece</td>
<td>1-6</td>
<td>1-6</td>
<td>2-6</td>
<td>2-6</td>
<td>2-6</td>
</tr>
</tbody>
</table>

*Note: All modifiers remain the same except:

East Front: (+I) If either Turkey or Bulgaria is a Central Power.

West Front: (-1) For each Objective city in Germany the Allies currently control****

***Only applicable to Italy

*COUNTERSHEET ERRATA

1. The designation of the two German siege artillery units should be reversed; the 3-2-2 units is the 305mm battery and the 3-1-1 unit is the 420mm battery.

2. The Italian 18th infantry corps was incorrectly given a cavalry symbol. It should be a 2-4-3 infantry unit.

*MAPBOARD ERRATA

As noted in the rulebook, the rail line east of Cracow should run through Hex HH16 instead of Hex HH15.

THE SCENARIOS

The original GUNS OF AUGUST design consisted solely of the Campaign Game. The scenarios were added during game development and provided an excellent opportunity to show the state of the armies and the historical position of the fronts as the war progressed. The scenarios make for interesting and challenging games in themselves while serving as an excellent introduction to the rules and various game situations. Players may become acquainted with the nuances of play and some of the strategic planning concepts of a longer game. The scenarios play well with either two or four players and can be completed in the course of an evening.

1914

The 1914 scenario is intended as the introduction to the basic game system. This five turn game can be comfortably played in 2-3 hours. The highlight of the 1914 scenario consists of the initial mobilization and the opening battles of World War I. Strategy essentially consists of an all out drive for objective cities. Counting Constantinople, the Central Powers (hereafter referred to as CP) player begins with nine objective cities. Thus, he only needs to pick up Antwerp while holding onto Konigsberg, Breslau, and Lemberg to win. Casualties and non-objective cities are of little importance due to the short length of the scenario.

A critical decision in the 1914 scenario is whether to use the optional automatic victory rule. Using this rule provides the German player with an excellent opportunity to take Antwerp and possibly Lille. Without it, the French have a good chance of holding Antwerp. The German player must attack aggressively on the Western Front. If the German player can get a two hex attack on Verdun the siege artillery can be brought up for a 1-1 (EVEN) attack in late fall. The French player must try to prevent good German attacks against Lille and Verdun. Realistically, he has little chance of taking Metz unless the German player is careless.

The Russian player simply goes all out for Konigsberg, Breslau, and Lemberg. Properly played, the CP player can delay the Russians long enough to prevent any meaningful attacks on these cities. There is little to be gained from an invasion of Serbia since there are no objective cities in that area. The CP player is favored to win the 1914 scenario if the automatic victory rule is used. However, a lot of interesting things can happen particularly when the scenario is played by players new to the game.

1915

The 1915 scenario features the Central Powers 1915 offensive on the Eastern Front. This scenario is 12 turns long and provides sufficient time for strategic planning. Like all scenarios, however, the objective cities take priority.

The Central Powers initial objective should be to drive the Russians back in the center and to recapture Lemberg and Przemysl. The final objective should be Brest-Litovsk. The CP player would be most fortunate to reach Riga or Kiev in 1915. In order to win the scenario the German player must hold on to Lille and Metz. The Allied player should aggressively attack towards Lille and Antwerp. Flanking to Antwerp will enable Germany to make further complications in the German decision to invade Russia. An interesting decision is whether to place the CP Western Front fort. Lille is a common choice. A strong case can also be made for hex XI.

1916

1916 is the year of deadlock. The year begins with large armies entrenched opposite each other on the Western, Eastern, and Italian fronts. Unlike 1914 and 1915 neither player has the initiative. The CP player must elect to attack in the east or west to remain on the defensive everywhere. Both players will have to carefully plan their strategy for the year.

The Russians have their backs to the wall in 1916. The Germans have three hex attack on Riga. The Russian player must hold on to Riga or defend it very strongly. The line south of Riga must also be defended strongly both to prevent an encirclement of Riga and to protect Minsk. The Russian player could try to encircle Brest-Litovsk.
1. BASIC CONCEPT:
During the World War, the mobilization of soldiers and the production of armaments took place in order to field the divisions, corps and armies that were then sent to the various fronts. Within this module, the soldiers are conscripted on a regular basis during the year and only so many can be trained or equipped at any time. This mobilization of manpower is abstractly represented by the concept of personnel points. The factories, shipyards, farmlands, and raw materials are represented by supply points. Players are given certain amounts of personnel points and supply points each turn. They use these two types of points to field new units and create replacements for old units. Except where modified in this module, the standard rules apply.

Rule 30.5 is used except that each nation is not limited in the number of units to be converted per turn and conversion can start in August 1914.

2. PROCEDURE:
a. Each turn during the reinforcement phase, each player secretly writes down what new units or replacements he will produce for that month. The entry month should also be written down for future use.
b. The number of units each player may produce is limited by their unit cost in terms of supply and personnel points on the Unit Production Costs Chart (UPCC) and by the total amount of supply and personnel points each country receives for that turn as per the Resource Availability Chart (RA), and any supply points saved from previous turns. For example, Germany receives 28 personnel points and 40 supply points as per the RA on August 1914. The German player decides to build four 4-6-4s, which cost 16 personnel points and 24 supply points, one 3-3-3 which costs one personnel and nine supply points, convert three 5-7-4 to six 4-6-4s, and convert one 4-6-4 to two 3-5-3s. The German has used all 28 personnel points and 33 supply points. The German saves seven supply points for future use.
c. After production those new units enter the game in the reinforcement phase after the number of turns listed on the UPCC have passed. For example, a 3-5-3 corps produced in August 1914 has a production cost time of one month. Therefore, it would be available in the September 1914 reinforcement phase.
d. Supply points may be accumulated from turn to turn. Personnel points must be used on the turn of availability or be lost.
e. For each city that a country loses, reduce its supply and personnel points by one.
f. For each city captured, garrisoned, and connected to the home country by rail, that country receives one additional supply point per turn.
g. The blockade costs the affected country in supply points twice the replacement points it loses in the standard game or the standard game as modified by the Naval Module.
h. Any country may loan supply points to any other country. The amount loaned cannot be more than one-half the amount that country normally would receive. The loaning country must also have an uninterrupted supply line either by rail or sea to the borrowing country. If the supply line is by sea, the supplies do not reach the borrowing country for one month. For example, if England is loaning ten supply points to Russia, then the only route is through the Dardanelles. Turkey must be an Allied country or conquered for this to occur. Supply points allocated in August 1914, are moving during the Naval Phase in September 1914.

i. When playing with the Naval Module, this sea transfer of supply points may be interrupted by the other side's fleets if they can control any sea area between the country sending the supply points and the country receiving the supply points.

3. NAVAL CONSTRUCTION:
a. Resources are spent on Naval Unit Construction in the same manner as the other units, except the Naval Construction Chart (NCC) is used.
b. The number of supply points, personnel points, and months listed on the UPCC are to give the player a rough guide. The NCC takes precedence over the UPCC.
c. Naval Units are built in three steps.

1. The first step is to lay the keel down in the shipyard. To do this step each player must pay the initial cost. The maximum number of ship counters he can start is limited by the number on the NCC.

2. The second step is the launching of the ship counter. The step is represented by putting the counter to be produced on the game board upside down.

3. The third step is to complete the construction of the ship counter. To do this step each player must pay the final cost listed on the NCC. Note that this step need not be paid right away, but the months until completion is the same until the cost is paid. For example, a ship counter is launched in January 1915, but the final cost is not paid until May 1915, then the ship would not be finished for another six months or November 1915. Upon waiting the required months, the counter is turned right side up and is ready for use.

c. New ship counters may be started in the shipyard after the previous ship counter is launched. The ship counter does not have to be completed in order to start building the next one, two, or three (depending on that country's capacity).

d. Only Britain and Germany have the capability to produce BC ship counters. This decision need not be made until the final cost of the ship is paid or after launching.

4. RESOURCE AVAILABILITY

<table>
<thead>
<tr>
<th>Personnel (each turn)</th>
<th>Supplies (each turn)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Germany 28</td>
<td>40</td>
</tr>
<tr>
<td>Britain 8(5)*</td>
<td>30(20)*</td>
</tr>
<tr>
<td>France 14</td>
<td>20</td>
</tr>
<tr>
<td>Russia 30</td>
<td>20</td>
</tr>
<tr>
<td>Austria 10</td>
<td>15</td>
</tr>
<tr>
<td>Italy 10</td>
<td>15</td>
</tr>
</tbody>
</table>

*Numbers in parentheses are used when Britain has entered the war with limited participation.

5. In 1917 the strategic situation facing players in 1917 is very similar to that of 1916. Romania has been conquered and the front in the east is longer. The Allies have less effective capability relative to the Central Powers than they had in 1916. American entry serves primarily to boost French and British morale. Only three U.S. divisions will arrive in time to be used in 1917. Greece enters the war in June and opens up the Balkans. This will draw off French corps from other fronts but will be unlikely to achieve any significant results in 1917. Stosstruppen and tanks are introduced in July. Their limited use in 1917 is but a preview of things to come in 1918. The German player should accumulate his Stosstruppen units for a late fall attack on Riga or Verdun. The French and British can
have a formidable tank force by fall. These tank units should be used in a concentrated assault against the German northern flank near Lille. Both players should accumulate their respective replacement factors so that these special units can be quickly created and replaced. The Central Powers player has a slight edge in this scenario. Once again this is primarily due to the vulnerability of Riga and the Russian morale rolls. Holding Lille against French tanks may be a little tougher in this scenario.

1918

The 1918 scenario is a real slugfest. It is also an excellent two player game which is only nine turns in length. The action is on the Western front where the German army trades punches with strong French, British, and U.S. forces. Figure 8 shows a comparison of forces available on the Western Front. Note that most of the American units arrive during the course of the scenario. The employment of stosstruppen, tanks, and air units makes significant frontal movement a real possibility in 1918.

The CP player has an initial advantage in the 1918 scenario. The Germans can concentrate their stosstruppen units in a single attack. A 2-1 (+3) can be made on Verdun in March. Alternatively, the German player can attack on the northern flank between Calais and Rhiems. If the Germans can capture a few French cities and hold them the French may develop morale problems.

The Allied player has some good counterattack opportunities particularly when the air units arrive in July. The Allied advantage lies in superior numbers. The French and British outnumber the Germans four to three in corps and artillery units. The massive American reinforcements tip the scales in favor of the Allies. The Allies can attrition the Germans in 1918. The effects of the blockade will further weaken the German army. Once the German army is exhausted Allied territorial gains will follow.

The Italian front is of little significance in this scenario. The Austrians can easily protect Trieste and may even be able to send a few corps to help out the Germans on the Western Front. The Balkan front accomplishes little besides tying down a few Bulgarian and Turkish corps. A note on tactics in 1918: it is generally better to use a lot of DRMs in one attack rather than spread them out among several battles.

As in all of the scenarios, the 1918 situation is a grab for objective cities. However, the pace of the scenario is much faster than the others. The CP player must take Verdun while holding everything else, and should strive to secure a buffer zone in front of Lille and Verdun. The Allied player enjoys a strong counterattack capability and the last move which gives him a slight edge in this scenario largely because he has more opportunities to capture an objective city.

CAMPAIGN GAME

The scenarios are useful in getting acquainted with the game system and in exploring different periods of the war, but the Campaign Game is the piece de resistance of GUNS OF AUGUST. The Campaign Game emphasizes strategy and long range planning. Players can no longer afford to merely go all out for objective cities. Losses become very important as players learn that they must pace themselves. One learns why countries did not continuously conduct major offensives throughout the war. Morale, both in game terms and psychologically, becomes a very significant factor. Trying to push the enemy back and inflict casualties turn after turn demands a lot of patience and determination. Players must be able to react to a changing strategic

UNIT PRODUCTION COSTS CHART

<table>
<thead>
<tr>
<th>New units</th>
<th>Personnel Points</th>
<th>Supply Points</th>
<th>Months until completion</th>
</tr>
</thead>
<tbody>
<tr>
<td>5-7-4</td>
<td>4</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>4-6-4</td>
<td>4</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>3-5-3</td>
<td>4</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>2-4-3</td>
<td>4</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>4-4-5</td>
<td>3</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>3-3-5/3-3-4</td>
<td>3</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>2-2-4</td>
<td>3</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2-2-5</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>3-3-3</td>
<td>1</td>
<td>9</td>
<td>3</td>
</tr>
<tr>
<td>2-2-2</td>
<td>1</td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>Siege</td>
<td>1</td>
<td>15</td>
<td>6</td>
</tr>
<tr>
<td><em>Eng (Fert)</em></td>
<td>1</td>
<td>10</td>
<td>6</td>
</tr>
<tr>
<td><em>Eng (RR)</em></td>
<td>1</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>BB</td>
<td>4*</td>
<td>32*</td>
<td>24*</td>
</tr>
<tr>
<td>BC</td>
<td>3*</td>
<td>24*</td>
<td>24*</td>
</tr>
<tr>
<td>STOSS (Germans only)**</td>
<td>1</td>
<td>5 (+1 corps)</td>
<td>5</td>
</tr>
<tr>
<td>TANK (British &amp; French only)**</td>
<td>1</td>
<td>10</td>
<td>3</td>
</tr>
</tbody>
</table>

NAVAL CONSTRUCTION CHART

<table>
<thead>
<tr>
<th>Maximum number of units under construction in step 1</th>
<th>Type</th>
<th>Initial Cost</th>
<th>Months until launching</th>
<th>Final Cost</th>
<th>Months until completion</th>
</tr>
</thead>
<tbody>
<tr>
<td>Britain</td>
<td>BB</td>
<td>2P/16S*</td>
<td>9</td>
<td>2P/16S*</td>
<td>6</td>
</tr>
<tr>
<td>BB</td>
<td>BC</td>
<td>2P/16S*</td>
<td>9</td>
<td>1P/8S*</td>
<td>6</td>
</tr>
<tr>
<td>BB</td>
<td>Apr 1914 (no cost)</td>
<td>May 1915</td>
<td>(no cost)</td>
<td>(final cost)</td>
<td>Sep 1915</td>
</tr>
<tr>
<td>Germany</td>
<td>BC</td>
<td>2P/16S*</td>
<td>12</td>
<td>2P/16S*</td>
<td>6</td>
</tr>
<tr>
<td>BB</td>
<td>BC</td>
<td>2P/16S*</td>
<td>12</td>
<td>1P/8S*</td>
<td>6</td>
</tr>
<tr>
<td>BB</td>
<td>May 1914 (no cost)</td>
<td>Sep 1915</td>
<td>(final cost)</td>
<td>(final cost)</td>
<td>Mar 1916</td>
</tr>
<tr>
<td>Russia</td>
<td>BB</td>
<td>2P/16S*</td>
<td>18</td>
<td>2P/16S*</td>
<td>6</td>
</tr>
<tr>
<td>BB (Baltic Sea)</td>
<td>BB</td>
<td>2P/16S*</td>
<td>18</td>
<td>2P/16S*</td>
<td>6</td>
</tr>
<tr>
<td>BB (Black Sea)</td>
<td>Oct 1913 (no cost)</td>
<td>May 1915</td>
<td>(no cost)</td>
<td>(final cost)</td>
<td>Oct 1915</td>
</tr>
<tr>
<td>France</td>
<td>BB</td>
<td>2P/16S*</td>
<td>6</td>
<td>2P/16S*</td>
<td>6</td>
</tr>
<tr>
<td>Italy</td>
<td>BB</td>
<td>2P/16S*</td>
<td>6</td>
<td>2P/16S*</td>
<td>6</td>
</tr>
<tr>
<td>Austria</td>
<td>BB</td>
<td>2P/16S*</td>
<td>6</td>
<td>2P/16S*</td>
<td>6</td>
</tr>
<tr>
<td>BB</td>
<td>Mar 1914</td>
<td>Sep 1915</td>
<td>(final cost)</td>
<td>(final cost)</td>
<td>Mar 1916</td>
</tr>
</tbody>
</table>

FLEET UNITS UNDER CONSTRUCTION IN AUG 1914

<table>
<thead>
<tr>
<th>Laid down</th>
<th>Launched</th>
<th>Cost to be paid for ships</th>
<th>Completed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Britain</td>
<td>BB</td>
<td>(no cost)</td>
<td>Aug 1914</td>
</tr>
<tr>
<td>BB</td>
<td>(no cost)</td>
<td>Apr 1915 (final cost)</td>
<td>Jan 1915</td>
</tr>
<tr>
<td>BB</td>
<td>Apr 1914 (no cost)</td>
<td>May 1915</td>
<td>(final cost)</td>
</tr>
<tr>
<td>Germany</td>
<td>BC</td>
<td>May 1914 (no cost)</td>
<td>Sep 1915</td>
</tr>
<tr>
<td>BB</td>
<td>May 1914 (no cost)</td>
<td>Sep 1915</td>
<td>(final cost)</td>
</tr>
<tr>
<td>Russia</td>
<td>BB (Baltic Sea)</td>
<td>Oct 1913 (no cost)</td>
<td>(no cost)</td>
</tr>
<tr>
<td>BB (Black Sea)</td>
<td></td>
<td>May 1915 (no cost)</td>
<td>(final cost)</td>
</tr>
<tr>
<td>France</td>
<td>BB</td>
<td>Apr 1915 (final cost)</td>
<td>Sep 1915</td>
</tr>
<tr>
<td>Italy</td>
<td>BB</td>
<td>Jun 1913 (final cost)</td>
<td>May 1915</td>
</tr>
<tr>
<td>Austria</td>
<td>BB</td>
<td>Mar 1914 (final cost)</td>
<td>Mar 1916</td>
</tr>
</tbody>
</table>

*2P/16S* represents two personnel points and 16 supply points
**Russia can build one fleet in the Black Sea and one fleet in the Baltic Sea

Continued on Page 42, Column 1
NAVAL ACTION DURING THE WORLD WAR
Fleets in The GUNS OF AUGUST
By Leon W. Tenney

This module is used instead of Rules 23.2 and 23.3.

1. SHIP COUNTERS (Players must make these counters to use these naval rules).

Example:

<table>
<thead>
<tr>
<th>NATIONALITY</th>
<th>USE SAME CODES AS P 2 OF STANDARD RULES</th>
</tr>
</thead>
<tbody>
<tr>
<td>BB</td>
<td>4</td>
</tr>
<tr>
<td>BC</td>
<td>2</td>
</tr>
<tr>
<td>B</td>
<td>1</td>
</tr>
</tbody>
</table>

**GUNNERY FACTOR:**
Relative strength of firepower when firing at defending ships.

**PROTECTION FACTOR:**
Relative ability to withstand attacker's firepower.

**Ship Type:**
BB represents dreadnought battleships
BC represents dreadnought battle cruisers
B represents pre-dreadnought battleships

Each ship counter represents a squadron of capital ships with their attendant smaller ships (destroyers and cruisers). In particular each BB represents four capital ships, each BC represents three capital ships and each B represents five to seven pre-dreadnought ships.

2. SEA AREAS

a. There are seven sea areas:
   - BALTIC SEA
   - NORTH SEA
   - ATLANTIC OCEAN (OFF MAP)
   - WEST MEDITERRANEAN
   - ADRIATIC SEA
   - EAST MEDITERRANEAN (OFF MAP)
   - BLACK SEA

b. Any port may be used as a base. The inland ports of Antwerp, Hamburg, and Bremen can be used as bases only if their water path to the sea is unimpeded by enemy units.

c. OFF MAP BASES:
   - Scapa Flow—The British may base their home fleet here. From this base they may sortie into the Baltic Sea, North Sea, or Atlantic Ocean. All British sorties into the Baltic (through the Danish Straits) must be revealed in detail to the German, before he commits his fleet units. All heavy damage ships are lost or may retreat to Russian ports. When the Germans sortie into the Atlantic through the channel, they also must be revealed in detail to the British player. Unless the German has a French port, all his heavy damage units are lost at sea, when he sorties into the Atlantic.

2. MALTA—Fleets based on Malta, Taranto, or Venice can intercept any sortie of the Austrian Fleet from Trieste into either the Eastern or Western Mediterranean.

3. NAVAL MOVEMENT

a. All naval movement takes place during the Naval Operations Segment. Each player may do one of three things with his fleet markers. Either they sortie into an adjacent sea area, or they shift base, or do nothing. Bases may support sorties into adjacent sea areas that are 15 hexes away. For this purpose estuary hexes or Kiel Canal hexes count double. Note that for the British or Russian some bases may be off the map, just as some sea areas are off the map.

b. The procedure to be followed during the naval phase is that each player secretly writes down the actions of each of his fleets.

c. In the Advanced game, all sea movement occurs during this segment. Sea movement is considered exactly the same as in the Basic Game (use rule 12.3). The only exception is the number of corps that can use sea movement is three per sea area for the Central Powers and six per sea area for the Allies.

d. Invasions: Use rules 23.31, 23.32, 23.33, and 23.34. Exception: When one or more naval units support the invasion, they add one to the die roll. No invasions can be made on any ports that hold naval units. Neither side may move units or change its naval base into sea areas that have no friendly ports.

e. Sea transport or amphibious invasion flotillas cannot be made in those sea areas which are controlled by the other side's fleets. Supply of land units cannot be through sea areas controlled by the other side's fleets.

f. Each invasion limit is three corps except the U.S. and Great Britain which have a six corps limit.

4. NAVAL COMBAT

a. Naval units of opposing sides in the same sea area must have combat.

b. Naval combat is handled in a series of rounds. At the end of each round, either player may attempt to withdraw any or all of his units.

c. During each round of combat, both players may fire each of his naval units at the other side's ship counters. Not more than four naval units may be allocated to fire at any one of the opposing side's ship counters during that round. Each naval unit may only fire once per round. Before the results are applied, the British may fire each of his naval units at the other side's supply. An example of naval combat follows. The Germans have three BBs against six BBs of the British. The Germans have each of their BBs attack one each of three British BBs at 4 to 8 (1-2) attack. The British roll the dice for their three battles and get two misses and one 'light' damage hit on one British BB. The British may then disengage, then by the end of round five a roll of 1, 2, 3, or 4 would be sufficient to disengage. Note: due to the special German turn-around maneuver, the German begin their fleet disengage die roll attempt with a success range of 1, 2, or 3. If at the end of the Naval Operation Segment, only one player should have naval units in one sea area. That player controls that sea area for this month.

g. If a player leaves (or withdraws) his units in his base or port, no naval combat can occur.

5. REPAIR OF NAVAL UNITS

a. After each naval phase, those units that are damaged are repaired according to the National Capabilities Chart.

b. If naval units are to be repaired in a base or port outside their home country, the time for repair is doubled.

6. BLOCKADE

a. Each nation may establish a blockade when they control all sea areas adjacent to an enemy's home country.

b. The penalties are shown on the Blockade Interception Table (BIT).

c. Russia gains four supply points if the Allies open sea communication either through the Straits of Constantinople or through the Baltic Sea.

7. SEA SUPPLY

a. Each country that has a fleet also has an amphibious invasion capability of three corps and sea supply capability of six corps except Russia, Turkey, and Austria which have no sea supply or amphibious capability. The British and U.S. have twice the capability of the others. U.S. and British Corps in France do not count against their respective nation's 12 corps supply capacity. Finally, no country's unit can be supplied by another country's supply source. The Germans can only use their capability inside the Mediterranean. The Italians can only use their capability in the Mediterranean.

b. Sea supply is limited by two factors. The first is the country's sea supply capacity. The second factor is the port's capacity to supply corps inland. All objective cities can support 24 corps. All other cities can support 12 corps. A beachhead can support six corps. Citinje and Durazzo on the Adriatic Sea can only support three corps each.

8. DARDANELLES CAMPAIGN

Due to the small portion of Turkey that is portrayed on the map, re-creation of the Dardanelles Campaign is very difficult. It must be realized that an invasion beachhead could be established since the Turks had too much coastline to defend with only two corps. Therefore, the beachhead in Turkey can never be garrisoned or moved into by the Central Powers Player. Since Constantinople is inside the straits, the Allies cannot reach it by sea. Therefore, the Allies cannot invade from the sea. These two small changes taken together will allow players to recreate the drama and frustrations of that strategically relevant campaign to open the Turkish Straits for naval communications with Russia.

**COMMENTARY**

Due to the grand strategic level of GUNS OF AUGUST, only capital ships are represented. As a rule of thumb, and with only two exceptions, each dreadnought was considered roughly equivalent. These exceptions reflect the fact that British battle cruisers had very poor protection factors. Certain nations had developed a seafaring tradition as in the case of the U.S. and Britain or an outstanding proficiency in the new technical skills of the mechanical era such as the Germans. These national
characteristics are reflected in the several tables depicting the relative values of each fleet. For example, the German superior damage control is reflected in their extra one-sixth chance in the Damage Recovery Table.

The sequence of combat procedure was needed to capture the intricacies of naval tactical combat with a simple method. Each player can follow different strategies and influence the war without stopping the land war. The varied results of imposing blockades on the different countries is needed in order to give purpose to the naval actions and to see how they influence the land campaigns.

Certain naval operations such as minefields, mine sweeping, forcing naval passage in narrow seas, submarine warfare, or ship versus land fort are beyond the scope of this naval module.

### DISPOSITION OF FLEET SQUADRONS IN AUGUST 1914

<table>
<thead>
<tr>
<th>Country</th>
<th>BB</th>
<th>BC</th>
<th>B</th>
</tr>
</thead>
<tbody>
<tr>
<td>England</td>
<td>5</td>
<td>3</td>
<td>7</td>
</tr>
<tr>
<td>France</td>
<td>1</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Russia</td>
<td></td>
<td>2*</td>
<td></td>
</tr>
<tr>
<td>Germany</td>
<td>4</td>
<td>1</td>
<td>6</td>
</tr>
<tr>
<td>Austria</td>
<td>1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Italy</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Turkey</td>
<td></td>
<td></td>
<td>1/4</td>
</tr>
<tr>
<td>Greece</td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>Netherlands</td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>U.S.</td>
<td>2</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>

*1 in Baltic, 1 in Black

### FLEET SQUADRON SIZE BY COUNTRY

<table>
<thead>
<tr>
<th>Country</th>
<th>BB</th>
<th>BC</th>
<th>B</th>
</tr>
</thead>
<tbody>
<tr>
<td>Britain</td>
<td>4-8</td>
<td>3-3</td>
<td>2-8</td>
</tr>
<tr>
<td>Germany</td>
<td>4-8</td>
<td>3-6</td>
<td>2-8</td>
</tr>
<tr>
<td>U.S.</td>
<td>4-8</td>
<td>3-6</td>
<td>2-8</td>
</tr>
<tr>
<td>France</td>
<td>4-7</td>
<td></td>
<td>2-7</td>
</tr>
<tr>
<td>Austria</td>
<td>4-6</td>
<td></td>
<td>2-5</td>
</tr>
<tr>
<td>Italy</td>
<td>4-5</td>
<td>2-3</td>
<td></td>
</tr>
<tr>
<td>Russia</td>
<td>4-5</td>
<td></td>
<td>2-4</td>
</tr>
<tr>
<td>Turkey</td>
<td>(2-3)*</td>
<td>1-3</td>
<td>(Goeben 1-2)</td>
</tr>
<tr>
<td>Greece</td>
<td></td>
<td>2-4</td>
<td></td>
</tr>
<tr>
<td>Netherlands</td>
<td></td>
<td>2-5</td>
<td></td>
</tr>
</tbody>
</table>

*Size of squadron, if Britain sends the dreadnoughts to Turkey (see Diplomacy module).

### DISENGAGEMENT TABLE

<table>
<thead>
<tr>
<th>Unit</th>
<th>BB</th>
<th>BC</th>
<th>B</th>
</tr>
</thead>
<tbody>
<tr>
<td>Withdrawal</td>
<td>BC</td>
<td>1-4</td>
<td>1-5</td>
</tr>
<tr>
<td></td>
<td>BB</td>
<td>1-2</td>
<td>1-3</td>
</tr>
<tr>
<td></td>
<td>B</td>
<td>1-2</td>
<td>1-3</td>
</tr>
</tbody>
</table>

Number indicates die roll needed for disengagement. Naval units, with light damage add one to their die roll. Naval units with heavy damage add two to their die roll.

### PORT REPAIR OF NAVAL UNITS BY NATION

<table>
<thead>
<tr>
<th>Damage</th>
<th>Heavy</th>
<th>Light</th>
</tr>
</thead>
<tbody>
<tr>
<td>German</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>British/U.S.</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>French</td>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>Others</td>
<td>6</td>
<td>2</td>
</tr>
</tbody>
</table>

### BLOCKADE INTERRUPTION TABLE

<table>
<thead>
<tr>
<th>SEA AREA</th>
<th>Loss of Replacement Points when the other side has control</th>
</tr>
</thead>
<tbody>
<tr>
<td>North Sea</td>
<td>Germany 2*</td>
</tr>
<tr>
<td>North &amp; Baltic Sea</td>
<td>Austria 2*</td>
</tr>
<tr>
<td>North &amp; Atlantic Ocean</td>
<td>England 2*</td>
</tr>
<tr>
<td>Western Mediterranean</td>
<td>France 1**</td>
</tr>
<tr>
<td>Eastern Mediterranean</td>
<td>Italy 1**</td>
</tr>
</tbody>
</table>

*German loss is doubled upon U.S. entry
**England can only lose a maximum of one point for the Mediterranean, either for the Eastern Mediterranean or for the Western Mediterranean.

### NAVAL COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Odds</th>
<th>British/U.S.</th>
<th>French</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>1:1</td>
<td></td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1:2</td>
<td></td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2:1</td>
<td></td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3:1</td>
<td></td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4:1</td>
<td></td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5:1</td>
<td></td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6:1</td>
<td></td>
<td>1</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### NAVAL DAMAGE CONTROL TABLE

<table>
<thead>
<tr>
<th>Nationality</th>
<th>Die Roll</th>
<th>British/U.S.</th>
<th>French</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>Britain</td>
<td>Jan 1915</td>
<td>BB</td>
<td></td>
<td></td>
</tr>
<tr>
<td>France</td>
<td>Sep 1915</td>
<td>BB</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Germany</td>
<td>Sep 1915</td>
<td>BB</td>
<td></td>
<td></td>
</tr>
<tr>
<td>U.S.</td>
<td>May 1916</td>
<td>BB</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### FLEET ORDER OF APPEARANCE

<table>
<thead>
<tr>
<th>Country</th>
<th>Year</th>
<th>Fleet</th>
</tr>
</thead>
<tbody>
<tr>
<td>Austria</td>
<td>(Mar 1916)</td>
<td>1BB</td>
</tr>
<tr>
<td>Italy</td>
<td>May 1915</td>
<td>1BB</td>
</tr>
<tr>
<td></td>
<td>(May 1917)</td>
<td>1BB</td>
</tr>
</tbody>
</table>

Ships in parentheses are optional. These squadrons would only be available if each country continues to build those ships planned and laid down in their shipyards.

### 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.
STEPPING STONE TO SUEZ:
The Proposed Air Assault on Cyprus—1941

by Vance von Burries

Vance von Burries, for those of you who don’t memorize design credits, is the designer of ASSAULT ON CRETE. The hypothetical action portrayed here is not far removed from the popular bonus game INVASION OF MALTA included in the AOE game and reflects similar research and design for some time. The “assumption made was more plausible for those of you possessing the game by the insertion in this issue of a full color CYPRUS map for use with the variant. The necessary counters can be copied from the Organization Card, or ordered in die-cut form for the sum of $1.00 plus a stamped, self-addressed envelope from: Richard Gutenkunst, Box 3301, Traffic Stnion, Minneapolis, MN 55403.

As the struggle for Crete drew to its inevitable end, the paratroopers of 7th Flieger Division were gradually pulled out of the front lines. They had accomplished their mission: that of securing an airfield to allow the landing of the mountain troops who would capture the island. Many objectives, however, eluded them, not the least of which was the capture of most of the Allied troops on Crete. Indeed the tables had been turned, they themselves had suffered the heavy casualties, almost 50 percent, and disproportionately so among the officers. In spite of the casualties the paratroopers still displayed the enthusiasm and elan necessary for yet more operations. Where did the paratroops go after the battle? The very thing they did not do was to follow up the success of Crete, however limited, with additional conquests nearby. One such conquest could have been the British held island of Cyprus. The idea of rounding off the successful Greek campaign was put forward by the Luftwaffe (Gen. Lohr, G.O.C. 4th Air Fleet) on April 15th to Göring. This was the operational plan for Crete and it included an analysis of objectives to pursue after the capture of Crete. A somewhat similar operation for the capture of Malta had been under consideration for some time having been presented by the Wehrmacht Operations Staff. The Crete plan would be the competing Luftwaffe entry. Göring was perhaps looking for just such a plan. He was enthusiastic about airborne operations and proclaimed the view that the Luftwaffe and its components was itself capable of fighting and winning campaigns without assistance from the army. Crete and the subsequent operations could perhaps restore the prestige he had lost after the Battle of Britain. He submitted the plan for Crete to Hitler on April 16th.

The Crete plan and especially the idea of follow-up operations was mainly the conception of Gen. Student, commander of all parachute forces. His plan called first for the capture of Crete, then the capture of Cyprus with a diversionary operation to Syria in co-operation with the pro-Axis Vichy French authorities then in control there. After these operations and maybe even a diversion by Rommel’s Afrika Korps, the airborne battalions would reach for the Suez Canal. Student likened each phase of the campaign as a “leapfrog” assault sized by projections as the Luftwaffe control over the Suez Canal via a series of “stepping stones”, hence the name, the Stepping Stone plan. Student’s superior, Göring, excitedly endorsed the idea and pressed Hitler for days about the plan. Hitler was not impressed. The prospect of one commitment leading to another did not appeal to him and doubtless he would have preferred that the Luftwaffe commitments would somehow upset the timetable for the invasion of Russia. Hitler preferred to leave the Mediterranean to Italian ambitions and capabilities. On April 25th Hitler relented and issued Führer Directive No. 28, “An operation to occupy the island of Crete (Operation Mercury) is to be prepared with the object of using Crete as an airbase against Britain in the Eastern Mediterranean.”

No mention was made of further airborne operations. In a sense Operation Mercury was a compromise similar to many he would later make in Russia. By the “Middle East” Führer Directive issued May 23rd and Directive No. 31 dated June 9th Crete indeed became an airbase but serious offensive operations would be conducted only after the successful conclusion of Operation Barbarossa, the attack on Russia. Thus there was no definite plan of action for the paratroops after the capture of Crete.

While the possibility of large operations would vanish regardless of the degree of success on Crete, the possibility of small scale operations should not have likewise been disregarded. Some air transport capacity and combat air strength was still maintained in the central and eastern Mediterranean with the multipurpose view of sustaining Rommel in Libya and the encouragement of insurrection in Iraq, Persia, Syria, and elsewhere. Indeed, battalion-sized operations were planned for 1942 against Iraqi and Persian oilfields but were never sanctioned by Hitler. It may be argued that the air forces available were inadequate, yet the Allied command still believed in the threat and maintained substantial garrisons throughout the Middle East. It is as yet uncertain how the extent of the Allied deciphering of the Enigma Code might have altered strategic thinking for the area but western military historians have pointedly maintained that Allied command could not be sure that Germany did not have another parachute division in reserve, ready for use, or that Hitler would not change his mind. So great was the uncertainty that Allied command signaled London shortly before the attack on Crete with the speculation that perhaps Cyprus was the real target and not Crete. The stepping stone plan was bold considering its scanty resources but if executed it would have vividly demonstrated the strategic use of airborne troops. It relied on overwhelming air superiority, the high mobility gained by that superiority, strategic surprise, and the demoralized nature of the opponents. Had the plan succeeded it would have driven the Allied forces completely from the eastern Mediterranean basin.

The stepping stone plan might have been reactivated given the actual events occurring beginning June 8th. On that date Allied forces invaded Vichy French Syria and Lebanon. The Free French forces had long agitated to try to rally the Levant to DeGaulle but the primary motivation to enter the Levant was the fear that German airborne forces would appear there first and that Germany would use the spectre of airborne forces and unrest in the Levant to persuade Turkey to join the Axis. As a study of a map will show, any Axis effort to send troops directly to the Levant would mean such troops would have to fly or sail directly past Cyprus. Allied aircraft based there could effectively cut off all movement to or from the Levant. So if the Axis were going to intervene in the Levant they would need to control Cyprus.

Under either the Stepping Stone plan or the Intervention plan, could 7th Flieger Division have captured Cyprus? It had taken a severe beating on Crete. Roughly half its personnel had become casualties. One battalion in each regiment had been destroyed almost to the last man. In the other battalions the survivors were exhausted and disorganized. Roughly two weeks after the end of the battle for Crete the division was still in Greece but had not re-equipped or received replacements. If the division went into action it is fair to estimate that because of a shortage of officers it would leave behind perhaps a third to half of its personnel as a cadre from which to reconstruct the division. A good estimate would have the division jump with about one quarter the strength it used against Crete, roughly 2500 men. Interestingly, the Allied command expected an attack of some 7,800 men in 450 aircraft. Subsidiary to the operation, the Italians doubtlessly would have been called upon to assemble a new invasion fleet of the usual fishing boats, harbor tugs, and lagoon ferries but the success of this effort would once again depend on the airborne forces. Notably, the very way Student named his strategy reveals that there would never be any serious naval support. All relief would have to arrive by air. Other difficulties would include a lack of fighter cover (for both sides), a hostile native population, and a lack of good intelligence data. There was also the difficulty of supply for the large forces in southern Greece. Again there would be a shortage of transport aircraft. Half the original transport force was destroyed on Crete and because
of the brief lead time between operations, many of the remainder would fall out due to mechanical failure. There was also the airlift to Syria to consider. Yet given the German ability to organize, air and naval forces with tactical plans probably could have been assembled within a week.

The Allied decision to invade Syria also meant a decision not to try to hold Cyprus. The Allied forces there were ordered only to put up a fight before evacuating. These forces were weak but a portion was motorized which indicates fighting would be vigorous. The total forces present consisted of one regular British infantry battalion, one understrength commando battalion, the 7th Australian cavalry regiment also understrength but mounted on trucks, about 15 light tanks, and two Cypriot battalions of uncertain quality. On June 13th, the 7th (British) Division was organized at Nicosia for deception purposes from various headquarters detachments already there. Nominally it had three brigades but in reality it controlled only those forces on Cyprus as mentioned above. In sum, the Allied forces, excluding Cypriot units, could not have amounted to more than 2200 men. With these scattered over the island it becomes the difficulty of warding off a concentrated airborne attack becomes obvious. Things would soon change, however. The British 50th division, just beginning arrival in the Middle East on June 13th, was promised for Cyprus. The first component, 151st Brigade, went to Cyprus on July 25th. The remaining brigades, 69th and 150th, arrived in Cyprus on August 5th and 14th respectively. With the arrival of these units a late invasion would have no chance of success.

Given German intervention in the Levant during June and given a Turkish reluctance to provide transit, Cyprus would be a base necessary for the support of operations in Syria. To pick an appropriate historical date for the invasion of Cyprus risks controversy but with that risk in mind, June 17th seems appropriate in light of current events in the Middle East, Libya, and Syria. Another possible alternative date would have been July 2nd. On the 1st, Vichy had appealed for German air cover for Vichy convoys, and the last possible departure date would have been July 11th when Vichy was ready to sign an armistice. Each date is an opportunity but all depend on whether sufficient forces have been retained to make the operation possible; forces that would have remained idle until then. Finally, it is likely that had the Germans invaded on any of the above dates they would have succeeded and without unacceptable loss to the paratroops, but considering that the paratroops would have been jumping virtually without knowledge of Allied tactical deployment it would have been possible to seriously manipulate.

Churchill viewed the impending Crete operation as "...a fine opportunity for killing the parachute troops." A campaign such as the Stepping Stone plan would offer the Allies many more opportunities to engage and kill paratroopers with non-specialist infantry. The weakness of the plan was that it relied on the survival of a very small number of men in the parachute division. The vitality of the parachute arm relied upon its leadership. An airborne force bereft of its leadership would only be so strong and the paratroops would not be jumping virtually without knowledge of Allied tactical deployment it would have been possible to seriously manipulate.

C. PREPARE FOR PLAY

Before beginning the game, the players must decide which Scenario will be used (see the Organization Card). There are three Scenarios depicting two possible invasion dates. Punch out the appropriate unit counters and position them in the designated boxes on the Organization Card. Both players now set up units on the mapboard according to the following procedure:

1. The Allied player places his strongpoint counters face up on the mapboard. He does not position any other units on the mapboard at this time.
2. The Axis player now will write down, secretly, on a separate piece of paper the exact target hex for every parachute unit. He may conduct battalion substitution prior to placement and individually target each company. Each unit must be placed in the indicated hex (prior to drift) during Airborne Assault regardless of how the Allied player has positioned his units. The initial placement of parachute units is limited to within three hexes of an airfield.
3. The Axis player must repeat the procedure in C.2 now, before play begins, for those reinforcements to arrive on Turn #3. The Axis player has no sea movement capability.
4. After the Axis player has completed writing down the target hex for each of his units, the Allied player places all his remaining units on the mapboard as desired. All units except strongpoints are placed inverted.

D. TERRAIN EFFECTS

1. New Terrain:
   a. Castle—Medieval fortresses for tourists only, no effect on movement or combat.
   b. Nicosia—A unit's ZOC does not extend into Nicosia but does extend out. Nicosia is surrounded by a series of bastions built by the Venetians.
   c. Ridge—The hexsides covered by this feature are impassable to all movement and ZOC does not extend across. The ridges and rough terrain represented by the game map actually consist of very mountainous and difficult terrain.
   d. River—A unit must spend one MP to cross a river hexside and it must be able to spend the necessary MP'd to enter the hex on the other side of the river. If all attacking units are attacking across a river hexside than add "I" to the die roll result.

2. Special Terrain Cost for Motorized Infantry:
   This unit spends only 1/2 MP to move along a primary road and only 1 MP to move along a secondary road but it spends 2 MP's for clear terrain and may enter rough terrain only along roads. The movement point costs for other terrain are the same as before. Note: these same effects should apply for any truck style of unit players might wish to introduce to play.

3. Reconnaissance Units: These may not be used on defense in a city or on rough terrain/road but do benefit by the effect of a river on combat.

E. STACKING LIMITATIONS

No more than SEVEN stacking points of friendly units may be in the same hex at the end of any combat phase or friendly movement phase.

F. BATTALION SUBSTITUTE COUNTERS

1. Axis battalion substitution is conducted in the same manner as before but note that the number of company sized substitute units per battalion is less. Follow the chart on the Organization Card.
2. The parachute "RHQ" unit may be used in battalion substitution in place of any battalion HQ unit that has been eliminated, however, at least one of the original companies of that battalion must be used in the substitution.
3. The Allied "#Il/Cdo" (Turn #4) and "Cdo—Foresters" battalion conduct substitutions in a manner similar to the Axis, however, only the exact units for each battalion may be used to reform the battalion counter. See the Organization Card for the exact units involved.

G. SPECIAL UNITS AND FUNCTIONS

1. Allied Artillery: All Allied artillery units fire at full strength only at up to half range due to the
scale change. They fire at half strength at from half range up to full range. (Optional) Exception (for play balance): When Scenario #1 is chosen (only) the original rules apply. At ALL times an artillery unit may not fire at all during a turn in which it is moved.

2. Allied Strongpoints: These represent small detachments entrenched in wired all-around defense positions.
   a. This unit may not move and has no ZOC. It does not nullify enemy ZOC in its hex.
   b. Enemy units may move on top of a strongpoint but must stop there for the rest of the turn. At the start of the next turn they may make move in any direction allowable.
   c. A strongpoint does prevent enemy airlanding in the hex it occupies.
   d. Strongpoints may be stacked together during Allied Prepare for Play and are never inverted.
   e. A strongpoint may attack any adjacent enemy stack or a stack on top of it, ignoring the rest. It may not advance after combat. It need not attack, even those enemy units stacked with it.
   f. A strongpoint lends its defense strength normally to all Allied units stacked with it. Enemy units need not attack it if they are stacked with it (including parachute units landing on it, unless another Allied unit is stacked with it).
   g. A strongpoint ignores retreat combat results (exception: see G.4.). It may be eliminated only by DE, AE, or EX combat results per normal rules. It does not block the retreat of enemy units and enemy units may retreat from its hex.
   h. A strongpoint does not on defense but does receive any benefit from a river.

3. Axis Anti-Tank Unit: The Allied player does not subtract "1" from the die roll because of his armor unit if this anti-tank unit is defending.

4. Axis Engineer Unit: If this unit is conducting an attack or participating in an attack on a strongpoint then the strongpoint is eliminated if the combat result is DR.

H. REINFORCEMENTS

1. Both sides receive reinforcements. These may not be delayed or declined.
2. The target boxes for the Axis reinforcements must be planned during Prepare for Play and may not be changed later. The target location is not shown to the Allied player.
3. The Allied reinforcement on Turn #4 is placed on the first playable hex on the eastern edge of the mapboard. It may not be placed on top of an enemy unit. It may move normally during the movement phase. It may already have undergone substitution prior to placement.

I. CYPRiot PARTISANS

1. At the end of the Axis player segment of the first turn these units are placed on the mapboard.
   a. Place on any town still friendly to the Allied player.
   b. The partisans cannot move or attack this turn but may do so normally on any future turn.
   c. Partisans control only the hex they occupy.
   d. When a village is attacked a partisan is killed

2. Axis partisans return to the village once a type is not received if only one unit of it is left.
3. If this unit is conducting an attack or participating in an attack on a strongpoint then the strongpoint is eliminated if the combat result is DR.

J. AXIS SUPPLY LIMITATIONS

The Axis player must capture and hold friendly at least one airfield at the end of Turn #6 or his units will suffer the following penalties:

1. If the Axis player fails to hold an airfield under friendly control by the end of Turn #8, Axis offensive capabilities are reduced as follows:
   a. All attacks made by Axis ground units are modified by adding "2" to the combat result die roll.
   b. All Axis ground units are reduced to HALF (rounded down) their normal movement allowance.

2. These modifications are effective beginning on the Axis player segment of Turn #9 and continue until such time as the requirements have been met at the beginning of any subsequent Axis player segment. Axis units are restored to full effectiveness at the beginning of any Axis player segment in which the supply requirements have been satisfied.

K. HOW TO WIN

1. The set of victory conditions to be used is determined by the Scenario in play. For each Scenario the Axis player must, in addition to preventing the Allied player from achieving his victory conditions, capture Nicosia and hold it simultaneously for two consecutive turns after Turn #8. The Axis player must accomplish this and avoid Allied conditions in order to win the game. The special conditions for each Scenario are as follows:

   a. Scenario #1: The Allied player must inflict at least 22 casualties on the Axis player and evacuate at least seven stacking points.

   b. Scenario #2: The Allied player must inflict at least 32 casualty points on the Axis player and evacuate at least nine stacking points, at least two of which must be commando.

   c. Scenario #3: The Allied player wins by preventing the Axis player from capturing and holding an airfield and Nicosia simultaneously for two consecutive turns after Turn #8.

   d. The Allied player may evacuate any unit on turn after Turn #4. The Cypriot partisan units and strongpoints may not be evacuated. Allied substitute commandos may be counted as stacking points evacuated.

   e. The Axis battalion-sized airborne units count as eleven casualty points each for victory condition purposes.

L. THE STEPPING STONE PLAN (optional rule)

CRETE and CYPRUS can be linked into a campaign game and, indeed, this is what makes the situation interesting. A true campaign game would involve all three games in the CRETE system and possibly other games as well and the various strategic decisions made one or strategies would never be invalid, but this is all beyond the scope of this game. This rules section will only present guidelines on how to continue action on Cyprus after the normal conclusion of a CRETE game.

For the first step players must decide on the date for the invasion of Cyprus. One guide to forces available and date possibilities can be found in the game DRIVE ON DAMASCUS, a recent game by another publisher. In that game if the Germans intervene in Syria a date must be chosen by the Vichy (Axis) player, and the invasion of Cyprus would occur simultaneously. While the 2 July and 11 July dates would not be valid dates for that game, they are still realistic for CYPRUS. If one best date must be chosen, it would be 17 June. Scenario #1 assumes this date.

Scenario #1 lists all the Allied units historically available on Cyprus. There were no new additions or subtractions to the force until the 150th Brigade could have been available for 2 July. For any date the Allied player could elect to receive the Turn #16 CRETE reinforcements and receive these instead as the Scenario #2 units. Replace the CRETE commands with the Scenario #2 commands with one other priority as mutually chosen.

Additional Allied units for Cyprus were unlikely.

The method summarized below forms a computational method of determining the size of the Axis force available for 17 June.

1. Units eliminated remain eliminated.
2. Separate the remaining units into their respective "regiments" and into "other" (i.e. the "divisional") units.
3. Take one third of the attack strength points of each regiment removing first the "RHQ" and 13th and 14th companies. Place the remaining two thirds of each regiment into the units available pile.
4. If "Sturm" regiment is below 50% of original strength (before removing the one third), it is not used. If it is still to be used, consider all "Sturm" units as parachute. No gliders if any other regiment is below 20% (six strength points or less) then that regiment too is not received.
5. From the "others" category choose one unit of each type: a-tk, flak, MG, or engineer (company). If all originals of that type survived then receive an extra unit of that type only. A unit of a type is not received if only one unit of it is left.
6. One mountain regiment is automatically received and it must be received as the mountain regiment shown in the CYPRUS Order of Battle. Set aside all other mountain regiments.
7. For later dates the Axis player should add, every five calendar days, eight combat strength points (his choice of units).
8. Finally, players must agree before play has started to conduct a full campaign and will have to decide for themselves what constitutes victory.

IN CLOSING

Hints on Strategy

For the Axis Player: Spread one battalion over several locations to lock the Allied units for one turn and to test his order of battle. Concentrate all remaining units including the reinforcements on one objective with as tight a landing pattern as can be managed. Reform the battalions as soon as possible and avoid exposing the headquarters companies to Allied attack. As an overall plan, concentrate on only one target each turn. Do not spend time attacking partisans and lone units.

For the Allied Player: Deception and the first turn are the best Allied weapons. If you are going to concentrate on defending one airfield be sure to still leave a token defense at the other to guard against a token Axis landing force. Do not let him have an airfield on the first turn. An interesting deployment is to establish three or four outposts with the Cypriots and mobile detachments. These could close in behind an Axis advance.

Comments

Many games have inherently good mechanics that can easily be applied to closely related situations or nearby battles fought and un-fought. While a game has its own definite boundaries outside of which the player is not responsible, variants such as this can introduce the feeling for future planning. Fortunately, the Cyprus situation is a quick scenario. I could have left it as just a puzzle, a curiosity to add to AOC, but the several strategies allow this game enjoyment and the challenge of second-guessing the opponent. Finally it contributes historical insight into a very important question of WWII. I should confess that in this design the Allies were given the benefit of the doubt in a few cases and the Axis force reflects a conservative estimate, but the estimates are close and it does make a good game. My thanks to John Burt and John Jones for their aid in playtesting. I invite comments on this variant, other variants, or the original game at my S122 Dunvegan Rd., Louisville, KY 40222 address.
ORGANIZATION CARD

ALLIED UNITS

All Scenario #1 units are used in each Scenario in addition to other units listed.

a. Scenario #1: "17 June": General Student receives approval for his Stepping Stone Plan (rule 1 applies to this Scenario only). The units below are those historically available.

(1) Place as desired

b. Scenario #2: "Layforce Commandos" These are the reserve that was sent to Crete in the final hours of that battle. They could have instead reinforced Cyprus. The date can be either 17 June or 2 July.

(1) place as desired

(2) reinforcement

b. Luftwaffe Units

(3) reinforcements

(3) reinforcement

b. Axis Reinforcements

(2) reinforcement

ALLIED SUBSTITUTE COUNTERS

AXIS UNITS

The same Axis units are used for each Scenario.

a. Parachute Units

b. Luftwaffe Units

c. Axis Reinforcements

Airlanding

PARACHUTE-Turn #3

Turn #1

(1) (2) (1) (2)

5-5-4 4-4-4 5-5-4

5-5-4 4-4-4 5-5-4

5-5-4 4-4-4 5-5-4

ALLIED SUBSTITUTE COUNTERS
TO: The Prime Minister  
SUBJECT: Fortnightly Status Report, North Africa Theatre

Enemy activity continued conservative and predictable this period. Have not confirmed previous information that Rommel is inspecting supply conditions west of front in vicinity of Maus. Without his presence, Axis advance routine. Empire outer defense line maintained by elements of 1st South African Division held under pressure, but casualties required three brigades to stand down.

Reports from the 3rd Armoured Car Brigade indicate Axis strength in desert south of the Great Snake Escarpment is minimal. Plan to maintain current defensive alignment there by elements of 9th Australian Division, adding renewed 7th Armoured Car Brigade to anchor extreme southern flank.

Proceeding upon above intelligence, will switch Mersa Matruh defensive tactics, placing three armoured brigades, four infantry brigades and two renewed support group battalions on the front line. With our line thus augmented by nearly 400%, expect to inflict severe damage on another predictable enemy advance. Maps showing our current and planned positions are enclosed.

Only unflattering news is the 3rd Armoured Car Brigade, continuing its invaluable reconnaissance mission, was detected south of Halfaya Pass and reports it has been surrounded.

In view of recent threats to India, am prepared to stand on the defensive while providing a considerable number of our forces to reinforce the Indian theatre.

Your obedient and respectful servant,

General Sir Claude Auchinleck
Commanding

London
12 May 42

Commanding General, Middle East:

This beleaguered isle takes heart in your reassuring report. While we are grateful for your offer to denude the Middle East further for the sake of the Indian danger, we feel that the greatest help you could give to the whole war effort at this juncture would be to engage and defeat the enemy on your western front.

The president still wavers regarding Operation Torch, but I am determined to push it forward and invest the full length of French North Africa from the sea. Your offensive is crucial to the success of Torch.

Good hunting!

Winston

Axis Move, 1 May: This is the situation at the end of the Axis move. The Axis records AV's against Allied units at 145, 165 and 166. The ISA/3 has just been isolated. Up to now, hampered by heavy supply losses caused by a pesky British Navy, Rommel has played quite conservatively. He has lost two units: 15/115 in a soak-off on the Tobruch escarpment early in the game; and 21/104 in a winter soak-off in an attack that eliminated British 1/2. The 21/104 was brought in as a replacement 1 April. The Allies have used all but one of their replacement factors, resurrecting 1/2, 9A/18, 7/31 Motor and the three New Zealand brigades at N51. The Allied commander has played quite well, although he hasn't been pressured hard by Rommel. He has a secure hold on Tobruch and is well forward along the snake-like escarpment south of Matruh. Although he has lost 31 units (37 factors), that's an average of only slightly more than one unit per turn for the 27 Axis turns that have taken place. His current strength nearly equals the Axis in factors, 45 vs. 53 (counting accumulated replacements and the Allied reinforcements due this turn). Note the switch at Tobruch, trading the 3-3 for a 4-4. Anticipating Rommel might consider pulling one of the Italian divisions from Tobruch to aid in attacks on the Eastern front, the third 4-4 in Tobruch sets up a 3-1 attack out of the fortress (using three 2-2's as replacements) if Rommel defends at H24/H26. An H25/H26 or G24/H26 defense would allow attacks at 1-2 or 1-3, in which an AB would allow Allied units to escape out of Tobruch and present serious problems for Rommel.
The Commanding General, Middle East

Cairo
21 May 42

To: The Prime Minister

SUBJECT: Fortnightly Status Report, North Africa Theatre

Serious losses were suffered by the 8th Army during the period. Rommel unexpectedly returned to the front line and launched an untimely major frontal assault upon our Mersa Matruh perimeter at precisely the moment our units were moving into their defensive position.

The coincidence of the enemy's choice of timing bears major responsibility for the intolerable suffering sustained by our forces. Seven of the nine units holding the perimeter have been temporarily decommissioned as a result of the attack.

Morale has been severely disrupted by rumors Rommel was in possession of our Order of Battle and Movement Orders. Despite losing 20% of our committed fighting strength, this command takes heart in the excellent performance of His Majesty's Naval Forces. Our intelligence indicates not a single Axis supply ship of any appreciable size was able to dock during the fortnight.

We have confirmed information Rommel's supply situation is so serious that he will be able to mount only one more major attack during the coming six weeks.

The 8th Army will be able to withstand further assaults with the assistance of promised August reinforcements and normal replacements, but considering our losses during the fortnight we cannot now expect to go over to the offensive until late in September at the earliest.

With Rommel now on the front, we are returning to our previous defensive tactics at Mersa Matruh, risking only those forces which we are confident can thwart any attempt at a breakthrough but not unnecessarily exposing additional forces. Maps showing our current and planned positions are enclosed.

The 3rd Armoured Car Brigade has been authorized to break into small parties and seek safety by infiltrating the enemy lines which surround it.

General Sir Claude Auchinleck

Office Of The Prime Minister

London
26 May 42

Commanding General, Middle East:

It is with heavy heart we receive your sad tidings. The grievous losses suffered this past month by our Commonwealth partners from New Zealand and South Africa weigh upon us like leg irons on a long-distance swimmer.

Our intelligence chiefs have convinced me Rommel's fortuitous timing is beyond the province of coincidence. I have accordingly instructed them to place top priority in finding the source of the leak.

I pray you will reconsider your estimation that the offensive requires withholding until the summer has passed. While I appreciate the current losses will curtail some of your options, an immediate attack is imperative for the success of Operation Torch as well as the safety of Malta.

We are agreed that in spite of the risks you would be right to attack the enemy and fight a major battle, if possible during May, but in any event, the sooner the better.

Let us put our faith in His Majesty's Navy. Good fishing!

Winston
The Prime Minister:

Has the Almighty forsaken the Empire? Once again, precisely as the 22nd Armoured Brigade was rotating to the front to allow
the 3rd Armoured Brigade a well-earned rest in the rear area at Tobruk, Rommel launched a massive assault on the fortress' defenses. Our losses have been heavy. Outer perimeter defenses being withdrawn by General Ritchie.

Auchinleck

London
7 June 42
Commanding General, Middle East:

To what position does Ritchie propose withdrawing? Presume there is no question in any case of giving up Tobruk. As long as Tobruk is held no serious enemy advance into Egypt is possible. We went through all this in April 1941. Retreat would be fatal.

Churchill

Cairo
14 June 42
The Prime Minister:

Yesterday I received following message from Major General Klopper, Tobruk, commander: “My HQ surrounded. Infantry on perimeter still fighting hard. Am holding on, but do not know how long.” He asked for instructions and was told: “Come out tomorrow night preferably, if not tonight.”

I deeply regret that you should have received this severe blow as a result of defeat suffered by my command. If it is your desire, please accept my resignation. I suggest General Harold Alexander as a worthy replacement.

As to the current situation, 30,000 troops were lost in Tobruk. This is approximately 30% of our front-line strength. Unless His Majesty’s Navy can destroy Axis troop transports known to be approaching Tobruk, we will soon be outnumbered 2-1. Captured supplies will relieve Rommel’s shortages. Impossible to reconsider offensive prior to late September. Situation map follows.

Auchinleck

Axis Move, I June: II May was just a prelude. The second half of Rommel’s brilliant tactical maneuver is unveiled as he suddenly whirs and assaults Tobruch. Trimita, Fascists and Ariete win the key attack, drawing a DB in a 1-2 vs. 4th and 22nd armor. The remaining forces mop up the 3rd armor in a 3-1, capturing the Allied supply as Brescia enters the city. The I June Axis reinforcements have been held off the board to enter Tobruch next turn. Rommel had decided last turn on this two-phase assault, given he had only two supply units on board. Without Tobruch, he could launch only seven more attacks on the Eastern front in the final five months of the game (assuming he attacked II May) because of the distance his supply train has to travel from the Home Base. Even if his II May assault bagged all nine Allied units at no loss to his forces, it would still be touch-and-go with a maximum of seven attacks remaining unless the Allied commander gave him another shot at large stacks of units. Note on the II May illustration that Ariete, ostensibly defending the escarpment, is in reality placed just within striking distance (exactly 18 hexes away) of Tobruch. The planned Tobruch assault would take place at 3-1, 1-2 unless all three 3-factor units were lost in the II May attack, since only one of them was necessary to top off the 32 factors needed at Tobruch. Realizing Rommel was in position to turn and assault Tobruch on I June, the Allied commander should have sent his supply to sea. The Allied commander now appears to be in deep trouble.
On June 14 you raised the question of your being relieved and mentioned the name of General Alexander as a successor. At that time of crisis His Majesty’s Government did not wish to avail themselves of your high-minded offer. You stemmed the adverse tide, and at the present time the front is stabilised. The War Cabinet have now decided the moment has come for a change. Alexander will be appointed to command the Middle East, and I offer you the command of Iraq and Persia.

Churchill

As an astute GENERAL reader, you may have surmised the events described in the foregoing series of communiques are fictitious, and the game counters on the maps are not just clever ways of portraying a real situation. Yet, consider these facts...

German code-breakers did provide Rommel with precise daily knowledge of Allied activities for six months, from mid-January to mid-June, 1942.

...Rommel’s final assault on Tobruch did take place when new units were moving in to occupy the fortress’ defensive perimeter.

...seven exact days before Tobruch fell, Churchill dispatched his message to Auchinleck, denying the evacuation of Tobruch.

...Tobruch did fall to Rommel in mid-June, 1942.

...Auchinleck was relieved in part because he insisted the Allied offensive could not take place before mid-September, contrary to Churchill’s demands (Alexander was unable to launch the offensive until Oct. 23; thus, although he was ousted from his command, Auchinleck’s assessment of Allied capabilities was vindicated. Small consolation.)

...the Axis did fare poorly when Rommel was absent from the front. Operation Crusader, unleashed on Auchinleck on Nov. 18, 1941, drove the Axis back all the way from Halfaya Pass (hex J34) to Agheila in six weeks. When Crusader began, Rommel was in Rome, celebrating his birthday with his wife and discussing a planned assault on Tobruch with the Duce’s Supreme Command (as commander of Panzergruppe Africa, Rommel reported nominally to the Italian High Command.)

...when Alexander’s final attack burst forth the following October, Rommel was no longer commanding in Africa, but was recuperating from various ailments in a hospital near Vienna.

(Rommel’s replacement, Generalleutnant George Stumme, disappeared early in the second day of the attack. His body was found the next day.) At Hitler’s request, Rommel left his hospital bed and returned to Africa on Oct. 23. By then it was too late. The Allies carried out Operation Torch on Nov. 8, landing at several places along the coast of French North Africa. Faced by a force which outnumbered his 2-1 before the assault in Egypt was even begun, denied reinforcements because of Torch, and starved for supplies, by Nov. 20 Rommel was pushed back to Mersa Brega (hex W9).

This melding of facts within the game depicted here shows that although AFRICA KORPS is far from an historically accurate simulation, it is possible for the game to be played with many similarities to the actual situation.

To make this point even more emphatic, let’s return to the Allied commander’s predicament after the fall of Tobruch on 1 June. To say that he must be shaken by the events of the past two Axis turns qualifies for a Guinness record under the category of “gross understatement.”

At the end of his I May turn, he was in full control of the situation. Then, with disastrous swiftness, 31 days later the situation appears to be in shambles. He has lost 45% of his factor strength. Tobruch has fallen. Rommel is in a strong supply position. Counting witheld reinforcements, the Axis have 24 units with a factor strength of 65 (and one replacement factor) opposing his 13 Allied units with a factor strength of 23, plus six replacement factors. Outnumbered by more than 2-1, and with nine Axis attacks possible before the end of the game, the Allied position appears hopeless.

Right? Wrong!

Despite the seemingly overwhelming superiority of Axis forces, it is impossible for Rommel to win even if he receives all possible supplies and scores DE’s in every attack for the final nine turns.

With characteristic thoroughness, Allied staff officers have planned for the “worst possible case,” and the Allied commander has just enough unit strength to carry out this plan.

First, the Allies abandon the snake escarpment, a tactic which will go against the grain of many players. Give up that solid defensive position you’ve fought for so bitterly? Yes.

Why? Because it reduces the number of possible Axis attacks to eight. Any attempt to hold a line east of hex 54 on the Allied I June move invites disaster.

By denying the Axis the opportunity to attack II June, you will have 21 units (taking all your replacements as I-I’s) in place to face the Axis attack on I July. This is all you need to implement “Operation Torchlighter.”

The table which follows describes the Allied defensive placements for II June through I Oct. This plan is called “Operation Torchlighter” because it ensures holding the road to Alexandria, setting the stage for the Oct. 23 offensive, and making possible the success of Operation Torch.

Returning to our discussion of reality, putting “Operation Torchlighter” into play copies what the Allies did in real-life.

Faced by the loss of Tobruch and a severe mauling at Matruh, rather than attempting to further contest the ground in the Matruh/Fuka area, they fell back to previously prepared defensive positions at Ruweisat/EI Alamein/Alam Halfa.

This tactic blunted Rommel’s thrust. By Sept. 1, the DAK’s offensive spirit had been ground to ashes on the burning sands along this line, never to be revived.

Your use of “Operation Torchlighter” will not only be historically correct, but will also produce the same result as history. True, the parallels are not exact (the Matruh bearing followed rather than preceded the fall of Tobruch; the relative size of the forces was reversed; and “Torchlighter” allows the Axis to continue forward until mid-October, rather than stopping them at the beginning of September), but they should be close enough to satisfy all but the most demanding historiophile.

“OPERATION TORCHLIGHTER”

<table>
<thead>
<tr>
<th>Units Needed</th>
<th>Allied Turn</th>
<th>Front-Line Hexes Occupied</th>
<th>Blocking Hexes Occupied</th>
<th>Units in Reserve</th>
<th>Units Lost</th>
<th>New Replacement &amp; Reinforcement Units Next Turn</th>
</tr>
</thead>
<tbody>
<tr>
<td>21</td>
<td>II June</td>
<td>Q60, P60, N59, L58, K57, J56</td>
<td>Q61, K58</td>
<td>13</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>17</td>
<td>I July</td>
<td>Q62, P62, M60, L59, K59</td>
<td>Q63, L60</td>
<td>4</td>
<td>5</td>
<td>8</td>
</tr>
<tr>
<td>12</td>
<td>II July</td>
<td>Q63, P63, M61, L60, K59</td>
<td>Q64, K60</td>
<td>6</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>15</td>
<td>I Aug</td>
<td>N65, N64, N63, M62, L61, K60</td>
<td>M64, M63</td>
<td>4</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>11</td>
<td>II Aug</td>
<td>M63, L62, K61</td>
<td>L64, L63</td>
<td>2</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>8</td>
<td>I Sept</td>
<td>L64, L63, K62</td>
<td>K63, J62</td>
<td>2</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>I Oct</td>
<td>J61, L62, I63</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

Notes:
A) Among the 21 units on II June must be at least one 4-4 and one 3-3. Strength of other 19 units is immaterial.
B) Hexes should all be occupied by a single unit, except on I July M60 must be occupied by a 4-4 and a 1-1 to preclude AV so Axis cannot occupy hex N61.
C) The 3-3 should be placed at N59 on II June to preclude AV.

By checking units needed column, from any time on Allied II June turn on players can determine whether the Axis still have a chance for victory. “Operation Torchlighter” assumes the Axis occupy Tobruch, all Axis supplies arrive, and all Axis attacks result in DE’s. If any of these conditions are not met, Allies will automatically win with even fewer units than those shown above.
"Torchlighter" can be used as a foundation for analyzing your play in the end-game at AFRIKA KORPS, which opens on I March when replacements begin to flow.

When playing the Axis side, you can use it to assess the timing of an assault on Tobruch, assuming it is still in Allied hands. You may also find it helpful in weighing the merits of attack tactics, particularly deciding when to shift from AV's to lower-odds attacks.

When playing the Allied side, you can use it to guide your determination of how many units to risk on defensive perimeters and the advisability of switching between AV's and 'picket' areas. As a major defensive build-up as the Allied commander did here on II May. (Incidentally, the Allied II May alignment shown was selected to illustrate the point, not to serve as a recommendation for handling a major open-end terrain stand.)

You should also find it handy in deciding when to pull back to the historical Ruweisat/El Alamein/Alam Halfa line, allowing you to assess how much "breathing room" you have.

It is flexible enough to be adjusted according to which side occupies Tobruch and to the unit (not factor) strength of the Allies. You can move the timetables forward by calculating the maximum number of Allied units which could be lost in earlier turns or the maximum number of Axis attacks remaining. As you can see from the table, it will hold against seven successive Axis attacks.

Since "Torchlighter" is a guarantee against the worst possible luck, you can also use it to assess risk. How likely is it that the Axis will receive every supply and will win every battle, no matter what the odds? How likely are you to have an opportunity for a counterattack to hold a line for another turn? In using "Torchlighter," you should become aware of several strategic biases inherent in the plan.

First, until victory is guaranteed, never underestimate the power of an opponent whom you may appear to be handling with ease. This is particularly true as the distance from where you are to where guaranteed victory lies becomes very short.

Second, guard against using replacement factors to revive strong units. More often than not, end-game play pivots around numbers of Allied units rather than unit strength. A corollary to this is using Allied substitute counters with caution. Changes are, if you're strong enough to use them, you'll find you don't really need them.

Third, always be aware of the possible significance of seemingly innocuous moves such as Ariete's shift from M45 to M44 on II May. While they may mean nothing, they may, as in this case, tip off your opponent's hand. While this is true in all games, it has particular relevance to AFRIKA KORPS, where so often one more hex of movement is crucial.

"Torchlighter," as with other game plans, is not put forward with a claim to perfection. It is possible it could be improved upon either by lowering the number of units needed or by expanding the number of turns through which it will hold. But until that happens, I hope you'll find it a useful addition to your understanding of a very enjoyable game.

END NOTES:

For the sake of allowing the communiques to correspond with the situation maps, a few liberties have been taken with historical dates. For instance, the name "Torchlight" was not used for the North African attack until July 24; it was previously called "Gymkhana." Auchinleck's offer to resign wasn't made until June 23, and then in a message to General Alan Brooke, Chief of Imperial General Staff. Churchill's decision to replace Auchinleck was not made until August 8.

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 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.

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ORIGINS '82

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Yes, when the National Adventure Gaming Convention returns to its birthplace in Baltimore next July 23-25, it will need the help of people whose interests span the gaming of the entire Adventure Gaming spectrum. Wargames, role playing, miniatures, sports, computer, science fiction, and fantasy games will all be represented in the biggest gathering of sophisticated game players, designers, and manufacturers ever assembled.

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Stay tuned to this magazine for further details on ORIGINS '82 as it becomes available.
This article was written to propose some optional rules for VICTORY IN THE PACIFIC. The motivating force behind these rules was my desire for play balance. As it now stands, the game is generally agreed to favor the Japanese player. However, I believe each of the following rules also contain a touch of realism and are not merely arbitrarily devised for the sake of play balance. The rules instead give the Allied player some of the capabilities he should have had which were ignored in the original version.

Day vs. Night Action Determination

Instead of the usual method of day/night action determination, use the following method and DRMs (die roll modifications). Both players roll three dice and the player whose total roll, after DRMs, is highest is rewarded with the type of action he selected. As before, if there is a tie, play a day followed by night action. A list of DRMs follows.

1. Day preference modification: Give the player requesting a day action +2 DRM in the first round of combat in the given sea area and +1 DRM in all ensuing rounds. This reflects the ability of players to determine the weather independently from great distances once the enemy fleet has been spotted.

2. Area control modification: Give the player controlling the sea area at the start of the turn +1 DRM. This reflects the greater ability of his surface scouting forces to patrol the area.

3. Base control modification: Give a player +1 DRM if he controls all the bases touching the sea area in question. This would reflect the superior long range air reconnaissance available to him. If both sides control bases in the sea area, neither is given any DRM. Note that this DRM may change from round to round of combat as islands are invaded and change hands.

4. Speed modification: Give the player with the faster fleet +1 DRM. This is only applicable if both sides have surface ships or marine units present; otherwise it is ignored. Speed here is determined by the speed factor (reduced if damage has occurred) of the slowest ship or marine unit present for each side in the sea area. If it is a tie (i.e., the slowest ships on each side have the same speed factor), neither side gets any DRM. Allow players to scuttle (remove permanently from play) units in an effort to increase the speed of the fleet. The DRM in this rule reflects the greater ability of the faster fleet to force an opposing fleet to surface action, or to avoid such action as it chooses.

5. Invasion modification: Both sides must announce if they plan to land marine units on an island base at the end of the present round of combat. Such an announcement gives the opposing player +1 DRM. This reflects the increased ability of an invading fleet to avoid contact with intervening enemy units since his fleet must be placed in a position to support the landing forces (or else abandon them to face the enemy attacks.).

The basic principle is that while the Pacific Ocean itself is a very difficult place to hunt down the enemy, the sea lanes surrounding a crucial island are not; i.e., the search for the enemy is a lot easier if he is forced to get to, or at least near, a certain objective.

6. Radar modification: Give the Allied player a +1 DRM on turns one to four to reflect the greater effectiveness of Allied radar. The better radar gave the Allies a greater ability to locate the enemy forces, especially at night.

These rules make possible the great actions of 1942, where the Americans, although seriously outnumbered in surface forces, fought successful carrier battles. As the rules stand, there is too great a threat of a surface action for the Allied player. For example, he cannot risk sending his carriers with a mere seven cruiser escort to face half of the Japanese fleet as was done at Midway.

Critical Hits/Damage Control

The American carriers enjoyed far superior damage control and training. This disparity grew even greater as the war progressed. In addition, the earlier Japanese carriers had aviation fuel storage (among other things) which was very vulnerable to plunging fire. This is reflected in a critical hit/damage control table with suitable DRM. (This is really just a modification of the damage control rule removed from the original version with a chance element inserted.) It is used after the damage roll for any hit on a carrier.

<table>
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<th>Die roll</th>
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<tr>
<td>2</td>
<td>Remove one damage point from damage roll.</td>
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<tr>
<td>3 to 9</td>
<td>No effect.</td>
</tr>
<tr>
<td>10</td>
<td>Add one damage point to the damage roll.</td>
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</table>

DRM: All British carriers except Hermes receive a -5 DRM.

Lexington, Yorktown, and Essex class carriers (i.e., all American 027° and 137° carriers) receive a DRM dependent on the game turn. For turns 1 and 2, the DRM is -1; for turn 3, it is -3; and for turns 4 through 9, it is -5.

Wasp (CV-7) receives a -3 DRM. Shokaku and Zuikaku receive a -1 DRM.

All other carriers receive no DRM.

The later Japanese carriers receive a zero DRM despite their armored flight decks because of their extremely poor damage control crews. Both Taiho and Shinano were lost at the hands of American submarines because of this. The table also gives the Yorktown class the greater credit it deserves. Both the Yorktown and Hornet remained aloft after receiving serious damage. Torpedoes were eventually needed to send each of them to the bottom.

The Enterprise managed to survive the war. It is absurd to equate these ships with the Wasp (an improved Ranger design built to fill up the difference remaining in the allowable treaty tonnage). Independence class ships, and the Hrones. The British carriers get their large DRM, of course for their armored flight decks. They were built not only to survive attacks but to be ready for action almost immediately thereafter. They were designed for operations in the Mediterranean and North Seas where they would be very vulnerable to land based air attacks because of the constricted waters. The Shokaku and Zuikaku were lost by the Japanese prewar purpose-built carriers. They contained improvements in some of the vital weakspots of the previous Japanese carriers. They managed to survive both Coral Sea and the Solomons campaign while giving the American carriers at least an even fight on both occasions. Shokaku survived serious damage on these occasions, especially Coral Sea. They are given the +1 DRM because of this.

Repairs in the United States

The game right now ignores the ship repair capabilities of the United States. (Note so...the Pearl Harbor repair rate actually reflects repair facilities on the West Coast of the U.S. Ed.) After Pearl Harbor six of the damaged battleships were repaired on the west coast, as well as the Saratoga after she was hit by a submarine torpedo in January 1942. To reflect this, the Allied player may remove any damaged ships which are capable of movement (i.e. not at the bottom of Pearl Harbor) at the end of turn 1. Only American ships may be repaired. These ships are assumed to be undergoing repairs on the west coast. They return to play in reverse order to their damage, i.e. the one with least damage repairs first and so on. In the case of equal damage, the Allied player chooses which ship will return first, but he must choose so on the first turn. These ships return to play undamaged, starting on turn 3 at the rate of one ship per turn. These ships must enter play at Pearl Harbor (or if it is captured, Samoa). For convenience these ships may be placed on the gray "returning air/land unit" space for the appropriate turn on the Allied Order of Appearance chart.

Shore Bombardment

This was a frequent function of battleships in World War II and should somehow be included in the game. Allow any battleship remaining in an area from which the enemy has retreated or been eliminated (or a bomber or诊治 United States islands by firing into that area) has captured it. Such an action uses up ship's pursuit capability for the turn. Only a green island base containing enemy air or marine units may be bombarded.

Shore bombardment is accomplished as follows. Each ship present with a gunnery factor of 3 or greater is assigned a shore bombardment modifier of 1, without the attack bonus. Old battleships were just as effective, if not more so, in the performance of shore bombardment. Battleships with damage equal to their armor factor may not participate in shore bombardment since their gunnery factor is only 1. These factors may be allotted in any desired combination against marine or air units presently on the target base. Each shore bombardment factor gives the attacker one "shot" at these units. Hits and damage are determined as usual. Disabled results are ignored. Shore bombardment lasts for only one round.

Carrier Gunnery Factors

Right now carrier gunnery factors are very inconsistent. Carriers with twelve 5" guns (Hiryu, Hiyoyo, Anagi, Essex and their sisters) get a gunnery factor of 1 while carriers with eight 5" guns (Yorktown, Wasp, Ryujo, Zuiho, Chiose, Ryoho, and their sisters) get a gunnery factor of 0. In short, a difference of four 5" guns is being used as the basis of discrimination between a gunnery factor of 1 and 0, a difference otherwise distinguishing the six to ten 8" guns of a heavy cruiser from all lesser guns. Even more inconsistent is the case of the Lexington and Saratoga. Both have a gunnery factor of 1, yet in 1942 the Saratoga had only eight 5" guns and the Lexington none.

The gunnery factors of all carriers should be a uniform 0. The 5" guns of a carrier were intended to protect her ship no longer, perhaps, than a small light cruiser. Protection against any larger ships was to be supplied by the carrier's escort. Even the six or ten 8" guns of the Akagi and Kaga would have been unable to deal with a heavy cruiser. These were mounted in casemates too close to the waterline to be of any practical use in almost any sea.

An argument could be made to give all carriers a token gunnery factor of 1 to represent collectively

Continued on Page 40, Column 3
Squad Leader Clinic

Minefields and Booby Traps

By M.J. Mishcon

For the purposes of this discussion, mines are any set explosive device designed to be triggered in the presence of the enemy. The variety of such devices is and was fantastic. Beyond the many manufactured mechanisms, field improvisation was common.

American GIs devised elaborate triplines attached to pineapple grenades. Japanese troops dug large calibre shells and aerial bombs ignited by pressure fuses. However, it was the Germans who excelled in mine warfare. Incorporating grenade bundles (usually five grenade heads wrapped around a single stick grenade) with their ingenious S and Teller mines, the Wehrmacht had the most effective mine doctrine.

German mine policy specified usage of mines both offensively and defensively. On offense, hastily laid mine screens were used to shield the flanks of an advance and protect key road/rail junctions that had been overrun. Defensively, mine fields were emplaced to slow enemy advances, channel attacks into sited “killing grounds”, and permit greater defensive troop concentrations in the unmined areas. In all cases great stress was laid on insuring adequate firepower to protect the fields from hasty breaching.

The Germans preached relatively few keys to successful mine use. First, where mines are laid they must be of adequate depth and number to intimidate enemy movement. Second, mines are not a rigid barrier. Rather they serve as a psychological obstruction. Third, the intent of minefields is to insure the employer that he will have adequate time and troop concentrations to counterattack vigorously. Lastly, the effectiveness of any given minefield varies directly with the ability of the troops behind it to protect the field.

Before offering how this might be translated into SL terms, mention should be made of standard German minefield construction. Whenever possible the mine belt was surveyed as to exact location and nature of every mine. The edge closest to the enemy was composed mostly of antitank mines. This was to protect the antipersonnel devices from harmless detonation by an AFV. The core of the barrier was composed of staggered rows of antipersonnel mines interspersed with antitank mechanisms. Specific channels were left open to allow safe passage of patrols and counterattacking troops. These channels were changed periodically. Time permitting, potential enemy cover beyond the belt was laced with booby traps. Although spreading the mines increased the difficulty of mine removal, and obviously widened the region of difficulty, the use of isolated mine patches was condemned as being too easily bypassed.

Let us review mine rules in SL:

25.8—Concealment does not halve minefield attacks.
27.5—Mines in sewer exit hexes attack units passing through before those troops gain concealment and before they are considered to have left the sewer (see 27.7 C and the clarification on page 104 of COD).
55.2—Other than for soft vehicles (see table 55.6) there are NO modifiers to the attack of minefields.
55.2—Mines attack only moving units. Inground antipersonnel mines attack units both entering and leaving the hex.
55.24—(see Q&A 19.4 page 104) Units in Advance Phase must move individually. Thus, if a player wants to use the leader modifier he must first advance the leader alone into the hex.
55.5—Mines of all types can be cleared from a hex by having a squad in that hex roll equal to or less than 4 with two dice during Prep Fire. Regardless of the success or failure of such an attempt, the squad is Temporarily Immobilized. This is a previously unpublished change to the system which will be incorporated into the final version of the Advanced Game System.
55.52—The prohibition against movement for units attempting to clear mines applies to the Advance Phase as well.
55.6 & 136.77—Antipersonnel mines may immobilize an AFV.
55.2, 66.4 & 136.77—Although COD rules preclude the destruction of an AFV by antipersonnel mines, minefields are still the only initially immobilizing attack that requires the tank crew to take an immediate Morale Check.
55.63—As long as their transport is undestroyed, passengers are immune to minefield attacks.
55.7—Mines can be cleared, with great difficulty, by artillery fire.
57.1—Split multilevel buildings into separate hexes for mine use.
58.1—Permits destruction of buildings by mines.
61.4 & 111.89—Reduces minefield effects and clearing attempts during deep snow.
75.9—Forbids mine emplacement in marsh.
99.4—Does not require paratroops landing in mines to take a morale check besides the normal minefield attack.
113.5—Allows a tracked AFV to create a trailbreak through a minefield hex. However troops following
suffer a -1 DRM from incoming fire for their limited movement lanes.

116.5.2—Doesn't trigger all antipersonnel mines. 117.5—Specifies concealed and hidden units get no advantage when struck by mine attacks.

131.1—Allows mines to cause shock effects on AFVs.

136.1—Separates attacks by mines in the ground around a building from booby traps within the building.

136.3—Allows friendly units to occupy booby trapped hexes and notes that, unlike dug-in mines, booby traps once exploded are gone.

136.4 & .5—Notes there is a chance to disarm booby traps during movement and that they do have DRM's (reflective of the terrain they're emplaced in). Further, each booby trap factor costs two mine factors.

136.6—Blunder factor forces all broken friendly troops to detonate any booby traps in their hex if adjacent to enemy units or fired upon. Further, this rule generally forbids forcing your own troops to intentionally detonate mines.

136.7—Differentiates antipersonnel mines from antitank mines. One antitank mine costs five antipersonnel mine factors. It can only be set off by a vehicle and if it detonates, it explodes on the 36+ IFT and may destroy the target. The chance of igniting the mine depends on the density of mines in the hex and the number of the last whole MP expended by the vehicle. In the hex an antitank mine is used only once.

136.8 & .9—Discusses special rules for sappers and mineclearing vehicles. Essentially sappers cost more but may displace mines and have special abilities in mine protection/removal. Mineclearing vehicles haven't appeared in the counter mix yet.

We haven't even touched upon ATMs (660) but these should be classified as support weapons and discussed elsewhere.

I wish to interject a personal note. We have found the antitank mine rules some of the weakest in the SL system. Not in terms of effect, rather in the mechanism of density and detonation. Most AFVs have a MP total less than 18. Therefore doubling the number of antitank mines from 1 to 2 has very little effect on the chance that an AFV will explode a mine. However a 20% density increase from 5 to 6 in the hex doubles the chance of mine detonation. Players may wish to experiment with increasing antitank mine cost to 7 while changing the mines-per-hex/mine density ratios to 1/4, and 2/3, and 3/2, and 4+/. All other rules unchanged.

For the player trying to synthesize the rules and general doctrine consider:

A) Employ belts of mines in adjacent hexes. The deeper and wider the belt the more effective it is.

B) Mine concentration per hex must vary with the potential threat. To delay pure infantry assaults obstacles in the top positions and your reinforcements may freely move through the open. Plan to get to the edge of the orchard during movement of turn 1. Advance to D and adjacent to central bunkers by the end of turn 1. Turn 2 is spent trying to break the 3-4-6s. Grab bunkers O7, K6, and L6 on turn 3. These leaves one extra turn in case his fire breaks a lot of guys.

Defender's Tactics: He must go for the central three bunkers to win. By abutting the bunkers to the point you limit his covered approach routes and allow advancing from bunker to bunker without exposing yourself to fire. Keep the 3-4-6s in bunkers where they are most effective in melee. Don't forget that broken units may try to create new leaders. If troops in 15 survive turn one fires consider advancing them into H4 for broader fire lanes.

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German: Place the 1-3-5 bunker in O7 facing N7/N6 and containing a 4-3-6 & "?"; a 1-3-5 bunker in L6 facing K6/K7 containing a 4-3-6 & two 7s; a 1-3-5 bunker in K4 facing L5/L6 containing an 8-4-3-6, and an "?"; a 2-3-5 bunker in K7 facing L6 containing two 4-6-7s, a LMG, and two 7s; and a 2-3-5 bunker in I5 facing J6 containing two 4-6-7s, a LMG, HDMI, and 8-1.

Attacker's Tactics: The "?" DRM for your fire as per effects of special rule 4 make turn 1 Prep Fire generally ineffective. However, you can still try to smoke K7 and use the +1 DRM he suffers to try and run through the open. Plan to get to the edge of the orchard during movement of turn 1. Advance to P7 and adjacent to central bunkers by the end of turn 1. Turn 2 is spent trying to break the 4-3-6s. Grab bunkers O7, K6, and L6 on turn 3. These leaves one extra turn in case his fire breaks a lot of guys.

Defender's Tactics: He must go for the central three bunkers to win. By abutting the bunkers to the point you limit his covered approach routes and allow advancing from bunker to bunker without exposing yourself to fire. Keep the 3-4-6s in bunkers where they are most effective in melee. Don't forget that broken units may try to create new leaders. If troops in 15 survive turn one fires consider advancing them into H4 for broader fire lanes.

### AFTER ACTION—Semper Paratus

We now start a series of commentaries in the Squad Leader Clinic pertaining to the scenario published in connection with the preceding column. The intent of these reports is to provide players with one of numerous possibilities; defensive setup, attacker initial position, and/or basic tactical approach. Having had two months to examine your own approaches to our initial clinic scenario, you can now compare your findings with our summation.
This engagement pitted the remnants of the Combined Fleet against a patrolling English squadron in the Bay of Biscay. Considerable strategizing had taken place between the two admirals, leading to the present scenario, particularly for the French squadron. All of Dumanoir’s ships were badly damaged by thepost-Trafalgar storm and all were taking water. So much so that most of the ships were jettisoning their guns to stay afloat—Dumanoir’s flagship, Formidable, had to dump a score of her guns! French morale was unusually high for the inexperienced French sailors, although in the five hour action they acquitted themselves well. For the English under Strachan, the scenario ignores the very real presence of four French frigates which had hounded the French until their Admiral could close. Even then, the battle was fought mostly three English ships against four French, as HMS Namur arrived very late, being a sluggish sailer. For balance purposes, the battle shapes up as:

**FRENCH:**
- Formidable, 80cr
- Guisnes-Trouville, 74cr
- Mont Blanc, 74cr
- Scipion, 74cr

**WIND DIRECTION** = 4, Normal, unchanging

All advanced rules were used in this replay, with optional rule X (exploding ships) also in effect. This game was played by mail, using a single mailing system that combined the previous turn’s combat with the present turn’s movement. Because of this some subtle changes enter the game. The players don’t know the results of the combat before they commit their ships to another movement. This can effect the tactical decisions. To partly compensate for this and to ease the decision making, rigging damage taken during combat does not effect that mate’s movement. In effect, the effects of rigging damage on movement are delayed a turn. Again, this slightly changes the strategy of using full sails, but not significantly, as attested by many PBM battles. Each player’s commentary is split into two sections to help clarify whether the remarks are being made pre- or post-movement/combat. A square “□” is printed at the point in each commentary where the player becomes aware of his opponent’s move and fire.

Mick Uhl, the A.H developer of the game and a victim himself of that infamous French scrouge Jack Greene in our last WS&IM Replay (Vol. 12, No. 3), comments in italics.

**British**

So much for my fancied retirement. I find myself on the quarterdeck again, flying my flag from this undergunned, overbarnacled tub Caesar. The old exhalation of the chase is there, made keener by the knowledge of my foe’s deadly ability. I fear Dumanoir has had time to put right much of the damage his squadron has suffered the month past. Worse, I’m told he sails in company of a naval strategist named John Burtt, who has offered (or sold) his services to Napoleon while the upstart emperor’s fortunes at sea are at low ebb. How one with such a staunch Anglo-Saxon name could champion the French cause I often wonder... perhaps he learned treachery by throwing in his lot with the Yanks in their vile mutiny against the king’s commission to his Majesty King George III! At any rate, I know him of old as a cunning and resourceful adversary.

How delightful! I hear the masthead report the sighting of the four enemy sail to leeward. I would be happier yet if the four frigates assigned this squadron had not been dispatched for search and communications duties; but would come in handy in the coming fray. As it stands, the French are somewhat newer, nimbler, and more heavily gunned than my own veteran ships. Judging from the way they have formed their line, the Frogs seem unusually competent for Boney’s boys. But one must expect that the French wait to see what the weather is doing, a la sailing and fighting practice, courtesy of the best tutor—Admiral Nelson. It remains for me to administer their final examination!

My prime advantage is the weather gage... more a burden than a benefit in some ways. My best victories have been won from downwind. Yet I hope to use my position carefully to secure an advantage in firepower—a concentration of my full force against part of his line. This would be easy if my enemy could be counted on to make mistakes, for instance, if he let part of his force run too far downwind. I would then engage the windward ships as closely as possible, slowing them by rigging damage, perforating their hulls, and holding off the others at long range with a token force. However, I fear that any plan which requires waiting for this careful foe to make errors is doomed to failure. Instead I must beguile or force him into an unfavorable position. The best way I know to accomplish this is to cross his stern.

If he keeps his ships in line, crossing his stern can gain me rakes as well as the opportunity to wrap around his line and concentrate on his sternmost ship. If we both remain in attitude A, I will tend to pass out of the full broadside range of his foremost ships. I’ll be able to watch vessels and in a good position to slow their flight with rigging damage. The French van will have difficulty turning under my guns to aid the stragglers. That dilemma is one that isn’t new to Dumanoir—at Trafalgar his solution was to keep right on sailing.

To cross the stern of a moving line means I must sail directly toward the foe and suffer rakes. The Frogs will probably hang back to maintain this advantage as long as they can.

I am sailing down on him in attitude A for speed. My stout flagship, Caesar, is to sail in the van, slightly to leeward of the rest of the line. If it suffers major rigging damage, the others can easily pass behind it and derive some protection from enemy fire, perhaps even maintaining full sail! We afford Caesar should be guaranteed a good fight by virtue of our van position.

If the Frogs choose an unexpected approach to battle or try zig-zagging to protect their ornate sterns, my task will be somewhat harder. Crossing the stern could depend on turning at the right moment under fire. And they may manage to impose a different pattern altogether on the battle.

I plan to close with the enemy promptly in order to use my carronades before they’re all dismounted and to achieve a quick, decisive action. I plan to outmaneuver him in the weather gage, and then, turning, thereby compounding the benefit of the weather gage. Hopefully a last mast will keep him from deploying upwind against me at all.

Well, his starting position is precisely what I anticipated. The battle is afoot... or rather afar.

**French**

We have finally succeeded in eluding those pesky English frigates, but my lookouts have sighted a small squadron coming down from windward. I should run... France can ill afford the loss of my ships after the horrific losses of a month past. But the men still recall with shame the way Adam Dumanoir fled from the Cape rather than help our beleaguered comrades. They wish to strike back—I shall let them.

The orders are given to beat to quarters. Ah, if only Dumanoir were here to see the enthusiasm with which the men prepare for battle. One will never know who placed that hateful banana peel on deck during the storm upon which he slipped and fell overboard... Ah, the masthead reports the enemy closing. One slow 80, and three of their accurate 74s. Oh, ho, the pot rolls over! I would recognize that flagship anywhere. She’s the Caesar, last known to be under Strachan. More importantly, she carries that nuisance of a captain, Carpenter. A wily foe indeed. When last we fought, we traded—a British 80 for my eye. Uneven to say the least, but here he is, and I will gain revenge...

To assess our chances: our squadrons appear about equal in size, although their ships will be inferior to mine in guns and number of crew. Unquestionably, the English dogs will be fanatical in their efforts due to the battle of October, so I should not consider boarding unless forced. The largest offsetting advantage is the weather gage which he holds—it will be they who hold the initiative. Unfortunately, it is not to be. He will call the shots and I will have to dance to the tune. My maneuvering will be at a minimum as he will be capable of anything at anytime. I cannot plan surprises for him; I can only take advantage of the initial charge he will surely make and press home any mistakes he may make—if any, curse him. One problem that can occur—the ability he has to make the moves he wants will force me to scatter my line, perhaps at the wrong moment, in order to keep him from flanking my line. He has good reason to know this as I performed a like demonstration when last we met. That he will not soon forget.

With all this in mind, I will form my line directly across his approaching line and beat to windward to close the range more quickly than he may expect. This will hopefully allow my gunners target practice on his vessels and confuse him into altering his plan of attack early on. With no plan, there is no initiative. If he assumes the usual French correction, I may be able to take his flagship out of the action, as his line appears to beg me to concentrate on Caesar. Once engaged, my van will wear around onto a
parallel course and re-engage with the new starboard batteries. Risky, under fire, but the well-loaded guns should tell the tale. A last thought for the squadron. I have found that even crippled ships with the wind gage can be deadly and as full sails are a liability in close, I will instruct my gunners to shoot low as soon as feasible. Hopefully, this will increase the advantage of guns and men I now hold.

And so, to battle. . . . Viva l'Empereur Vive La France!

INITIAL IMPRESSIONS: While the British fleet is making preparations to engage the French squadron, this is, perhaps, the appropriate time to assess the chances of both sides in the upcoming conflict. Casting a critical eye over the noble lines of the eight warships and judicious appraisal upon their 2.000 square feet of canvas, is that they appear to share much in common and little that is different. A closer examination, though, shows that the differences, although outwardly small, run very deep. I'm afraid that it is so deep that, if I were a British officer, I would earnestly endeavor to convince everyone of a higher rank to break contact with the French as quickly as possible.

For every plan of action that I can formulate, the British seem to be at a disadvantage. Their fleet just doesn't appear to have an angle that they can exploit. The British can generally match the French ship for ship in hull strength, rigging and firepower. The superior gunnery of the French flagship, however, tips the balance in favor of the French. Add greater French gun durability to the scales and the British can't rely on their cannon to gain a victory. Contemplating a grapple and boarding campaign doesn't appear any more fruitful. The British may appear to have the advantage with their elite crews yet the French are but one step behind with crack crews. This difference in quality can be negated if the power side can manage at least 15 points in total melee strength. In this situation, the greater number of seamen, rather than their quality, becomes the critical factor. All four French ships have no trouble mustering the 81 TMS points and, with an average of 3 crew square superiority per ship, must be considered the favored side in any ship to ship melee.

The British can't really make a definite plan of action. They're going to have to create situations of local superiority and exploit them to advantage. Having the wind, the British fleet is in excellent position to take the initiative and set the tone of the battle. Unfortunately, they must run a gauntlet of French rakes before they can make a real move.

Sir Leonard Carpenter, the British admiral, is well aware of his situation and has made his plans accordingly. I wholeheartedly agree with his strategic direction and feel that overall the British fleet is in very capable hands. However, I feel that I must disagree with one tenet of Sir Leonard's tactical approach. Why use the Caesar as the screen against the French rakes? The Caesar's rigging isn't sufficiently superior to his other ships to make it preferable as a damage-absorber. On the other hand, the consequences of losing the Caesar to crippling rigging damage means that the British fleet loses its best weapon for close-in fighting. The Caesar is the ship I would want to be on if the battle got down to hand-to-hand fighting. Against any of the French 74's, the Caesar should win any melee initiated. There is no reason to risk the Caesar to rigging damage when any of the other ships will do just as well. In fact, the only reason I can envision for a screening ship would be to protect the Caesar! Other than this, I have no criticism with Sir Leonard's plans.

The French, on the other hand, should prevent the British from gaining local superiorities with every square inch of canvas available. This can be accomplished in two ways. First, the French

should maintain as tight a formation as possible. This prevents being split into smaller groups and allows quick support in emergencies. Second, the French should keep the British at long range for as long as possible. If it is more difficult for the British to gain superiority over one or two of the French ships at long range than at close range. The French fleet is also better able to react to a sudden British move, if that fleet is at long range. Finally, the French can maintain a higher level of gunfire on the British fleet while it attempts to close the gap with the French ships. The longer the British remain at long range, the longer the French can maintain this firepower advantage. The daring French commander, Admiral Jean Burtt, evidently has another plan in mind. He, too, appears to have accurately assessed his situation and I am surprised how he has discarded his initial ideas for a more dramatic offensive. I personally suspect that Monsieur L'Admiral had tried the more cautious approach in earlier games and found that it made for a dull replay; hence the decision to make the heedless assault.

If I had command, I would instruct my captains to keep their ships seven to ten hexes from the British fleet for as long as possible. I would never consider closing the gap until the British are one turn away of movement allowance from my ships.

Wait! Do I detect the smell of gunpowder wafting leeward? You must excuse me for the moment. I believe the battle is about to begin.

British Turn One:

Now to commence my strategy of sailing straight down his throat. No chance of coming into gunnery range yet however.

☐ My opponent also closes the range. Most unFrench of him.

French Turn One:

My squadron beats to windward. The English line of sail appears to take them past my stern ships. It is too early to tell, but the dogs may try to focus their power there. Something my planned maneuver will foretell.

☐ My opponent comes charging in and his flag takes in sail. Nothing tricky yet.

TURN I NEUTRAL COMMENTARY:

Both squadrons execute exactly as planned. Monsieur Burtt's charge toward the British is not a bad move for this turn. It puts the British fleet at the optimum rake angle since it moves the French further upwind, yet they are not able to get within firing range. The next turn, the French should not let the British close too quickly. Therefore, M. Burtt should keep his ships in place or commence a slow retreat (R1R, for example).

British Turn Two:

Abord my flagship, I have ordered the sails brailed up and set the deckhands to doing a hornpipe on the foredeck. Things are apt to become a bit thick around here in a few moments. In a sea fight, there's no sense coiling behind a bulwark that may be splintered in your face by the first round-shot. You're better off out in the open where you can hear them whistle by.

I expect the enemy line to stand fast or start fading back now, to prolong the agony of my approach. He may turn his lead ships upwind to create a concave formation and keep his guns on me while avoiding moving any ship too far downwind. That could be rough on Caesar. But if he moves the line at all, I'll have to go forward, so fewer guns will bear on my flagship. I'm resigned to suffering three full rakes any moment now and I expect to lose a mast . . . . I can only pray it's not worse.

TURN 1: Both fleets close the range at maximum speed. Caesar drops to Battle Sails in preparation for entering firing range.
Glory be, he continues to close! I must salute his
determination to come to grips and fight a con­
clusive action. Caesar’s port broadside will
serve to pay my respects. Fire away!! I have to
destroy his mobility.
There goes the foremast! You men . . . clear
away that raffle! Get the wounded below!

French Turn Two:
My ships should probably stay where they are
and let the English dogs travel into range on their
own. If I close I could increase the effectiveness of
my opening broadsides. Also Scipion would be in
better position to greet any feint to my van with a
hall of round. He should not expect to see me close
again, it could serve to unsettle him. Doubtless he
wants to blow my rigging away, as I should his, but
his hulls provide a more tempting target. So pass
more wine, check the guns and into the breach!
-
Fantastic! He continues to travel forward. A
stern attack it is! Sadly, no feint, so Scipion’s
guns will not serve. But his flag will feel our bite
with little return fire.
-
Mon Dieu!! The sight of his foremost falling is
certainly tempered by seeing Scipion’s mizzen top­
sail shredded by his ‘little’ return fire. These devils
can shoot!

TURN 2 NEUTRAL COMMENTARY:
The French do well to concentrate their fire on
the Caesar. In fact, it is good policy to concentrate
fire on the same ship whenever possible. This is the
quickest way to eliminate return fire on your own
vessels. Of course, rules are made to be broken, and
special occasions of opportunity allow fire to be
dispersed to more favorable targets. The result of
the French gunnery is spectacular, the British either
must leave Caesar behind or slow its approach in
time to the crippled flagship’s pace. The French
now face two happy prospects. Either the ships will
continue the fight at a 4 to 3 ship advantage or
they’ll have additional turns of rake fire. This
somewhat makes up for the second consecutive turn
of moving forward. The French fleet should begin
pulling back now.

British Turn Three:
We have braved the worst the enemy can deal
out—two initial rakes and a full broadside from his
flagship. My opponent feels that he can deal with
me better at close range. He may be overestimating
the effect of the gunnery I am allowing him. Under
the primitive rules of war (Basic Game) a small ini­
tial advantage is much harder to overcome. Also,
due to the vicissitudes of fighting the way we are (by
mail) the effect of rigging damage is delayed.
Although this could work as much to his advantage
as to mine. I’m betting that once I’m past his rakes,
I’ll have a decisive positional advantage.
The greatest risk I face is that, in closing rapidly,
I’m not able to batter his rigging very hard in
preparation. Last turn’s gunnery against Scipion
was not extremely effective, but it may help prevent
her from moving upwind and threatening my stern.
Still, his line remains too mobile and volatile.
Before pounding his hulls, I must knock down
enough rigging to keep him from flitting away or
reforming before I’ve sunk a ship. I count on the
lure of rakes to hold his sternmost ship in position a
while longer.

The potential threat I see to my stern is only
after I’ve turned to direction 6. At least one of my
ships will have to do this if I expect to concentrate
my fire on his stern, double his line, and threaten a
rake if he turns into direction 2. As long as my ships
remain in a straight line, they can’t gain real con­
centrations and rakes. But for now . . . steady as
she goes!
-
As I feared, the enemy is starting to fall back
and turn his line. This coyness represents a low
sort of cunning . . . to hit and run, crippling my
strongest ship with rakes and forcing my smaller
ships to take up the pursuit. The Frog who fights
and runs away, lives to croak another day, as the
saying goes.
The advantage I hope to seize is that his ships are
finally spreading out along the line of the wind. The
furthest downwind is his flagship Formidable, aptly
named unfortunately. That leaves the Duguay­
Trouin relatively isolated; if she can be slowed by
ripping damage, the flagship will have a hard time
getting back upwind. Much will depend upon our
next maneuvers.

French Turn Three:
Time to begin the turn to parallel his course—in
fact it may be somewhat late. But he seems bent
upon sailing against my stern ship and as long as he
does that, I must take advantage of his obsession.
With no feint at all toward my van, I can do what I
wish, instead of what he forces. Hmmm . . . I toy
with the idea of having Duguay load with chain and
shred canvas, but I could not effectively support her
that close to the English line. So the turn begins with
Duguay and Mont Blanc falling downwind in sup­
port.
-
As the devil continues straight ahead, still bent on
my rear ships. Hero forstalls a mighty rake into
the bows of his flagship. Should I consider
ordering rigging shots? Non! The hull I have
chosen and the hull it shall be for better or
worse.
-
Hero staggers under my shot—and, lo, my glass
spies men scrambling about her half destroyed
wheel. Have we cut a rudder line? If so, her turn­ing
will be impaired and she could be in trouble. His
own shot sails into our rigging. The die is cast!
**TURN 3 NEUTRAL COMMENTARY:**
The British slow their advance slightly and the French begin to pull back (a turn too late, I might add). Look what has happened! The French are dividing their forces. Just what the British want to see. No player should ever make drastic moves just to avoid a rake. I fear this may be the beginning of the French downfall.

**British Turn Four:**
I see an urgent need to modify my battle plan; I have signalled Courcourageux and Namur to hasten into battle. They are to turn to put the wind on their port quarter, rather than follow Hero and pass behind Caesar. This is imperative if I am to concentrate fire on the enemy's stern elements rapidly enough to keep them in range. My flagship's loss of a mast and Hero's steering damage make us too easy to outrun. This maneuver will spread my line in a shallow arc to windward of his straggling ships. All our crews should have targets, with excellent chances of stern rakes. We'll see how fast he can run with a British bulldog adhering to the seat of his pants!

If I see my foe's ability and determination to avoid a rake is truly remarkable, I can look forward to another mediocre round of gunnery. Yet I think his turning will be prudent. This move will allow the enemy to re-establish itself. This maneuver will spread my line in a shallow arc to windward of his straggling ships. All our crews should have targets, with excellent chances of stern rakes. We'll see how fast he can run with a British bulldog adhering to the seat of his pants!

Scipion's maneuver demonstrates the enemy's considerable ability to work his downwind ships back into decent range under full sail. Hopefully Duguay-Trouin will hang back to screen them longer. It will be hard enough to keep her in hull range in any case.

A mast is finally tottering aboard Duguay!! This is the moment for! BELAY THAT!! Serve the guns, you unruly devils! She'll have another turn of full movement before the damage takes effect. These strange time lapses are undoubtedly due to our proximity to the Greenwich meridian. Still, the blockage of her starboard broadside should prove helpful.

**French Turn Four:**
My plan of action should be somewhat apparent to my foe. The fact that I am sailing for his van, containing a crippled flagship and a damaged third rate should provoke a reaction from his stern. It would seem inconceivable that he would allow me to complete my maneuver without trying to interfere. As his stern ships are at full sails, I will expect a rush. What then to do?

My own aggressiveness has left me close and vulnerable to a two pronged attack. Fortunately, the damage to his van minimizes the danger from that direction, so there is no use crying over spilt wine. My flag and Scipion will of course join in, but it is the other two ships that cause concern. If I signal Duguay to wear around onto my new course, her stern will be in grave jeopardy to the enemy's expected rush. If Mont Blanc covers Duguay's stern by staying on her present tack, then her own stern will be in danger. Duguay must remain our screen a while longer so she cannot be allowed to receive blows a 'mort. Well, when in doubt, do something unexpected... Mont Blanc will be the target of the enemy's own stern. Excellent double talk to justify a dangerous position. In truth, my only hopes are to avoid rakes and, perhaps, confuse the enemy enough to allow my line to reestablish itself.

Ah, ha! The enemy commits his stern ships. Now to hope for the best.

**TURN 4 NEUTRAL COMMENTARY:**
I don't understand M. Burri! He has blocked the fire of two of his ships. For what? To protect the stern of the Duguay-Trouin? This is just what the British need. They now have created a situation of local superiority with four ships firing at two. On his next turn, Sir Leonard should close to exploit his advantage.

**British Turn Five:**
My orders at this juncture are conservative—to preserve my line's compactness as well as its ability to deploy either to larboard or starboard, or both. For the moment I have the concentration of force that I sought. Now I need to close the range, best accomplished by siding with half my line and drifting next turn with the other half.

The enemy continues to call his errant ships back upwind while reforming his lines. Again he astutely avoids rakes, except for the one which comes to my flagship almost as a gift from heaven, on the stern of Mont Blanc. The gallant's at full sails... they fire in range of these men... later if they survive the battle.

And Courcourageux has had the same good fortune with Scipion! Midshipman, hand me my glass... No, fool, not that one, the drinking glass. It's a windfall, most literally.

Unfortunately, they both still have one turn's impetus under full sail. This is where I curved rigging delay will hurt us sorely.

Now that we've taken some of the wind out of their sails, perhaps we can shift our gunnery to their hulls. My fire has been lamentably dispersed against cord and canvas, while he gains a head start in hull pounding. But I had to stop the devil from his hexes instead of one and thwart any attempt by the British to cut the line, if she didn't have the ability to turn upwind across my bows. This means sending the mobile ships down to screen our sterns; they should get in as close as possible. I should exploit the hole behind Mont Blanc and cut the line, if she didn't have the ability to come around on the same tack as her cronies and head me off. It would be risky to commit Courcourageux and Namur so deeply downwind now, with Hero and Caesar unable to come to their aid. Perhaps if I leave them mobile and aimed at his center, another opportunity will arise to cut his line without danger of being trapped and overwhelmed. If the two ships cut straight downwind, the Flag and Hero could provide effective supporting fire. It appears the Frogs will succeed in turning his entire line under my guns. Long faked is any thought I had of crossing his stern. It's remarkable...
that he’s managed to come about at the cost of only one rake—indicative of his meticulous planning.

Ha’mm. I find the enemy’s maneuver somewhat perplexing. Mont Blanc ran a good ways downwind, probably in fear of being rammed or grappled. Scipion came about again in a totally unexpected way—perhaps to be ready to come to Mont Blanc’s aid. Duguay stood still, risking a rake and the enemy’s flag made the expected turn. The stern to stern split in the enemy’s center raises possibilities. His ships are finally committed at any rate. Three have lost masts and the Formidable will lose one to rakes if she turns.

Again, the rolling thunder of broadsides ... GADZOOKS! What a dicey thing aboard Namur. The Freg’s roundshot nearly hit the magazine. If the range had been any closer, she’d have been blown out of the water, and I’d have been hard pressed to eke a victory this day. Fortunately, she now signals that the fire is out.

TURN 6: The French flag turns into the wind to cross the English line while the remaining French ships, pour their newly opened broadsides into the English. There is a moment of panic in Namur’s magazine but no explosion.

French Turn Six:
My ships are finally in a good position and ... sigh ... it appears I must split them up. My flag will cut across Duguay’s bow to attempt to cross the English Tea (punishing, that ...). This should be a fairly obvious move and I expect Hero will move to thwart it. If the third rate does, my unlimbered starboard battery should rip satisfying holes in her tea soaked hull. Too close and my merry band of drunk will storm her decks. This last is something I want him to think about, not that I will necessarily do it. Meleses generally boil down to a total slaughter which I would prefer to avoid. It is up to him. The only problem with the Formidable’s move is that Duguay will have to hold her position. This could leave her stern dangling like a ... well, dangling anyway. But by moving the flag, I hope to keep him on the conservative defensive.

The real problem lies with Scipion and Mont Blanc. These mobile ships are capable of anything and I must try to keep him from exploiting the gap that now exists. I would like to keep Scipion about where she is to help concentrate on his van, but the threat to her stern is too great, as well as the threat of having Mont Blanc cut off from the squadron. So to begin a remedy ... Mont Blanc will turn onto the squadron’s new tack and expose her new broadside, while Scipion will do the same from the opposite tack. With luck the English will find themselves in a crossfire and again cause him to reconsider his moves.

What’s this?? His van turns into the wind? This I don’t understand, unless he, too, was concerned about a possible bloody meeting with my flag. Only time will tell if this should be classified a mistake or a “shrewdly calculated maneuver” (victories have a way of coloring decisions such as these ...). My opinion at this time is he should have continued to stretch my line. Formidable will make getting out of his van’s present position very costly.

As for his rear ships. They have turned into my broadsides, and soon will sprout new holes. I consider firing high into their exposed aft being rammed or grappled. Scipion came about again in a totally unexpected way—perhaps to be ready to come to Mont Blanc’s aid. Duguay stood still, risking a rake and the enemy’s flag made the expected turn. The stern to stern split in the enemy’s center raises possibilities. His ships are finally committed at any rate. Three have lost masts and the Formidable will lose one to rakes if she turns.

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**TURN 6 NEUTRAL COMMENTARY:**

The British are now closing in, maintaining good coordination. The French, because they have never gained the initiative, can only react to British threats. As a result, their position is a mish-mash of reactions. The British are in good position to concentrate on the Duguay-Trouin.

**British Turn Seven:**

I now face the most difficult decision of the battle. The enemy’s mobility is finally reduced and his line somewhat scattered. Yet the concentration of firepower that I worked to secure has evaporated like the smoke of an old broadside. My sole advantage is the enemy’s wane gage and two mobile ships which can strike where I command ... unfortunately, they are positioned so as to suffer rakes or to block the broadsides of their fellows. I would send them down the center out of the way of Caesar’s broadside to cut his line, but I don’t believe him to be a man who would leave that route unblocked. I could string out my ships one-by-one alongside his, but I’m the first to obey the time worn Fighting Instructions. If I’d intended to do so, I wouldn’t have allowed him first crack at my hulls for so long.

Therefore I must take the chance which may cost me the battle; it will certainly commit my forces irrevocably. I am throwing my mobile ships against Duguay, the ship of the line which is the least likely to be relieved. Scipion and Mont Blanc support one another, but if Scipion moves, there is no ship that can succor Duguay in a melee. I would like to steer close and sink the tub in question because it is the most battered of the enemy vessels, but fouling and grapping are unavoidable possibilities. Since my target will probably hang back to stay adjacent to Scipion, I’ll try to pass between her and Formidable. Namur must follow near Caesar’s for mutual support in a melee; she’ll be risking a rake but she may in turn get to the enemy’s rear.

The ship’s will be in carronade range and an even match for any two defenders. Courajoux will turn to port at the end of her move to be able to rake Formidable and hold her at arm’s length. Grapples could freeze any of these ships in position.

Much depends upon my prediction of his exact move. If Duguay drifts and turns to starboard, I’ll count on her turning again into the eye of the wind next turn to avoid a second rake. Then my ships will pass to either side of her and do great devastation. If either Formidable or Scipion moves away from the center, I’ll be fortunate. If he doesn’t Duguay’s flag is cut and this is a menace.

The most trying part of this plan is that Hero and Caesar must turn back downwind to support the attack, in case two or more of his ships become involved in melee. Both my ships will lose at least one round of gunnery and Hero will be raked. But if it comes to a single ship, I must get through with the most force. And if I cut his line my downwind ships will be even more in need of support.

** TURN 7 NEUTRAL COMMENTARY:**

The British rear closes quickly and the Duguay-Trouin is in serious trouble. Unfortunately, the Hero and Caesar are hanging back. At least one of these ships should begin moving toward the Duguay-Trouin next turn. Note how the Namur is holding off two French ships. The French have gotten themselves way out of position and the Scipion and Mont Blanc will have a difficult time getting back. The British are ready to break the French line in two!

**French Turn Seven:**

I still wonder about his van but as they can do little except turn, so I must study his rearward ships closely. As I had feared earlier, with the windage in his favor, I would be forced to spread my ships. With his two third rates at full sails aimed at the center of my line and Mont Blanc crippled and essentially out of position, it is the moment of crisis for the battle.

The question is, will he rush at the obvious target, Duguay? To concentrate on her would seem overkill as she is the most battered of my ships. A charge onto her would also entail blocking the shots of his two lead ships, turning the balance of flying iron back in my favor. Well, if he does charge, he’ll find an angry ship waiting. I’ll have Duguay present her starboard broadside to the two threats. She’ll be in little danger of rakes from his windward van as they cannot move that far, and if it’s a false alarm, she’ll still be able to throw some iron into an enemy. Scipion will stay where she is to forstall a move by his ships to isolate Mont Blanc if he should so attempt ... Monsieur, I hate being at the mercy of the English dog’s whims. Trying to expect and counter his every potential move is a headache par excellence, an advantage of the wind gage I never mentioned. Fool, forget the wine, bring milk ... my ulcers are acting up!

Ah, whiskeys! S’aboarder! Duguay is rammed! She is free and will repay the insult with a hail of round into Courageux’s bow if the grapples can be fought off. Duguay’s crew fight off the grapples and, unfortunately, the English do the same with Scipion’s attempt to save her stern. My flag will bite Hero’s bow while the starboard side is clouded with gun smoke.

Oh, fies de gare! (Boose English translation: *8$* **& $8%*) Scipion flames! A terrible disaster!
Troun before French help can arrive. Neither the collision nor the grape succeed in forcing a board­
ing action. M. Burtt should get the Dougay­­Troutin away as quickly as possible. Unfortunately, the ship is sailing against the wind and is struck.

British Turn Eight:
Since the engaged ships' movement is blocked, they can only turn to port to reduce the chance of being grappled by Scipion. I must do this now, even though Scipion will move or drift this turn, because they may be pinned down by grapples on later turns. Caesar and Hero, deprived of targets are trying to limp into action I've set my crew to repairing rigging to this end.

It appears that Hero's captain misjudged the extent of his steering damage and essayed a turn that the immutable natural laws (as expressed in Advanced Rule V.D.2) wouldn't allow. Ah, well, even the best of us make mistakes. He'll pay for his poor seamanship by suffering another rake by Formidable. Fortunately, my captains have a healthy contempt for rakes—no doubt because they are all accomplished rakes themselves!

Courageous grapples Duguay this turn, but again Namur fails. This melee should soften them up, but if Namur doesn’t join soon, it will be a costly vic­
tory for me—if a victory at all.

So I find myself fighting to capture the one enemy ship I've managed to shoot to pieces ... a violation of my own rules of strategy. Still, Namur must shoot at something. She'll aim at Duguay's rigging to kill some crew ... Ouch!

French Turn Eight:
A terrible predicament and such a good posi­
tion! Even if Duguay should be boarded and over­whelmed, Scipion and Mont Blanc would be dou­
bled up on Namur, and with the damage to Hero nearing the critical stage, the English would have found themselves with two badly shot up ships and a difficult position. Now, with Scipion on fire, and essentially out of the critical phase of the battle, he is free to do whatever he wants without fear of a healthy reprisal. The battle may have just been granted to him.

Most interesting is his van. With full sails spread, the battered Hero may want to try to sail down between my flag and the embattled Duguay. If his steering is as damaged as I think it is, I suspect he will be unable to perform the maneuver as he inten­
ts. Another rake? One can hope.

For Duguay, should I turn to minimize the chances of grapples? But if I do and he turns to escape another rake, I will lose some effective firepower. With Scipion out of the battle for the moment, I must do as much damage as I can. Cer­
tainly a risky chance but at three ships to four, chances must be taken.

D Melee! Courageous and Duguay fight it out alone ... what a bloodbath ... reminds me of

<table>
<thead>
<tr>
<th>Turn</th>
<th>Firing Ship</th>
<th>Target</th>
<th>Range</th>
<th>Table H or R</th>
<th>Die Damage</th>
<th>Critical Hit</th>
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<tr>
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<td>Scipion</td>
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The Duel of the Guns
British Broadside

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<tr>
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French Broadside

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<td>6</td>
<td>7</td>
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Collision, Fouling, Grappling, and Melee

Turn 7. Courageous collides with Duguay. Fouling die roll 6: no foul.
Courageous grapples Duguay. Die roll: succeeds (2 or less needed.)
Duguay attempts to cut grapple. Die roll: succeeds.

Turn 8. Courageous grapples Duguay. Die roll: succeeds (2 or less needed.)
Duguay attempts to cut grapple. Die roll: succeeds.
Namur attempts to grapple Duguay. Die roll 6: fails.
Namur attempts to grapple Duguay. Die roll 4: fails.

Turn 9. Namur attempts to grapple Duguay. Die roll: succeeds (2 or less needed.)
Duguay attempts to cut grapple. Die roll: fails.
the good old days in Paris...uh, scratch that! And Hero did try to turn and failed. More damage poured into her. She’s now doomed—a few more broadsides and she’ll be rendered hors de combat. The question is: Can Duguay last this few turns?

**TURN 8 NEUTRAL COMMENTARY:**
The British are beginning to get the worst of the gun duel again as Sir Leonard closes into the center. But he isn’t going to let this golden opportunity pass by. His ships can absorb the damage. By the time he’s through, his fleet will be firmly between the French squadron. The French desperately try to gain rake advantages. I guess M. Burtt realizes he doesn’t really have a good plan to save the Duguay-Trouin and is maximizing his opportunity to damage the British ships as they close on his center. His ships are just too badly positioned to really exploit the temporary advantage he has.

**British Turn Nine:**
Namur must move or drift this turn, along with the flagship. Since Scipion drifted rather than moving away last turn, Namur may as well turn back to starboard, as the best way of discouraging her of being adjacent is to threaten another point blank stern rake. Hopefully, Namur can grapple soon; transferring crew to Courrageux would be too risky. Hero finally gets its starboard battery into play and I continue laboring downwind in Caesar. My men are tranquil doing make and mend, although I wish, fellows! Don’t forget that I will carry the economy of force, clear goals and its corollaries; there are several good military principles that can be expounded here to explain the sudden British victory.

**French Turn Nine:**
Duguay will drift, minimizing the risk of grappling from Namur. If she can ungrapple from Courrageux, it would help significantly. My flag will luff to catch Hero as she turns downwind, completing the maneuver she tried last turn. This is assuming he will turn that way, but I expect he will. It would avail him nothing to try to pass Scipion’s starboard battery. The rest of his movement is minimal, as I am certain he wants to finish the melee with another ship joining in. I will have Mont Blanc pass by flaming Scipion to catch Namur should she try to pass Scipion’s stern.

**Defate!** Namur grapples the unfortunate Duguay and she is overwhelmed. With Hero now standing between my flag and the action, and still several turns away from striking, Mont Blanc must fight alone for a time. Scipion’s fire will allow the enemy to overtake the hull damage advantage I now have. I fear it is useless. I will concede and spare innocent lives.

**Gunnery and Luck**

<table>
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<th>Guns &amp; Carro­ndes</th>
<th>Total Broad­side</th>
<th>Total Gurre­ny</th>
<th>Average Table</th>
<th>Total Dice</th>
<th>Total Average</th>
<th>Total Hits Inflicted</th>
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<tr>
<td>British (El)</td>
<td>126 &amp; 14</td>
<td>21 (1 grape)</td>
<td>84</td>
<td>4,100</td>
<td>71</td>
<td>3,350</td>
</tr>
<tr>
<td>French (El)</td>
<td>164 &amp; 8</td>
<td>26</td>
<td>107</td>
<td>4,115</td>
<td>82</td>
<td>3,154</td>
</tr>
<tr>
<td>Total</td>
<td>390</td>
<td>47</td>
<td>191</td>
<td>8,215</td>
<td>153</td>
<td>6,504</td>
</tr>
</tbody>
</table>

*Note: The difference in morale levels didn’t matter much in gunnery strength, because for this size ship both crack and elite full broadsides have a +2 modifier.*

**TURN 9: Namur grapples Duguay and joins the fray.** Her crew tips the balance and Duguay surrenders. Scipion continues repairs as Hero destroys a mast of the French flag. Formidable continues her onslaught of Hero’s hull.

**TURN 9 NEUTRAL COMMENTARY:**
The Duguay-Trouin is captured! I guess the loss of the ship and the disadvantageous French position more than make up for the greater British ship damage. It is enough to make Admiral Burtt strike his colors. Admiral Sir Leonard Carpenter should be justifiably proud of his fleet’s performance in this quick and decisive action.

**British Summary:**
Glorious news. My adversary has called a halt to this senseless slaughter. It almost seems a shame since, for me, the enjoyable part has only just begun. The Frogs put up a tough fight, but have wisely chosen to acknowledge the innate superiority of British arms.

Had the battle continued, it would not have been hard to bring heavy fire to bear on the remnants of the French squadron. My numerical advantage was combined with a positional one. It would have still been a hard fight, but good fortune, the weather gage, and a sound grappling policy has carried the day. Not the subtle, crafty triumph I had hoped for, but better than defeat. And I did have the opportunity to demonstrate certain salubrious British traits including doggedness, courage under fire, disdain for life and limb, and so forth.

**French Summary:**
Had Scipion not been on fire for so long, this battle might well have had a different ending. Namur would have been sore pressed. Hero was virtually eliminated... but, as they say, the fates... If I had continued the battle, I would have finished off Hero, then closed with Duguay in an attempt to free her from her captors. Courrageux was low on manpower due to the pounding and the melee... it would have been a fight, no doubt.

My opponent, after holding to his stern plan, used his wind advantage well and his two-ships-on-one grappling plan is about the only one that makes sense given the crew sizes of these ships.

Did my hull pounding philosophy succeed or fail? The sense of the fates is difficult to tell. I felt prior to the fire I held the advantage, even if he had carried Duguay as he ultimately did. My own innate aggressiveness tended to put me in trouble during the crucial movement period, but I was able to do what I had intended... A battle full of "what if's".

Whatever, the fight was a tense, enjoyable (sob) one. Admiral Sir Leonard Carpenter owns the last duel at 74 as well as an eye. THE SEARCH GOES ON!!

**FINAL CONCLUSIONS:**
There are several good military principles that can be expounded here to explain the sudden British victory. Things like maintaining the initiative, economy of force, clear goals and its corollaries; proper positioning, proper coordination. Admittedly, the French, starting downwind of the British, really were not in a position to put these maxims into effect. The French did have advantages though, as enumerated earlier, which more than offset what the British could guarantee to accomplish. But Monsieur Burtt consciously chose to frustrate away his advantages, and gave Sir Leonard the opportunities he needed to gain the victory.

I believe the French had the better of the situation from the very start and was in a very commanding position at the end of the first turn. M. Burtt should have maintained his distance from the British for as long as possible. Once the British did close, he should have attempted to wrest the initiative from the British even if it meant accepting a few rakes in the process. By this point, the French ships should have been sufficiently ahead in the damage column to afford it. Instead M. Burtt seems to have moved his ships in reaction to the British threats. The result? His fleet was in a state of total disorder; unable to react sufficiently to the British threat when it did appear. It’s hard for me to imagine the British successfully boarding the Duguay-Trouin if the French ships had maintained a tight formation.

Sir Leonard did what he had to do to win. He didn’t hesitate to accept the inevitable rakes in order to close with the French fleet. The subsequent scattering of the French trying to anticipate his avenue of assault, gave him the opportunity to find a weak point. He drove the point home with authority.

One more point. Monsieur Burtt feels that he could have maintained his cross-fire against the charging British fleet in the last few turns that he still had a chance to pull the game out. I feel that if one of the British ships was forced to strike, the British fleet still would have captured the Duguay-Trouin. They were in a strong central position firmly between the French. This would give them a 4 to 3 ship advantage and the ability to concentrate even against the Formidable or the Scipion and Mont Blanc. The French still would have been in a serious predicament and would have found great difficulty in salvaging the situation.

**G.I.; ANVIL OF VICTORY**
We have been beset by requests for information on the availability of this title. Please be patient. The game will not be available before July 23rd, 1982 and even that is not a certainty. It will do you no good to send in money in advance as many of you have been doing. We are not taking advance orders and have not determined a price for the game at this time. Quality work takes time and we are endeavoring to bring you the biggest release yet in the SQUAD LEADER series. THE GENERAL will carry the latest progress reports as publication draws near.
Gamers who prefer naval combat to land battles have long coveted the postal play capabilities of their land lubber counterparts. Naval games have traditionally relied on simultaneous movement as an inherent part of their makeup, and that very factor has always frustrated naval gamers wishing to conduct their mayhem by mail. Leonard's system deals with that same problem and although it still requires more work than the average sequential movement game, it works as is evidenced by the Series Replay also published in this issue.

Simultaneous movement creates some of the most thrilling moments in wargaming. To get inside the mind of the enemy and psych him out is a real challenge. When you guess his every move, you'll find it painful but instructive, teaching, among other things, empathy: the ability to put yourself in the other guy's boots.

Yet the s-move feature is difficult to build into a game. The two main methods of achieving it, recorded orders and blind movement on separate boards, tend to be frustrated by complexities of terrain and unit interactions (namely collisions).

One reason for the continuing popularity of WOODEN SHIPS AND IRON MEN is that it uses s-move with all its thrills and chills. It's perfectly suited to movement plotting because the units are relatively few in number and usually the only terrain is the restless wind.

An interesting and related point: one of the simplest methods of die roll resolution in play-by-mail gaming is the simultaneous mailing. In s-mail, for each die roll, each player simultaneously sends a pre-determined number of die rolls (one through six or A through F) and the two are cross-referenced on a chart which yields a die roll number from one to six. This dispenses with the usual need to consult a newspaper financial section on a predetermined date.

Still, doing s-mail in a sequential-game such as AFRIKA KORPS can be a bit of a hassle—it means that on the same date that one player mails his move, the other must mail a postcard with coordinate opponents' roll letters for the dice rolls. This doubles the number of mailings and introduces a new time constraint. Some players think it's more trouble than it's worth.

However in a s-move game like WS&IM, simultaneous mailings on or about a pre-set date are called for anyway—they are part of the fun, and in effect they compress the total time needed to play the game. And it's obviously easy to combine s-move and s-mail.

The result: **WS&IM** is the game perfectly suited to play by mail. Gentlemen, I rest my case.

Using the PBM sequence explained below, WS&IM games played by mail can be virtually identical to face-to-face (FTF) games. They progress at the rate of one simultaneous mailing per game turn. Allowing one week per mailing, the average sea battle will be won (and lost) in from 10 to 20 weeks. This is an extremely favorable rate of play—a breakneck pace by comparison with other games. The best SQUAD LEADER/COD/COD PBM system requires at least three mailings per game turn—six sequential mailings per game turn.

The trick to resolving die rolls by mail is determining exactly which results apply to which rolls: every roll or possible roll has to be assigned a number, and enough numbered results have to be provided to cover all eventualities. This is particularly important in **WS&IM** where there are so many possible extra die rolls due to critical hits, collisions, etc. I have dealt with this by designing a standard form, the Turn Record Sheet, which contains pre-numbered outcomes for every eventuality. Only the relevant parts of the form need to be filled out for any turn. And it's not necessary to generate countless die roll coordinates, because the same moves are recycled endlessly—a boon to mental energy conservation.

There are three main parts to a **WS&IM** move: grappling, movement, and gunnery/melee. The most significant changes occur during the movement phase—moves, collisions, and fouls; this is the natural point to end the PBM turn and let players assess their situations and plot the next move. So the PBM turns start in the middle of the regular FTF turn and are numbered 1/2, 2/3, etc., turn 2/3 combining gunnery for FTF turn 2 and movement for FTF turn 3. My original design called for two mailings per turn, gunnery and movement, but an older system showed me how to combine these into a single mailing. The effects of gunnery on the subsequent movement are relatively few—loss of rigging and occasional sinking or critical damage—and can either be postponed or handled as contingencies. This system allows a choice between the two methods (rule 7 below).

But enough explanation why—here's how:

**PBM Components**

1. Turn record sheet—the heart of the system. Postal admirals have played for years without knowing that these are essential, poor devils! Each player needs two per game turn, one to send and one to keep. See the insert in this issue.

2. The Gunnery and Damage Record—the complete computation at a glance. To stay accurate (or at least in agreement) in the complex process of gunnery resolution, both players should maintain an original and a copy, exchanging the copies with each move.

3. Modified damage log—a normal log sheet, except that it has no little numbers printed in the boxes. Instead, players can print in the last digit of the gunnery turn number that the hit was inflicted; as a checkable check on gunnery. These may also be exchanged by the players.


5. Your **WS&IM** game. Multiple games can be played with one kit in different areas of the map-board. Magnetic mounting is a boon; unmounted hex sheets with printed coordinates can be ordered from AH.

**Prepare for Play**

Here is a list of things **WS&IM** players should agree on before starting:

1. Game scenario, or points to be used in purchasing ships. (Revolutionary or Napoleonic period?)

2. Nationality and starting position of each player, and wind (first the wind change number if any, then wind direction).

3. Basic or Advanced Game rules, or what combination of the two?

4. Option rules if any (modified rakes, exploding, towing, loss of masts, etc.)

5. Any **WS&IM** options (immediate rigging damage, change of FTF status).

**PBM Procedures**

Players start the game by simultaneously mailing the first Turn Record Sheets (turn 0/1) on an agreed date. After that, s-mailings are made on the **Next Mailing** dates named on the previous turn's move sheets. Keep a carbon of your move and any commentary sent.

As mentioned above, each turn begins at the end of movement. The sequence of events is the same as FTF play except when ships are slowed by rigging damage (10% chance). Otherwise, play is virtually identical to FTF play, and any uncertainty is resolved by making reference to FTF procedures.

For each turn, plot ships' numbers and names, gunnery and grappling targets, movement, and die rolls for all desired or possible ship functions. For instance, grappling and/or ungrappling die rolls should probably be plotted if any enemy ships are adjacent.

Die rolls are indicated by letters A-F entered in the numbered spaces. Also complete the "Die Response" section each turn with letters A-F. Any die roll letter to be used is cross-referenced with the opponent's simultaneous die response letter having the same number, to yield an outcome on the die roll chart reproduced at the top of each Turn Record Sheet. Note that it doesn't matter which axis of the chart is used: outcome CE is the same as outcome EC, and so on. If any necessary die roll or response letter is omitted by either player, use 'AA'.

A further note: you may as well determine your die roll letters randomly (by rolling a die) in order to avoid idiotic and irrelevant guesswork about what letters your opponent will pick.

Specific instructions for Turn Record Sheet, in order of turn sequence:

1. Grappling and ungrappling. List the target ship's name and die roll for grappling; list only die rolls for ungrappling. There are spaces provided for two grappling attempts and three ungrappling attempts for each ship; if you should need additional ones (poor guy!) list numbers as well as die roll letters, so that it will be clear to both players which die responses to use. Ungrappling die rolls are applied clockwise, starting with the hex directly in front of the ship's bow (counting all adjacent enemy ships only... a blank die roll indicates that you're not trying to ungrapple that particular enemy vessel.) Multiple grappling from any enemy ship are resolved before moving on to the next.

2. Plot any boarding parties intended. List strength (1, 2, or 3 full or partial crew sections), type (O, D, or T), and the target ship's name. Have completed the guest list, enter three die roll letters under "Melee" if there is any chance of the party getting rough. Multiple boarding parties use the same die rolls unless others are specified (if adding die rolls, be sure to list numbers as well as letters.) The party you've planned may or may not be held, subject to grappling and ungrappling results.

3. Plot gunnery, to be performed contingent on the results of grappling and boarding. List target name, table number, target aspect (H or R) and three die rolls. The first is used on the damage table; the second is to determine the critical hit number and to use on the destroyed hull table. The third is used on the next turn, if it is a critical hit here would also be determined using gunnery die roll number 2 and resolved using die roll number 3—good shooting! The table number can be worked out on the Gunnery and Damage Record at the time the Turn Record is filled out, and the die rolls and damage written in later.

4. Reload (enter R, C, D, or G.) If no entry is made, it should be assumed that R was loaded.
5. Melee die rolls as mentioned in step 2 above. Note that your boarding parties’ strength may have been reduced due to gunnery this turn.

6. Unfouling may be attempted by entering a die roll here (one for each friendly ship.) Also plot a die roll here for each ship which may explode or suffer a destroyed hull this turn. (Note: on the turn after a “6” is rolled here for an exploding ship, plot 3 normal gunnery die rolls for it, to determine the effect on adjacent ships.)

7. Movement and drifting are plotted for all ships—enter the plot, the ending bow hex and direction. Also enter one collision die roll if there is a chance of collision. Movement can be curtailed by grappling, collision, striking, sinking, etc., which may have taken place earlier this turn. Exception: Rigging damage due to gunnery during the first part of the turn doesn’t reduce movement until the following turn. This differs from FTF play and may affect tactics slightly, but it removes the necessity of plotting moves which may be shortened, and generally increases mobility. Thus, on turn 4/5, a ship which loses a rigging section due to turn 4 gunnery may still complete its plotted move under full sail for turn 5. Starting turn 6 it will be slowed, and any full sail plot on turn 4/5 for turn 5/6 will be disregarded.

Optional: Players may agree that rigging damage is not delayed as described above, in order to make play closer to FTF. If so, they have the option of plotting alternative moves for any or all ships each turn, in case of rigging loss (in practice it will generally only affect a few ships on a few turns, however.) And there is a further stipulation when using this rule: no fouling can occur between friendly ships as a result of movement curtailed due to rigging loss on the same PBM turn. This prevents massive rear-enders.

8. Collision die rolls determine who enters a contested hex. Then fouling is resolved . . . this is a unique situation since a single die roll affects both ships. Therefore, for each collision use the die roll plotted for the larger ship involved (if both ships have the same gun rating, use the first vessel in alphabetical order by name.) Two fouling die rolls are provided—if the same ship has precedence in multiple fouls, go clockwise from the hex in front of its bow. If there are more fouls than this, well . . . give up, buddy, you’re playing the wrong game!

9. Sorry I lost my patience with that guy . . . what he should really do is start using the fouling die rolls for the other ship involved. But he’s a lousy navigator, and shouldn’t be allowed in a bathtub much less a ship of the line! @#$%&*!

10. This part is full sail. Plot “X” for any ship to be placed or kept under full sail during the movement phase of the following PBM turn. Your plot may be cancelled by rigging damage suffered during the current turn. Note that a ship plotting on turn 7/8 to raise full sail for the movement portion of turn 8/9 wouldn’t suffer doubled rigging damage until the gunnery portion of turn 9/10.

Optional: players may agree that each can change his full-sail plots after seeing the opponent’s move, as long as the opponent is notified on or before the second day preceding the earlier Next Mailing Date. This is for purists who want to recreate the precise sequence (including the ambiguity), of FTF play. Notification should be by phone since, on hearing your changes, the opponent may want to change his sails too.

11. Notes. Repairs need only be announced when completed at the end of the third reload phase. It’s nice to mention it here or in your propaganda when you think a ship has struck or been captured, sailed off the board, etc., etc.

Since many events in a turn may be affected by initial grappling, players may list alternative boarding parties, gunnery, and movement contingent on different outcomes. However, experience has shown that this is very seldom necessary, and play under this system generally proceeds smoothly, preserving the “feel” of the FTF game.

Comments and questions to Leonard Carpenter, 516 E. Orange St., Santa Monica, CA 90454.
TACTICS IN DIPLOMACY

Part III of a Four Part Series on the Game With No Dice

By Lewis Pulsipher

Anyone who plays and studies DIPLOMACY can become a good tactician, for the tactical element of the game is the simplest and most predictable of the three; negotiation, strategy, and tactics. Tactics is the ordering and arrangement of your units so as to accomplish your strategic objectives. The more numerous force usually succeeds and, if not pressed by time, never loses. Tactical problems can sometimes be solved with the help of mathematical game theory, but that is beyond the scope of this article. Little can be said about good tactics as a whole, but many individual points can be noted.

According to game theory, the best way to play a game is to maximize one’s minimum gains—to assume that the enemy is a perfect player and move accordingly. When reduced to mathematics this can involve a certain amount of probability, even in a game such as DIPLOMACY which uses no chance mechanism (dice). In terms of DIPLOMACY tactics it means that you must look for a move that will make gains regardless of what your opponent does, but always remember that there is rarely a single best move—outguessing the opponent, whether by intuition or by probability, is part of the game. A gain can be possession of a supply center, destruction of an enemy unit, or, especially in Spring, occupation of a non-center space which will lead to capture of a supply center in Fall. Spring is the season of maneuver, Fall the season of capture. When you outnumber the enemy you’re virtually certain to succeed if you don’t make a mistake, and if unit mix and positioning don’t handicap you at the start of the war. If you’re outnumbered or desperately need a quick advance to prevent a third player from gaining the upper hand, then you must take chances. Try to figure out how the enemy will move and then order your units to take best advantage of that move. You’ll probably get clobbered, but you might guess right and leave your enemy in all kinds of trouble, and rather wary to boot. Remember, in every case, tactics must be subordinated to strategy. A slow delaying withdrawal in one area might be better than a flamboyant attempt to turn the tide, if you’re doing well elsewhere.

I mentioned unit mix and positioning above. Numbers are important in DIPLOMACY, but other factors can alter the balance. The ratio of fleets to armies can be vital. If you have too many of one and not enough of the other you could be beaten by a weaker enemy. Each country tends to have a natural or average mix of units, as explained in the last issue, and areas have obvious optimum mixes as well. The Mediterranean area, including the adjacent lands (Italy, Iberia, southern Balkans, Turkey, Africa) is an area where fleets are much more valuable than armies. Central Europe is an army area. While this seems self-evident, all too many players fail to plan ahead when building new units. Think about where you intend to be two or three game years hence, and build units which will help at that time. After you’ve expanded to about ten units it will take one or two years for new units to reach the battle lines—plan ahead for it. Moreover, think about where you will build a unit before the opportunity comes, to avoid hasty decisions when faced with a time limit.

When you are doing well you need to expand as rapidly as possible, getting units behind defenses (especially stalemate lines) before they form. I call this “headmanning”, from the ice hockey term for moving the puck up to the most advanced attacker. In a sense the most advanced attacking unit “carries the puck” for the whole attack, and if it is stopped the entire attack will bunch up behind it. Get a few units out front as fast as possible and let newly built units help destroy enemy resistance nearer your country. A single unit, leading a stream of units, can make the differences between success and failure of an attack which takes place several years hence. For example, when Turkey is expanding west it should headman a fleet into the Atlantic as soon as possible, probably before the last Italian center is captured, so that the western countries cannot seal Gibraltar (by F Portugal and F English S F mid-Atlantic).

When the units to headman aren’t available, a lone raider behind the enemy lines can cripple an enemy attack or defense for years. Most Spaces in DIPLOMACY border with six other spaces. Although land/sea differences help, three to five units are needed to force a lone raider to disband for lack of a legal retreat. A common way to start a raid is to retreat after battle into enemy territory rather than toward home, but in many cases a wary opponent will make sure this isn’t possible.
Another trick of retreating, the “fast retreat home”, can be worked with an ally. One player dislodges a unit of the other, who disbands it rather than retreat. This allows him to rebuild the unit at home at the end of the year, barring loss of a supply center. He can change an army to a fleet in this way, or bring a useless unit back home to defend it or help eliminate a raider.

Whether attacking or defending, write your orders carefully. Several times in almost every game an unthinking or miswritten order ruins even the most brilliant plans. Doublecheck! It’s easy to write one thing one day and another the next. Sometimes the orders take advantage of this common failing by deliberately miswriting an order. This may confuse the enemy, but more often it’s a means of doublecrossing an ally while pretending innocence. Defense is often a slow, boring affair, but imaginative use of retreats, sometimes with only minor success and no real knowledge of successful defense. For example, if Russia has a Bohemia and A Galicia, and Austria has A Vienna and A Rumania, it appears that Russia has a sure two to one against Vienna because Rumania cannot support Vienna. However, if Austria orders A Vienna-Galicia S by A Rumania, then the Russian will have to retreat on the Bohemia-Standov with Galicia (two vs. two) as he is likely to do. (If he attacks with Bohemia S by Galicia then A Rumania-Galicia would cut the supply and save Vienna.)

Here is a more complex example. Russia has F Aegean and Armies Bohemia, Galicia, Rumania, and Bulgaria. Austria has Armies Vienna, Budapest, Serbia, and Greece. One turn Austria moved five to four, at first glance Austria seems certain to lose a center. Russia can concentrate two units on Vienna, two on Greece, and use Rumania to cut one support. If Austria merely “stonewalls” (Budapest and Vienna support each other, Serbia and Greece support each other) he is certain to lose either Vienna or Greece this season and another center next season. But if he attacks with all four units (Vienna-Galicia, Budapest-Galicia, Serbia-Bulgaria, Greece-Bulgaria) he may capture the Russian supply center. If the Russian chooses to attack with Bohemia rather than Galicia, with Aegean rather than Bulgaria, his supports will be cut by Budapest and Serbia and his attacks will all fail.

Austria takes a chance, because he may lose two or even three centers rather than one, as follows:

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<th>Austria</th>
<th>Russia</th>
</tr>
</thead>
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<tr>
<td>Vienna-Galicia</td>
<td>Rumania-Budapest</td>
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<tr>
<td>Budapest-Galicia</td>
<td>Rumania</td>
</tr>
<tr>
<td>Serbia-Bulgaria</td>
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</tr>
<tr>
<td>Greece-Bulgaria</td>
<td>Greece-Greece</td>
</tr>
<tr>
<td>F Aegean</td>
<td>Bulgaria-Greece</td>
</tr>
</tbody>
</table>

On the other hand, Austria finds himself behind the Russian lines in Galicia and Bulgaria, with Warsaw and Sevastopol open. If the Russian is an unimaginative tactician the risk of all-out attack is often worth the beautiful result. If Konigsberg, the Austrian army, fresh from victory in Serbia, will begin applying pressure by November. Although Austria has little hope of forcing the Russian line, its army will create a defensive bastion and cause the Russians to divert units that would otherwise be thrown against the Germans. Lemberg should be fortified as soon as possible, then Cracow.

If the Russians force the attack on the Austrians instead, Przemysl and Lemberg will probably fall by September. By October, however, the Austrian troops from the Serbain front will have arrived and be busy fortifying the Carpathian Mountains. The resulting war will be a close one, with the Austrians now able to withstand the Russian thrust into Vienna. Austria will be dug in for the long winter, and combined with a successful conquest of France, a Central Power victory.

The final danger is an early Italian entry into the war. The French should roll for Italian entry as early as possible. They will need all the help they can get. With Rome the southern port, Trieste becomes an immediate target. To guarantee the safety of this vital Austrian port, three units from the replacement pool should be sent to the Italian front in October along with two or three additional units from the Russian invasion force, sent as soon as Serbia falls. This will guarantee the front and city against the best Italian efforts.

The plan as we have presented it is conceptual in the nature of necessity. The results of battles vary from game to game and no one can predict the exact makeup of your army a few turns into the game. It is not beyond the realm of possibility that the Russians might break out into Germany, for instance. Even in the face of such a disaster, however, the German must press his attack home in France. If he can take France, Britain is cut out of the war and Germany will either bring his armies to take any last ground in the East.

In actual history, the British had a peace treaty drawn up and agreed to with Germany at the end of 1914 when things looked worst for the Allies. Even though the German strategy had been modified and the blow on the right weakened to allow a stronger force to attempt a frontal attack on the left, it looked as if the Germans might force the rivers and break into the central French plain. Then the “Miracle on the Marne” changed the situation, everyone was issued shoes and the two sides settled down to four years of trench warfare.

Even with this, however, it was not the Allied armies that defeated Germany. When she surrendered, her armies were still strong and were still defending her borders. But they and the rest of the country was starving, the entire nation was in the throes of revolution and the monarchy was falling. The reason was the British naval blockade of the North where they were starved to death from lack of food and other necessary materials. Just as the British navy had destroyed Napoleon by starving France a century earlier, so it had toppled Germany. Ironically, it was to play a major role in doing this the same thing a few years later when Germany presented her last challenge to the world.

**VITP...Continued from Page 27**

The destroyers and light cruisers in their immediate escort, as is done for convoys in WAR AT SEA. I lean away from such a decision. Carriers are not the only ships capable of wreaking destruction by day. Big guns should be the sole arbiter of sea power by night, just as airplanes are by day.

**Air Raids on Japan**

If the Allied player is conducting air raids against Yokosuka, allow him to attack future Japanese arrivals, as well as any units based there. Similarly, if you face ships due out, a VP for Trenches, the Allied player to which they arrive within the following two turns (this reflects cruelty of approximate launch or conversion dates). A ship thus attacked still may take hits equal to double its armor factor and may be repaired using the Yokosuka repair points during any following turn. They still arrive in play on the turn specified on the Japanese Order of Appearance chart.

**Additional Victory Conditions**

Modify the rules to give the Allied player an additional victory condition. This rule will also give players a chance to use the extra ninth turn forces included in the game. Grant the Allied player a victory if he either halts in POC after turn 6 or can eliminate all Japanese surface ships by the end of turn 9. (Grant a draw if the POC marker is at zero after turn 8 and if Japan still has surface forces remaining after turn 9). This rule is similar to the extra German victory condition in BATTLE OF THE BULGE.

If you use this rule in conjunction with the kamikaze rule, do not remove a carrier from play after it makes a kamikaze attack. Instead merely ignore its airstrike factor for the remainder of the game. This can be indicated by placing an inverted damage marker over the airstrike factor.

Note that POC have no bearing on the game after the completion of turn 8.
Avalon Hill Philosophy . . . Continued from Pg. 2

ORIGINS held to date have had to play the role of shepherds in bringing the various companies into the fold with numerous follow-up reminders in the form of both mailings and phone calls. The folks at Pacific Origins by and large ignored both their deadlines for free advertisements in THE GENERAL. I got no reply. A highly ambiguous Pacific Origins tournament policy mailing which dictated a dramatic change in ORIGINS policy for sponsoring tournaments in which the sponsor could neither set nor receive entry fees drew no further comment from us for clarification. None came. Six weeks later, after several phone calls, I was finally able to reach Larry Duffield of Pacific Origins by phone. He indicated that my letter was received but indeed was ignored and that answers were in the mail. Two months later I still had not seen the magic answers.

About this time we started receiving frantic phone calls from other manufacturers asking us what was going on. Apparently we weren’t the only ones who didn’t know what was going on. Unable to get any information from Pacific Origins, let alone a compromise on their tournament policies, AH withdrew its offer to sponsor its usual full slate of boardgaming events, and decided to defer to Pacific Origins who seemed to want to run their own events as they saw fit. As a final gesture of good will, however, I offered the sponsors of my tournament a chance to run the event in the ORIGINS tournament area and to be included in the tournament program. The AH tournament judges who were to be included were all of the sponsors of the tournament. The AH tournament rules in the tournament program were to be followed, and the AH tournament judges were to be notified of any changes in the tournament rules. The AH tournament judges were to be included in the tournament program.

The pre-reg form was a disappointment in itself. Besides being uselessly done and largely inaccurate, we didn’t get any until two weeks before the convention. No magazines were able to publish the gratis advertisements in time to do any good and virtually every single issue on sale at the convention contained such an ad.

Given this pre-convention horror story was the convention itself all that bad? I guess that depends on what you were there for. And I admit the show was by and large a disappointment. But I think it only shows the contrast to what we expected. I think we were all looking for a complete selection of Avalon Hill games. Parts, magazines and accessories, and the new mail order service. But what we got were the usual casual attitude toward getting the mail order service up and running, and the usual lack of interest in any new boardgames. The only exception was the new boardgame tournament at Pacific Origins which was well attended and well run. But the tournament was by no means the only one to be attended. The tournament was by no means the only one to be attended.

The tournament was announced as a 16 player event in their tournament program and pre-reg forms. When I got there I had 32 paid entrants.

The pre-reg form was a disappointment in itself. Besides being uselessly done and largely inaccurate, we didn’t get any until two weeks before the convention. No magazines were able to publish the gratis advertisements in time to do any good and virtually every single issue on sale at the convention contained such an ad.

Finally, do not mistake our review of Pacific Origins as a trade against west coast ORIGINS conventions. Nothing could be further from the truth. I’m sure I speak for the entire industry when I say that we look forward to a return of ORIGINS to the west coast as soon as possible. Although ORIGINS 83 is already scheduled for Cobo Hall in Detroit under the excellent sponsorship of Metro Detroit Gamers. I would vote for a West Coast ORIGINS 84 site over all others were a reliable sponsor to come forth who would share my concern for the shortcomings of this year’s effort.

FACTORY OUTLET

Whenever in the Baltimore area feel free to drop in at our Factory Outlet store located in our design offices at 900 St. Paul and 20 E. Reed St. This store is the world’s only retail outlet featuring a complete selection of Avalon Hill games, parts, magazines and accessories. Pay by cash or check or bring your credit card, and if visiting on Saturdays feel free to stay and attend a gaming session with Interest Group Baltimore and get involved with whatever playtesting happens to be going down. Or just drop by and play or talk the games of your choice on Saturday with any of the locals and enjoy the competition.
DESIGN ANALYSIS . . . Cont'd from Pg. 15

situation while taking advantage of opportunities that present themselves during the course of the game.

The CP player must achieve major success against either France or Russia in order to win. Furthermore, this success needs to be achieved by the end of 1916. The Allies grow stronger as the war progresses while the Central Powers are gradually weakened by the blockade. The CP player has sufficient resources to conduct a major offensive on only one front at a time. The historical German strategy is to throw everything against France in 1914. Therefore the first couple of turns represent the best chance that the CP player has to pick up territory in the west and hurt the French army. If the French are not hit hard in 1914 the prospects for ever knocking France out of the war are slim. The offensive in the west should be continued until further progress is not promising. If a couple French cities can be taken and held until 1916 the French will be in a poor morale position. In fact, capturing enemy cities and waiting for the adverse morale effects is an effective method of knocking a major power out of the war.

The Eastern Front must be held against heavy Russian pressure until the offensive in France is completed. The Russians have a large army but have difficulty concentrating their offensive capability against the stronger German corps. As a consequence, the Russian advance is likely to be slow and methodical. The Russian advantage is that they can afford to take losses and still keep advancing. A lot will depend on the aggressiveness of the Russian setup. A forward setup will pressure the CP player but risks disaster if the Central Powers attack in the east. A more conservative setup makes the 1914 Russian offensive difficult. The matter of the initial placement and which Central Power country to concentrate against in 1914 are two of the most important strategic decisions that the Allied player will make in the Campaign Game.

The CP player must avoid losing any cities to the Russians in 1914. This can be accomplished most of the time with sufficient corps allocation to the Eastern Front and sound defensive play. Once the front stabilizes in the west the CP must counterattack in the east. The first objective must be to recapitulate any lost German or Austrian cities. A 1915 offensive in the east will normally capture Warsaw. The ultimate objective of the offensive should be to take Brest-Litowsk and/or Kovno. This will put the hurt on the Russian morale position. The CP player can conserve his forces in 1916 while he sees how the morale situation develops.

An alternate CP strategy is to attack Russia in 1914. This has the advantage of allowing the Germans and the Austrians to conduct a combined offensive in 1914 and looks even better when playing with variable entry. By not invading Belgium the Germans may keep the British out of the war for a while. The Western front can be easily held unless France marches through Belgium. Success in the east will also improve the chances of the Balkan countries joining the Central Powers. One of the most interesting features of GUNS OF AUGUST is that it allows players to pursue different strategies rather than forcing them to retrace a strictly historical path.

The Allied strategy depends to a great extent on what the CP player does. The country attacked by the main German army must pay for survival. That means holding the home cities and maintaining an effective army. The other country must launch a major offensive on their front. The geographical position forces the French and Russians to fight two separate wars. However, they should cooperate as much as possible to relieve the pressure on their ally. Contrast this to the German-Austrian advantage of being able to transfer units between fronts.

The Allied player has numerical superiority and can afford the losses of attrition better than the CP player. The Allied player should attempt to stretch the line wherever possible. The entry of Italy in 1915 will divert CP corps from other fronts. Diversions in the Balkans and flanking invasions, such as in Holland, can also be useful in this respect. Time is also on the Allied side. Italy, and later the United States, will join the Allied side. The blockade will weaken the Central Powers as the war lengths. The Allies should eventually win in 1916 if they can avoid defeat earlier in the war.

Several major decision points will occur during the course of the game. Both players will have to decide when and where to launch offensives and when to break them off. The CP player must decide when and how many corps to transfer between fronts. The CP player needs to decide when and how to deal with Serbia. Serbia can be hit hard in 1914 or when the Bulgarians enter in 1915. The Central Powers need to conquer Serbia to link up with Bulgaria and Turkey and to remove a threat to their rear. Italian entry in 1915 opens up another front. The CP player should begin preparing his border defenses early in the year. The Allied player may want to commit some French and British corps to augment the Italian offensive capabilities. Similar decision points will occur when other countries such as Rumania enter the war.

The advantage in the Campaign Game depends to a large extent on the quality of the German player. A well played German will give the Central Powers close to an even chance in the game. Otherwise the Allies should be favored. The Campaign Game is difficult to rate for play balance. The jury should be out on this one for some time. Players can express which side they believe holds the advantage on the contrast entry form in this issue. Indicate the favored side and percentage of games that they should win. Historically, the Germans overcame many obstacles and probably would have won the war if the American army had not arrived on the battlefield in 1918.

The scenarios are best suited for four players but can certainly be enjoyed by two, particularly if only one front is played. The Campaign Game is an ideal four player game but can easily accommodate six players. Realism is enhanced by having different players controlling each of the major powers.

### Comparison of Forces on the Western Front in 1918

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<th>Corps Start</th>
<th>Artillery Start</th>
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<th>Artillery</th>
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<td>26</td>
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*An additional twelve French and British corps start on the Italian and Balkan fronts.

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### SO THAT'S WHAT YOU'VE BEEN PLAYING

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<td>20</td>
<td>Kingmaker</td>
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The GENERAL's influence on what you are playing is still very evident. STALINGRAD dropped 11 places on the chart as memory of Vol. 17, No. 6's feature dims. This time, the other country must launch a major offensive on their front. The geographical position forces the French and Russians to fight two separate wars. However, they should cooperate as much as possible to relieve the pressure on their ally. Contrast this to the German-Austrian advantage of being able to transfer units between fronts.

The Allied player has numerical superiority and can afford the losses of attrition better than the CP player. The Allied player should attempt to stretch the line wherever possible. The entry of Italy in 1915 will divert CP corps from other fronts. Diversions in the Balkans and flanking invasions, such as in Holland, can also be useful in this respect. Time is also on the Allied side. Italy, and later the United States, will join the Allied side.

The CP player should begin preparing his border defenses early in the year. The Allied player may want to commit some French and British corps to augment the Italian offensive capabilities. Similar decision points will occur when other countries such as Rumania enter the war.

The advantage in the Campaign Game depends to a large extent on the quality of the German player. A well played German will give the Central Powers close to an even chance in the game. Otherwise, the Allies should be favored. The Campaign Game is difficult to rate for play balance. The jury should be out on this one for some time. Players can express which side they believe holds the advantage on the contrast entry form in this issue. Indicate the favored side and percentage of games that they should win. Historically, the Germans overcame many obstacles and probably would have won the war if the American army had not arrived on the battlefield in 1918.

The scenarios are best suited for four players but can certainly be enjoyed by two, particularly if only one front is played. The Campaign Game is an ideal four player game but can easily accommodate six players. Realism is enhanced by having different players controlling each of the major powers.

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### SQUAD LEADER T-SHIRTS

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

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*An additional twelve French and British corps start on the Italian and Balkan fronts.*
DOWN WITH THE KING

ACROSS THE SEAS OF THE TEMPEST lies the island kingdom of Fandonia. White winds blow off the waves and fertilize the land. The people prosper. His Majesty King George, a direct descendant of the Great King whose family has ruled Fandonia throughout history, is a benevolent Monarch. Yet even now there are those who thirst for power and plot to overthrow the King.

DOWN WITH THE KING is a game of intrigue and treachery in which players compete against the King and each other. Each player takes the role of a Fandonian noble. The object is to build a powerful, political faction and eventually place a member of the Royal Family, loyal only to you, on the throne. For two to six players.

DOWN WITH THE KING is a game that has everything that makes a game fun. Assassinations. Duels. Scandals. Travel. Hiding. Romance galore, including seductions, proposals, and weddings. Court Balls.


Wars between Fandonia and foreign countries. Natural disasters. Famine. Plague. All sorts of political problems.

Basically, players must gain prestige and influence so they can recruit characters to their cause. However, the ways in which they can do so are practically unlimited. At the same time they must also attempt to gain the support of the church, the trade guild, the merchants, the army, the navy, the peasants, the townspeople, and foreign countries. But even after they have established a strong faction, they must wait till the political climate is right. Only then will they be able to usurp the King. The penalty for failure is death.

The real problem is that a player never has enough time, prestige, or influence to do everything he wants to do. Each turn a player is only allowed to perform two of the nineteen possible activities. Here are just some of the activities players can perform:

- Make a character a henchman who can then perform all your nasty deeds.
- Make a character a Monarch's Counselor.
- Court the favor of a Royal character.
- Travel to foreign countries.
- Extradite a wrongdoer.
- Pardon a wrongdoer.
- Expose a scandal.
- Attempt a prison escape.
- Perform an assassination attempt.
- Recruit neutral or enemy aligned characters.
- Acquire offices for characters to make them Ministers and Ambassadors.
- Acquire titles for characters to make them Knights, Earls, Lords, Dukes, or Duchesses.
- Attempt to gain prestige or influence through endeavors such as business, gambling, sports, or socializing.

No two games will ever be the same. There are just too many different things that can happen. Players must cooperate to some extent against the King, but must always be wary of the stab in the back. A player cannot afford to make too many enemies, though, because opponents are never completely out of the game. A player who is killed just misses a turn and then returns as the former player's heir, usually with revenge in mind.

This is not a game where everyone sits around while one player takes a turn. Players can play cards, modify the rolls, and take part in many of the actions during their opponent's turns. There will be constant player interaction. A player can go from rags to riches and back again several times in the game. The winner will never be certain till the game is over.

If intrigue and treachery are what you know best, DOWN WITH THE KING is for you. The beloved King will not be strong enough to suppress the evil insurrections you will bring into his kingdom. You are the bad guys in this game, but then maybe that's why it's so much fun. After all, we are all pretenders to some throne or other.

COMPONENTS:
A Rulebook
11 Royal Character Cards
36 Nobles Cards
13 Office Cards
120 Event Cards
10 Playing Aid Cards
A Record Sheet Pad
2 Dice

DOWN WITH THE KING is rated 5 on the Avalon Hill Complexity Scale with '1' equating Easy and '10' being extremely difficult.

DOWN WITH THE KING is available now from Avalon Hill, 4517 Harford Rd., Baltimore, MD 21214 for $11.00 plus 10% postage and handling charges (Canadians 20%, overseas 30%). MD residents please add 5% state sales tax.
DAUNTLESS is a game which adds ships, 30 new aircraft types, dive bombing, and carrier takeoffs and landings to the existing AIR FORCE game system. All the AIR FORCE components are interchangeable, and in fact necessary for play of DAUNTLESS.

DAUNTLESS allows you to re-create representative historical air battles from any period of the Pacific War. New Mission types include anti-torpedo plane patrol, various reconnaissance missions, carrier strikes, island attacks, and anti-sub missions.

Even more than the European conflict, the Pacific War was a contest of Industrial power—Boeing against Kawasaki, Lockheed versus Mitsubishi, and Grumman against Nakajima—clashing over cheap raw materials, labor and markets, of the so-called South-east Asia Co-Prosperity Sphere. And more than any other factor, industrial technology decided the outcome.

DAUNTLESS reveals the industrial nature of the war, as it is virtually a contest of machinery—the best that either system was capable of producing. And there are undoubtedly some first-class machines among them...

Aircraft Represented:
- Lockheed P-38L "Lightning" Fighter
- Lockheed P-38G "Lightning" Fighter
- Douglas TBD "Devastator" Carrier Torpedo Bomber
- Mitsubishi G4M2a-22a "Betty" Medium Day Bomber
- Kawasaki H8K2-12 "Emily" Heavy Flying Boat
- Nakajima Ki.44-IIb "Tojo" Fighter
- Martin B-26B (Short Wing) "Marauder II" Medium Day Bomber
- Grumman TBF-1C "Avenger" Carrier Torpedo Bomber
- Grumman F4F-4 "Wildcat" Carrier Fighter
- Nakajima Ki.84-Ia "Frank" Fighter
- Northrop P-61A and B "Black Widow" night fighter
- Douglas SBD-5 "Dauntless" Carrier Dive Bomber
- Chance Vought F4U-1A "Corsair" Carrier Fighter
- Brewster F2A-3 "Buffalo" Carrier Fighter
- Aichi D3A-1 "Val" Carrier Dive Bomber
- Nakajima Ki.43-Ic "Oscar" Fighter
- North American B-25C-1 "Mitchell" Medium Day Bomber
- Grumman F6F-3 "Hellcat" Carrier Fighter
- Mitsubishi A6M2-21 "Zero" Carrier Fighter
- Curtiss P-40N "Warhawk" Fighter
- Curtiss SB2C-1c "Helldiver" Carrier Dive Bomber
- Douglas A-20G "Havoc" Light Day Bomber
- Nakajima B5N2-23 "Kate" Carrier Torpedo Bomber
- Boeing B-17G "Superfortress" Very Heavy Day Bomber
- Kawasaki NKJ-1b-1b "George" Day Fighter
- Bell P-39D "Airacobra I" Fighter
- Kawasaki Ki.61-Ib "Tony" Fighter
- Curtiss P-40C "Tomahawk" Fighter
- Mitsubishi A6M5b-52b "Zero" Carrier Fighter
- Kawasaki Ki.43-Ka "Nick" Day/night Fighter Bomber

Does not include all components necessary for play; DAUNTLESS is a game which adds ships, 30 new aircraft types, dive bombing, and carrier takeoffs and landings to the existing AIR FORCE game system.

DAUNTLESS is the first in a series of GAMETTES based on the new AIR FORCE game.

Ownership of AIR FORCE is a prerequisite for assimilation of this gamette.

Above: Sample Aircraft Data Cards which specify handling characteristics—maximum speed, best maneuver speed (Varying with altitude) maneuverability, climbing and diving abilities, power and braking abilities. Shown here: P-38L "Lightning" Fighter

This game includes:
- Four-color Data Cards for 30 different aircraft types
- 365 Playing Pieces representing aircraft and targets
- Pad of "Log" Sheets for plotting all maneuvers
- 16-page Rules folder with Scenarios and Historical Notes

Complexity Rating: 7 on a scale of 1 (easy) to 10 (hard)

DAUNTLESS is available now from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214, for $16.00 plus 10% postage and handling charges (Canadians 20%; Overseas 30%). Maryland residents please add 5% state sales tax.
Dear Don:

I enjoyed Joe Angelillo's article in Vol. 17, No. 6, but there are a few points which I think are worth discussing.

As far as the titles go, I think the hobby should recall that in the official STALINGRAD rules, from 1964 through 1966, most of the tactical smoke grenade initiation phases, which were early on labeled in the rules as "fire-ordered shots", were not being made available by the German player. (I'm sure this is covered in "Squad Leader" rules shortly thereafter. Other projects will include a North African game which will be primarily an armor game, a Campagne Game, and a Japanese module. All of these latter projects will be done in a format which allows them to be added to the Advanced Squad Leader binder in such a way as to do away with the duplication of earlier games.

**Dear Don,**

I think these changes will make the game more realistic. Here, here! to Gary Lawson's letter. However, I must take issue with Alan Moon's parting shot. Granted that variety can be the spice of life, but...

Jack Greene
Oceano, CA 93445

**Letters to the Editor**

Dear Don,

I enjoyed that excellent article by Bob Proctor in Vol. 18, No. 1. It raises many good points. However, there is still a big error in the Advanced Game. Torpedo damage for battleships/cruisers and aircraft carriers is still out of line. Below is a suggested change (torpedo damage remains the same).

**DIE BATTLESHEIPS**

1 midship, reduce ev. rtg. by 1
2 midship, reduce ev. rtg. by 2
3 midship, reduce ev. rtg. by 3
4 midship, reduce ev. rtg. by 4
5 midship, reduce ev. rtg. by 5
6 midship, reduce ev. rtg. by 6
7 midship, reduce ev. rtg. by 7
8 midship, reduce ev. rtg. by 8

**CARRIERS**

1 midship, reduce ev. rtg. by 1
2 midship, reduce ev. rtg. by 2
3 midship, reduce ev. rtg. by 3
4 midship, reduce ev. rtg. by 4
5 midship, reduce ev. rtg. by 5
6 midship, reduce ev. rtg. by 6
7 midship, reduce ev. rtg. by 7
8 midship, reduce ev. rtg. by 8

Dear Don,

I'm sure Don is correct. I did have a few (a very few) mistakes with the development of the game. If the German keeps attacking the same position on defense 22 are X 17 (AA 15 on the first turn of the game. If the German keeps attacking the same position on defense

---

Stephen Smith
Lincoln, Nebraska

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Talk of the Town

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A lot of good questions deserving at least a few good answers. Whether the recent proliferation of Avalon Hill's line of titles from other publishers is a good or bad change must be answered by the individual gamer according to his own particular point of view. Certainly there are those who would like to see us increase our rate of purchase just as there are those who would like to see a down and con-

---

That road still enters the board at box A 19, but Sholing Church is now H 19, the Orchard is now G 17, and Bloody Pond is M 15, to some extent.

---

Owners of the Battlenight FITW, which AH stocked for a while, should have no problem with them.

---

In case the Union situation positions differ (they don't appear on the mapboard in the article), they were, as Battlenight fitted: McDowell AD/G18
Buckland E O 20/E18
Hillborough G20/A 17/G17
Hillside Q21/G18
Rain R O 19/H 11
Miller M 21/H 15
Rutledge R 17/D 31
Morse O 20/F 12
Marsh J 18/H 13
Turle N 14/A 10
Bates J 20/A 17/K 8
Patterson W 18/J 7
Vache U 6/F 17
Williams E 8/H 6
Buckley B 10/E 4
MacArthur K 11/H 6
Stuart S 17
Nye J 11
H 15

**Mr. Greenwood:**

When playing AH games, those with whom I play have a method of rounding off the odds within the rule. Odds of, say, 21 to 15 would be reduced to 7-5, then resolved through several rolls of the die. Numbers might be: 7-5 would be 1 0 1 2, the odd die representing "odds upwards", and the even numbers being "odds downwards", the attacker would roll even, the defender odd. Since he rolled two odd numbers, this raises his odds to 2-1. Yet, in all Avalon Hill games the instructions direct players to round off all odds downwards in favor of the defender.

My question is: does our odds resolution system negate some intrinsic element that has been designed into the game, or are we simply complicating a system that was designed for flexibility to suit the individual player? Is the player's "double-parties" in mind? In the ARAB-ISRAELI WARS game, for instance, you mean for example, 40=55 (7 rolls) and 45-70 (12 rolls) factors to be twice as effective against a Centurion (15 defense) as against an M-40A1 (18 defense) factors. (Odds of 15-15 would be 1-1, but odds of 15-16 would be 1-2.) As we believe, did you intend to represent the M-46A1 as slightly stronger on defense than the Centurion? 

Steven Mulak
Chicopea, MA

You are "simply complicating a system that was designed for simple playability and equal un-

---

Bruce Downing
Foxboro, MA

---

Dear Don,

I think that most AK players would agree with Frank Preissle's remarks in Vol. 18, No. 2. The potential of an Axis 1-1 or 1-2 on Tobruk almost constitutes a major game weakness. However, I am not sure that his best move is to go for the Axis from attacking except under ideal circumstances. This takes too much flexibility from the player, I have never seen an Axis 1-1, or 2, to do anything but get pushed and go for the natural solution of Roberts' suggestion in 14/1 that the Axis be required to attack each Tobruk defender individually. As it is, the chance of hitting all three 1-1's is extremely low.

---

George Phillips
Amherst, MA
GUNS OF AUGUST
Q. Rule 11.14 states "If a unit occupies a city hex in the same combat phase, it is placed at Level 3," while Rule 11.23 indicates that a city in a friendly country is an automatic supply source. How can units in a city which is a supply source be isolated?
A. As noted in the errata in this issue, a city may only serve as a supply source if it is possible to trace a valid supply path from the city to another city which is also a friendly supply source.
Q. May a unit construct an entrenchment in an enemy Zone of Control?
A. Yes.
Q. What is the die roll reduced by one or two when attacking a hex which contains both a city and rough terrain?
A. One. These effects are cumulative. Note also, the die roll is reduced by two, not three, when attacking units in a fort which is in a city hex.
Q. Is the die roll only decreased by one if the Combat odds are 1:2 or worse?
A. Yes.
Q. The example after Rule 3.21 states that the Phasing player must make two attacks. Could he instead make one attack against the entire defending force?
A. Yes.
Q. If a combat support unit is allocated to a combat unit and a demoralized result occurs, may the defending player eliminate the combat unit and leave the combat support unit in the hex?
A. Yes.
Q. May cities in a conquered country be used as supply sources by the conquering player?
A. Yes.
Q. For initial deployment purposes, do you define the various fronts?
A. This question is answered in the errata in this issue.
Q. Are the coastal hexes printed with the yellow dotted pattern Beach hexes?
A. Yes.
Q. May siege artillery strength points be used to assault units in a fort which is in a city which is also a friendly supply source?
A. Yes.
Q. When attacking units in a fort which is in a city hex, do you multiply the unit's strength points to reflect a valid supply path from the city to another city which is also a friendly supply source?
A. No! Rule 16.71 expressly forbids this practice. However, use supply capacity, and enter the excess capacity can be used to land units.
Q. How is this revision different from the original version?
A: It clarifies the point that during the Allied have no effect on their ability to land units that turn regardless of what units are lost and supply paths are opened, the supply limit of the beginning of the turn defines what can land. It also clarifies two points: paratroops cannot land on land and are not affected otherwise, and that they cannot land at sea, and supply/landing supply capacity apply to each individual.
Q. An Allied-controlled port that was not invaded and that does not contain a HQ unit can supply only the units in its hex (rule 16.35). If such a port has unused supply capacity, can this unused supply capacity be used to land units?
A. No! Rule 16.71 expressly forbids this practice. However, use supply capacity, and entered the excess capacity can be used to land units even if the supply capacity is not used.

AVON HILL RBG RATING CHART
The games are ranked by their cumulative scores which is an average of the 8 categories for each game. While it is not quite fair to say that each category should not weigh against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal hours.
Infiltrator’s Report

Don Eisan, who annually polls the membership of AHKS (a national organization for the play of wargames by mail), reports that Avalon Hill games again proved to be the most popular among that group. In FTFY, A.H. games took the top 17 places before TSR’s DUNGEONS & DRAGONS broke the string. In postal play, A.H. games held the top 12 places before the SPI title BLUE & GREY broke in to capture 13th place. RUSSIAN CAMPAIGN proved to be the most popular title overall; placing 1st in the PBM poll and second in the FTF rankings.

Undoubtedly the happiest gamer at Pacific Origins was Jim Mattatal of Torrance, CA who is shown above at left receiving his $1,000 first prize check from Brad Hessel for winning the SPIES tournament. The three round tournament drew 123 entrants and marked the first four figure cash prize ever offered at the national gaming convention. Avalon Hill is already planning to upgrade its tournament offerings at ORIGINS 82 with more cash prizes which can only be good news for the gamer as wargaming continues to come of age. Other finalists just missing the big bucks were: Barrett Eynon of Palo Alto, CA; Eric Elfranbald of Tualatin, OR; Rusty Rhoad of Conroe, TX; and Jim Hambacher of Tucson, AZ.

PLAGUE TIMES is another one of those postal fan 'zines that provides gamesmaster services for multi-player games and as such may be of interest to GENERAL readers. Currently boasting a circulation of 200 postal gamers, the magazine runs games of DUNGEON, DIPLOMACY, DUNE, and WSS/MF within its pages. Postal fan 'zines of this type usually charge a basic subscription price plus a game fee for any games you actually want to participate in. You can get a sample of what PLAGUE TIMES has to offer by sending $1.00 to Marion Bates, P.O. Box 381, Kalkaska, MI 49646.

Bruce Milligan, who has edited ALL-STAR REPLAY for the past two years became the first R&D voluntary casualty of the Avalon Hill Game Company since the pre-bankruptcy Charles Roberts days when he got one nut-mail question too many and tendered his resignation last July 31st. Actually Bruce left to accommodate his wife’s new teaching position at Vassar College as well as the opportunity to hone his fencing skills at the benefit of the advantage rules, gives the pursuing aircraft the best opportunity to respond.

While conducting the CIRCUS MAXIMUS tournament at GEN CON EAST we managed to lose a CM rulebook containing notes for the second edition written in the margins in red ink. Anyone who may have found this item and is willing to return it to Don Greenwood’s attention c/o Avalon Hill will be suitably rewarded.

Robert Sacks (4861 Broadway 5-V, NY, NY 10034) maintains a listing of known Game Openings of play-by-mail diplomatic games (e.g., DIPLOMACY, DUNE, SAMURAI). Copies are available for a stamped self-addressed envelope. To be listed a gamer must address their inquiries to Alan R. Moon, c/o Avalon Hill. No particular experience is necessary, though enjoyment of fantasy boardgames will help.

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OPPONENTS WANTED

Only the following GENERA-4 back issues are still available. Price is $5.20 per issue plus 10% postage and handling charges. Maryland residents add 5% sales tax. GENERAL price quotations may not be used for this or other orders. Due to low quantities of some issues we request that you specify advanced selections should your first choice be no longer available. The index below lists the contents of each issue by subject matter; feature articles are designated by an asterisk (*). Articles are indexed by the number of articles about that game in that issue. Issues listed in red are older issues, and those in blue are more recent.

Vol. 16, No. 1-Anzio-3, Panzerblitz, 3.82
Vol. 16, No. 2-Feb./Mar., Diplomacy, Outdoor Survival, Anzio-2, Panzerblitz, 3.50
Vol. 16, No. 3-June, 3.80
Vol. 16, No. 4-Victory in the Pacific, 3.17
Vol. 16, No. 5-Squad Leader-1, 3.77
Vol. 16, No. 6-D-Day, The Battle of Normandy, 3.77
Vol. 16, No. 7-Cross of Iron, 3.48
Vol. 16, No. 8-Squad Leader, 3.44
Vol. 16, No. 9-Midway, 3.44
Vol. 16, No. 10-Operation Torch, 3.50
Vol. 16, No. 11-War in the Pacific, Japan and the Philippines, 3.50
Vol. 16, No. 12-Battle of Britain, 3.50

Vol. 17, No. 1-WWII ATOMIC BOMBS, 3.73
Vol. 17, No. 2-Flag Officers, 3.77
Vol. 17, No. 3-Code Breakers, 3.77
Vol. 17, No. 4-World War II, 3.73
Vol. 17, No. 5-Command of the High Seas, 3.77
Vol. 17, No. 6-Operation Torch, 3.77
Vol. 17, No. 7-Chicken Hill, 3.77
Vol. 17, No. 8-Blitzkrieg, 3.77
Vol. 17, No. 9-Operation Torch, 3.77
Vol. 17, No. 10-Blitzkrieg, 3.77
Vol. 17, No. 11-Blitzkrieg, 3.77
Vol. 17, No. 12-Blitzkrieg, 3.77

Vol. 18, No. 1-Western Europe, 3.77
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Vol. 18, No. 5-Blitzkrieg, 3.77
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Vol. 18, No. 8-Operation Torch, 3.77
Vol. 18, No. 9-Operation Torch, 3.77
Vol. 18, No. 10-Operation Torch, 3.77
Vol. 18, No. 11-Operation Torch, 3.77
Vol. 18, No. 12-Operation Torch, 3.77
EAST OF ROSLAVL, SOVIET UNION, August 7th, 1941: Another day of pouring rain. The mud clung like black tar to the men’s boots. The 292nd Infantry Division slowed in its push to close the bag on the Russian Fourth Army. Each overrun town required its own garrison. Each possible exit needed a guard. As the leading troops shrank in number so did their speed. To insure success Colonel-General Heinz Guderian abandoned his panzers to march on foot with the 507th Regiment. The 292nd moved on.

Board Configuration

VICTORY CONDITIONS

To win the Russian must exit 9 squads off the east edge by game’s end. AFVs with functioning armament count as two squads.

**SPECIAL RULES**

1. Use all rules through COD including the possible conversion of German minefield factors to booby traps and/or Anti-Tank mines.
2. Environment is WET.
3. All wheatfields are level -1 marsh. (Rule 127).
4. The hastily laid mines were rather easy to clear. All mine and booby trap clearing attempts get a -1 DRM.
5. All buildings are wooden and level one.
6. Mines may be setup in halfhexes.

**Aftermath:** The hastily laid minefields stunned the approaching ragtag collection of Russian infantry and armor. Initial infantry attempts to rush the town were brushed back by mine blasts and accurate machinegun fire. Finally the Russians were able to clear a mine-free path for the tanks alongside the woods just as German reserves arrived. The battle swirled at the edge of town until one tank was destroyed and the other lost a track. The Russian infantry then broke and fled.

By August 8th the Roslavl pocket yielded 38,000 Russian prisoners, 200 captured tanks and numerous guns. Another stunning victory on the road to Moscow.
THE GENERAL

READER BUYER'S GUIDE

THIRD REICH '81 (3rd edition only) $16/$9

Grand Strategic Game of WWII in European Theatre

INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 3-average; and 9-terrible). EXCEPTION: Rate item No. 10 in terms of minutes necessary to play a game as recorded in 10-minute increments. EXAMPLE: If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "15." For games with more than one version give two game length ratings, one for the shortest scenario and another for the longest scenario or Campaign Game.

Participate in these reviews only if you are familiar with the game in question.

1. Physical Quality
2. Mapboard
3. Components
4. Ease of Understanding
5. Completeness of Rules
6. Play Balance
7. Realism
8. Excitement Level
9. Overall Value
10. Game Length

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper.

Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

Opponent Wanted 50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a $0.10 fee. No refunds. Payment may be made in uncanceled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will be accepted only when dealing with collector's items (out of print AH games) and are accompanied by a $1.00 fee. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use ad space only if there is a number ranging from 1 through 9 in the item No. 10 in terms of minutes necessary to play a game as recorded in 10-minute increments.

WHAT HAVE YOU BEEN PLAYING?

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

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

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

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

1. 
2. 
3. 

CONTEST NO. 103

It is the August, 1914 turn of a GUNS OF AUGUST game and Germany has declared war on both Belgium and Holland. Using all Advanced Game and Optional rules, determine the optimum placement of the six Dutch and Belgian units shown by writing the hex coordinate or city name in the space to the right of each unit. Ten winning entries will receive AH merchandise credits. 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 three articles. The solution will be announced in Vol. 18, No. 4, and the winners in Vol. 18, No. 5.

Poll: Which side has the advantage in the Campaign Game and what percentage of games will it win? □ Allies □ CP 

Best 3 Articles

1. 
2. 
3. 

NAME 
ADDRESS 
CITY STATE ZIP 

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

Participation is limited to recognizing your favorite games, their components, and their rules. No contests are open to anyone under 13 years of age. The winning entries will be announced in THE GENERAL's next issue. 

1. 
2. 
3. 

NAME 
ADDRESS 
CITY STATE ZIP
## Wooden Ships & Iron Men Play-by-Mail Turn Record Sheet

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