**The AVALON HILL GENERAL**

The Avalon Hill General is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill war games. Historical articles are included only in so much as they provide useful background information on current Avalon Hill titles. The General is published by the Avalon Hill Game Company, solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game public.

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**THE AWARDS**

I must be an unusually ornery individual. I've always been told that one is supposed to mellow as he grows older, but I seem to raise more ire with each passing day. Last issue I probably succeeded in alienating half the gamers in California by printing my review of PACIFIC ORIGINS instead of politely abstaining from comment. I find it particularly ironic that I seem to have been singled out in some circles largely through my perhaps unfortunate ties with Atlanticon, Inc., an outgrowth of Interest Group Avalon, the gaming club which started ORIGINS and which will sponsor it again this year) as a culprit in plotting to keep ORIGINS on the east coast. From my point of view, nothing could be further from the truth. Howie Barasch and I were instrumental in establishing ORIGINS as a traveling show. From 1977 through 1980 I did more, to my knowledge, than anyone involved with ORIGINS to encourage potential west coast sponsors to make a bid to host ORIGINS (including some of the principals of PACIFICON). Unfortunately, those same people and at least one hobby "zine in California have apparently interpreted my involvement with, and enthusiasm for, our local group as hostility towards any west coast convention. I guess this means that a person can't enthusiastically support east and west coast conventions simultaneously. I haven't really figured out why, but for those who have already come to that conclusion I apologize for confusing you. In truth, I am probably the most avid supporter of a west coast ORIGINS because I can't wait for the chance to go back. Anyway, this time I thought I'd chance tweaking the noses of a few of my colleagues in the Adventure Gaming industry by...

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GLADIATOR, one of Avalon Hill's most recent game releases, can only be described as a gaming phenomenon. I have never known a game to attract such quantities of players from so many varied subject, scale and period interests. The game, originally released by Battleline, apparently underwent extensive revision and received the usual Avalon Hill upgrading of components. Perhaps part of the reason for GLADIATOR's success is its uniqueness in several areas. Its low unit count (normally one man per player) allows for a wealth of simulation detail without the normal penalty of inconvenient game length. I have had games ranging in duration from two minutes (Yes, I lost and am still trying to rationalize what happened!) to an awesome duel between two massively armored heavy gladiators that lasted nearly two hours. Generally speaking, the 15-30 minute playing time indicated on the box appears valid. The short game duration time allows for numerous engagements in an afternoon or evening of play. As a matter of fact, the playing time and low unit density have enabled me to play a number of games over my lunch hour, and has generated a lot of interest in the hobby at the office! The short playing time has another subtle advantage. By gaining rapid experience with the system, players quickly absorb the rules and are able to concentrate their attention on tactics and opponent's techniques. The result is that a novice player doesn't remain "trident-fodder" for long. In fact, our game club now has more tough Kirk Douglas/Spartacus types than I care to think about before entering the arena! Another area where GLADIATOR is rather unique is its merging of the flavor of currently popular role playing games and the traditional "wargame". In many respects, it is a hybrid combination of the two. If one plays either of the campaign games, you discover that your gladiators develop different personalities and reputations that have psychological effects on your opponent as well as on your own style of play with them (i.e. reckless, cautious, bold ...). The character development has one additional and very interesting result. Gamers seem to enjoy watching a match almost as much as participating in one (shades of the Colosseum!). Champions and villains emerge, with everyone enjoying witnessing a justly deserving gladiator in the campaign game getting his rightful due (to the snorts, hoots and chuckles of the spectators). Being both fun to watch and a good simulation, it has enabled many a spectator to follow the action and become interested in the hobby.

The purpose of this article is three-fold. First, I hope to provide "color" to the game by presenting some of the history behind the subject. This hopefully, since the game is a reasonable simulation, will also prove beneficial in development of tactics. The second portion of the article is intended to provide someone unfamiliar with the game with a critique of its components and system. Lastly, the final section will expand the system, allowing players to introduce new types of adversaries and incorporate a solitaire play option.

THE SUBJECT

One disturbing, and disappointing, feature of the game was its lack of designer's notes. A few rule ambiguities could have been clarified and additional enjoyment added to a good system, by including a historical section on the subject with appropriate designer commentary. This section will hopefully void that omission.

I feel that the purpose of providing the history of a subject is basically two-fold. First, it provides interest, "color" if you will, on the subject. A large part of gaming is the vicarious thrill and enjoyment that it produces. Familiarization with the situation and atmosphere of a simulation greatly enhances

THE SUBJECT, THE GAME, & EXPANSION OF THE ARENA

By: Thomas C. Springsteen
stood nearby. Most, however, feel that it was a historians feel that the Colosseum's name tribute to the amphitheater's gigantic size. Begun in year 80, in the still uncompleted amphitheater, Gardening in New York holds 18,903.) Around the measured 620 by 513 feet and enclosed an oval marble seats were reserved for senators, priests, and high officials. Above the podium was the sug­ zones: the first for distinguished private citizens, the second for members of the middle class. A third tiers of marble seats divided into two main were transferred to Rome, however, they gradually levels and the rest for the common people. In central Italy, the first Roman social system, were transformed to a very different purpose. That purpose was the gratifica­ above the stage were the minced bodies of con­ victory was a matter of honor, and even more so, eligibility for new assignments. Trajan's victory demanded, among other things, that it should be accessible to the common people. The Solemn Drill, a colorful and awesome era, was the spectacle of gladiatorial games.Originated in Etruria, in central Italy, the first Colosseum, 5,000 animals were introduced to the arena; elephants, rhinoceroses, tigers, lions, leopards, panthers, bulls, bears, hippopotami, boars, crocodiles and pythons to name but a few. The Colosseum was ... but few. The Colosseum was sometimes transformed into a jungle scene or other terrain by adding trees, rocks and other props for these battles. In some of the conflicts, one of the pair of animals was attached to a chain stuck to the center of the arena. In others, the animals were chained together—just about any conceivable match was explored. At times, the restricted arena was filled with a variety of beasts. Specially trained gladiators called venatores and bestiarii were often matched against the animals. Both forms of gladiators will be addressed in more detail later. Before the venatores were finally abolished in the third century A.D., at least 50,000 gladiators had been vanquished from the Roman Empire: North Africa had lost its elephants; Nubia its hippopotami; Mesopotamia, the lions recorded in Assyrian bas­ Hercules of our time, often wore a diadem of ostrich or peacock plumes. Forced gladiators were formed with weapons often made of wood. The blast of the tuba, or war trumpet, heralded the beginning of the main performance. The spectacle opened with a parade of chariots carrying the contestants, who were robed in purple and gold-embroidered cloaks. The gladiators dismounted and circled the arena. Behind them were slaves displaying the gladiator's helmet and weapons. The helmets were especially splendid pieces of workmanship. They generally had visors covering the whole face, a wide brim, and a lofty ridge on top which frequently bore a crest of ostrich or peacock plumes. Forced gladiators were extensively trained by professional trainers/managers supported by slaves brandishing whips and/or hot irons to motivate fighters who seemed too timid to move forward.

As the procession reached the emperor's box, each gladiator stopped, extended his right arm and uttered the proud and defiant cry: "Avi, imperator, mortuis te Solatium!" (Hail, Emperor, men soon to die salute thee!) Suetonius records that when the emperor Claudius, a notoriously impulsive and unstable person, answered the gladiators' claim that they were "soon to die" by vulgarly shouting back "or maybe not", which so offended him, the gladiators, who did not take it threatens to break off the show. The Gladiatorial Corps, although largely recruited from criminals and PWs, had a strong sense of professional dignity. Opponents were often drawn in a formal drawing of lots, followed by a weapon inspection ceremony, and finally the initiation of combat. The rituals following combat have come down to us, and are perhaps even more interesting. A defeated but surviving gladiator could appeal for mercy by throwing away his shield and raising a finger of the left hand; then, unless the emperor himself were present, it was his victorious adversary who either spared or condemned him. If the emperor were not present, it was left to the crowd, however, could have an adverse effect on the fate of a gladiator when his moment of truth arose. Occasionally a gladiator was killed by a man he had previously spared. An epitaph to a fallen gladiator advised all those that followed after to: "Take warning from my fate. Give no quarter, whatever the situation may be." In the sovereign's presence, the crowd advised the ruler by waving cloths and displaying upturned thumbs, shouting "Mitte!" (Let him go free), or downturned thumbs and "Jugula!" (Cut his throat!). The ruler would decide the gladiator's fate by granting his plea or, with brutality verse or to make the bad man status. These requirements seemed to vary from person to person.

Due to the length of time covered by the gladiatorial games, from the first three pairs in 264 B.C. until their abolition by Emperor Honorious in A.D. (though criminals were still required to fight 30 years after his death), another hundred years), the nature of the conflict underwent substantial evolution. At the highest level the matches were exhibitions between highly trained, skilled, professional gladiators and were more of a sport. Because the gladiators were extensively trained in special schools of gladiators (many of them were often laughed at when they were first formed) for over a hundred years, the nature of the conflict underwent substantial evolution.

At the end of a show lists were prepared: P meant perish; V meant vanquished his foe; M meant missus (sent off), indicating that he had lost but been allowed to depart. The triumphant survivor survived to fight again. He was given magnificent rewards, cheers, a palm branch or crown, and he carried from the arena a silver dish heaped with prize money. In fact, some professional gladiators complained that they were not allowed to fight often enough!

The life expectancy and chances for freedom of a gladiator varied with the era in which the games were conducted. Freedom could be granted at any time by the emperor for a particularly outstanding feat. More commonly, the gladiators had to survive a required time or series of combats to gain freedom status. These requirements seemed to vary
with the period. A common prerequisite was three years' survival in the ring, followed by two years of slaves, after which he was granted his freedom. The age of Nero and Claudius, a gladiator trying for freedom had to survive one last duel—single combat with an elephant! It is difficult to be certain how many times a gladiator had to face death. Some gladiators last several days, and sometimes as long as a month. Sometimes a gladiator had to fight twice in the course of a day. The gladiator named Felix opposed the same retarius after several days' interval. Twice defeated, he was granted mercy by the crowd the first time and condemned the second. Generally speaking, it appears that gladiators were only required to engage in combat several times a year. A gladiator, for example, was killed at the age of twenty-one after four years in the profession, and had had only five combats. Many, killed between age 20 and 25, fought only seven times. This average agrees to documented records of men in their thirties. Some enrolled at the age of seventeen or eighteen and died young, barely past twenty. Rarely did a gladiator reach the age of thirty without at least twenty victories credited. One gladiator that reached that age, named Flamme, had the following record: wins, 21; "stans missus" (draw, and both granted mercy), 9; missus (lost, but granted mercy), 4, owing his life to the generosity of the spectators.

Gladiators were classified into major types, based on the arms or methods of fighting. There were as many variations as there were types of gladiators. During the imperial era, the Roman gladiator was usually one of four main classes:

1. **THRAICAN**—Heavily armored. Heavy, elaborate helmet. Body (except chest) covered with pieces of metal and leather. A small shield was held in the left hand. Wore a red loincloth supported at the waist by a sword-belt (buteus). Both legs were covered by leg guards (alamas) and fixed against the shin of the leg. With Thracians, this greave also covered the knee and a small part of the thigh. The left arm was covered by a leather sleeve reinforced by metal scales (manica), leaving only the fingers exposed. The offensive weapon was an either an unusual sword bent at nearly right angles, or a short sword with a scimitar-shaped blade, which was called a scythe. His normal adversaries were either the hoplomachus or myrmillo. He nearly always fought a secutor (symbolizing the struggle between water and fire; on one side pure, elusive movement and on the other the irresistible force of the flame) or myrmillo. His main advantage was his mobility and the range of his weapons. It was to the advantage of the retarius to extend the engagement, whittling away at his opponent from a distance, and utilizing his higher endurance due to the lack of heavy armor.

2. **MYRMILLO** ("fisherman", because he wore a fish-shaped crest and usually fought the retarius, or net-wielder)—Wore special fish-crested helmet (murmula), the fish being the insignia of the Gaul. The helmet was otherwise smooth, to reduce chance of ensnarement by the net of a retarius. The myrmillones generally fought wearing only helmet and a loincloth, but were compensated by some form of shield; their faction of gladiators were sometimes called "little shields". One source states that myrmillo was sometimes clad in iron and breastplate. He carried a heavy straight sword (scutum), or possibly a pike (depending on his adversary), and was specially trained in shield handling. His normal opponent was the retarius or the Thracian. The myrmillo could be especially dangerous, as he had many of the advantages which were individually unique to other gladiators. His helmet and shield with the sword gave him significant protection, but the lack of heavy armor allowed increased mobility and higher endurance. His heavy straight sword was a fearsome offensive weapon.

3. **SAMNITE** (divided into two types: hoplomachus and secutor)—adapted from formidable Samnite warriors encountered and vanquished by Rome in the early days of the Republic. Hoplomachus/Samnite—Heavy helmet, but nearly naked. Held a large, rounded, oblong shield which completely covered him when held in front, exposing only head and feet. It was similar to the large quadrangular shield carried by the Roman legionaries. He wore an ocrea on his left leg and leather bands (fasciae) on the wrists, knee and ankle of the unprotected leg. Armed with a sword, the hoplomachus was deprived of his normal opponent's (Thracian) heavy armor, but compensated with the enormous shield he carried. As a result, he was more agile and less prone to endurance loss. Thus, an extended combat was to his advantage.

Secutor/Samnite ("Chaser", so named because he pursued his antagonists)—The heavy, spherical, plumed helmet gave this warrior an imposing appearance. Wore ocrea on left leg and a sort of cuirass (spoginia) covering the chest. He was protected by a type of shield known as the scutum, quadrangular and concave, flaring out slightly at the top to protect the shoulders and chest. The secutor's shield was sometimes referred to as a bucket. Armed with a sword (gladius), the secutor was the special opponent of the retarius. Some sources go so far as to say that a secutor did not oppose any other type of gladiator. His danger to the retarius lay more in the force and shock of his attack than in the mobility suggested by his name. Characterizing an ordinary infantryman, the secutor was a well-balanced and deadly foe.

**RETARIUS**—Generally unarmored, or very lightly protected by a broad leather belt about the lower trunk. Unlike most other gladiators, he wore no helmet or greaves and carried no shield. His sole armor was generally a manica (see Thracian) on his left arm, a special belt (galera) covering the neck and shoulder from lateral blows. He generally carried three weapons—a trident, a net, and a small dagger. The trident, generally thrust out by the left arm, was as much a defensive weapon as an offensive one. The most distinguishing feature of the retarius was the net (sica), which was fringed with small lead weights to open into a circle when thrown. He attempted to entangle his clumsier opponent in the net and kill him with the trident or dagger. If the net attack was unsuccessful, a cord attached to his wrist enabled him to snatch it back. If he succeeded in ensnaring his opponent or tearing away his shield, the battle was almost won, but if he lost his trident (as must have often happened, since he was provided with a dagger as an auxiliary weapon), he had to have exceptional skill in order to defeat in hand to hand combat an opponent armed only with the teeth in comparison.

The retarius never fought another retarius. He nearly always fought a secutor (symbolizing the struggle between water and fire; on one side pure, elusive movement and on the other the irresistible force of the flame) or myrmillo. His main advantage was his mobility and the range of his weapons. It was to the advantage of the retarius to extend the engagement, whittling away at his opponent from a distance, and utilizing his higher endurance due to the lack of heavy armor.

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A number of other types of gladiators were notable, and are worth mentioning. They include:

**BESTIARI**—Special training, professional gladiators that competed against wild beasts of the "hunts" (venationes). Sometimes, in certain periods, criminals condemned to the beasts were referred to as bestiarii. They were protected by iron plates covering the chest or fringed shoulder-guards similar to those of the retarius. Occasionally full armor was worn, identical to that of a heavy gladiator: helmet, shield, greaves and sometimes coats of mail. They had no weapon capable of keeping the animal at a distance; the beast was confronted with a sword at close quarters.

**VENA TORES** ("Hunters")—Other forms of animal-fighting gladiators who were "volunteers who fought with a noble weapon". In the days of the Republic, barbarians sometimes were forced to fight as venatores. The characteristic weapon was a hunting spear reinforced by an iron point (venabulum). They were clothed in a simple, close-fitting tunic, had no protection other than leather bands on the arm and leg. One unique and special form of combat involved attachment to a huge wheel that alternately swung him within an animal's grasp and then lifted him high above it.

**VELITE**—A light gladiator. No armor or helmet, few protective leather straps, small shield (if any). Weapon was a spear, sword or dagger. Very fast but very vulnerable. High endurance due to lack of encumbrances.

**DIMACHAE**—Fought with a short sword in each hand.

**ESSEDARII**—Fought from chariots.

**LAQUEATOES**—Armed with either a lasso or a slingshot.

**ANDABATE**—Special form of gladiator matched against a winged or feathered opponent. He was inpromptu armor, usually a wide visored helmet in a full visored helmet which completely blinded the andabate. In effect, they fought a deadly game of "blind man's bluff". A coat of mail covered the entire body. Their special training emphasized swordsmanship and strength in finding and striking the vulnerable joints of the cuirass.

The above were the chief competitors, but the Roman gladiator: Corps had a few other minor classes of combatants including boxers, archers, and horsemen. Although the major adversaries were as previously discussed, it was not unusual to match gladiators against non-standard opponents and/or weapons.

One may find sources containing contradictions to the information presented in this article, but the material represents the general consensus of the best sources available. The games went through many changes in the approximately 700 years of their existence. I hope that this article has provided the reader with an interesting overview of the subject which will make the game more colorful, and give him a basis for understanding the role the ancients played in their own world. Let's play!
The cover art is colorful, action packed and quite appealing. Several aspects of the cover art are interesting and, I think, deserve comment. The gladiator armed with the sword and small shield, known as a myrmillo, is left-handed. This is unusual, and was especially disturbing to an opponent normally trained to combat standard right-handed foes. The possibility of a left-handed opponent is also one of those small details not overlooked in the game itself. His net and trident wielding opponent, the retarius also merits some comment. The protective helmet and right leg greave that he wears are definitely unusual, although common in the game. The retarius normally was unarmored except for protection on the left arm, which he normally used to hold the thrust-out trident for defense. The right arm and the rest of the body was generally unencumbered to allow for mobility and freedom of net actions. Despite his unusual, and seemingly misplaced attire, the retarius’s protective arrangement could be interpreted to mean that he was also left-handed. The cover, then, may actually be depicting a most unusual and interesting combat! Who says a box is not worthy of commentary?

THE GAMEBOARD

The approximately 11” × 16” gameboard is relatively plain, but attractive. The playing surface is endless (no boundaries to the arena), but not geomorphic due to the border which completely surrounds it. I personally prefer the aesthetics of this board rather than a more conventional geomorphic style. If necessary, the gladiators can be shifted back to the center of the playing surface, but I have rarely found this to be the case. The light brown board has the game title and a positional advantage indicator printed on each end. The playing surface is sub-divided into 1” hexes for movement and range determination, and is pleasingly printed in a grannysand-like texture.

THE GLADIATORS

Each of the twelve 1” wide × 2” high figures provided in the game are back-printed with a rear view image of the gladiator. When mounted in their holding bases, they give a three-dimensional feel to the play. The unit counters are, in effect, inexpensive miniatures. The gladiator counters are divided into four main classes: heavy, medium, light, and retarius.

HEAVY GLADIATOR—Counters 1, 2, and 3 represent heavily armored gladiators. I feel that this counter is the most striking, both in artistic presentation and in exuded menace, of the four types. Representing the Thracian style of gladiator, this unit is by far the most heavily protected. Of the six styles of armor available for this gladiator, none leave any portion of the body totally exposed to harm. In addition, he is always given a large shield for protection, except when facing a retarius, where the rules always call for the opponent to have a small shield. The head region is totally protected in five out of six cases by a massive helmet, which makes him nearly imperious to damage in this critical area. The formidable armor allows the heavy gladiator to concentrate nearly all of his efforts (CF—Combat Factors) in attacks rather than defensive actions. This opponent can be expected to be a very hard hitter and often wins in a single blow or two. He is rarely dispatched quickly, and usually succumbs to multiple attacks/wounds over a period of time. His two major weaknesses are, ironically, directly related to his massive armor. Due to the weight and encumbrance of the gear, he is very slow (moving only four of the eight movement phases in a turn) and vulnerable to endurance loss (lowered CF) in an extended conflict.

MEDIUM GLADIATOR—Counters 4, 5 and 6 represent medium armored gladiators. Probably the most colorful of the gladiators, in both game and real life, this piece represents the secutor/myrmillo/hoplomachus gladiator forms. The actual piece in the game depicts a myrmillo, with its unique ribbed-style of helmet. This gladiator is the toughest to categorize. The game allows him a wide variety of armor types, ranging from relatively poor armor to armor nearly equal to that of a heavy. In five of the six armor styles, one body area is left totally unarmored, and the entire statue could be generally exposed, in varying degrees, to a well-placed blow. Like the heavy, he is always given a large shield, except, again, when facing a retarius.

The allocation of combat factors toward attack and defense is much tougher for this gladiator than the previously mentioned heavy gladiator. His armor will not give total protection, but excessive use of combat factors for defense greatly reduces his chances of creating wounds from his attacks. His speed is standard, being allowed to move five of the eight movement phases in a turn. He has just enough speed to allow maneuvering for a positional advantage, but not quite enough to stay out of trouble from a faster opponent. His endurance is good, but will often begin to be a negative factor in the latter turns of an extended battle. The strengths and weaknesses of this gladiator allows the most opportunity for creative and skillful play for the experienced player—and for a sudden, fatall wound for the novice.

LIGHT GLADIATOR—Counters 7, 8 and 9 portray lightly protected gladiators. Representing the velite form of gladiator, the art work of this piece clearly conveys the desperate lack of protection. Containing very few armor options, with few available, both generally poor, this unit is by far the most vulnerable to wounds. He will have anywhere from three to five of the five body areas totally unprotected in his various armor combinations. His shield is also almost always a small one. A light gladiator is not destined to survive long. The final turn-to-face move allowed prior to the game, exposes the light gladiator to terrible wounds even if he has gained a positional advantage. Often a positional bonus of combat fac tors gained in an attack are dissipated by the better armor of an opponent. Against another light, it is always most critical to deliver the first blow. The light gladiator’s two main advantages are his speed and endurance. He is very mobile, being allowed to move six of the eight movement phases in a turn. His high endurance can give him an edge in combat factors over a fatiguing opponent in the latter turns of a lengthy engagement—if he survives long enough! I would like to offer one slight modification to the rules at this point. If a light gladiator were allowed to carry a spear/trident for a weapon, he would become a much more interesting and dangerous adversary. He could use the two-hex range of the spear, its mobility and high endurance to full effect, with less likelihood of wounds inflicted from close combat. If he were skillful, he could attain victory from a distance. If he were not, sudden death from close quarters!

RETARIUS GLADIATOR—Counters 10, 11, and 12 represent the special form of gladiator presented in the Advanced Game rules. The retarius counter is probably the most interesting and interesting of the four types. The armor and weapons in the art work on this piece appear to be historically accurate, but misplaced. (See commentary on the cover art work.) The game classifies the retarius as a medium gladiator and allows the armor configuration possibilities as his normal opponent. I believe that this is an error and the reader should reference The Subject portion of this trilogy for the standard attire configuration. I have also found the retarius counter is probably rectified by reclassifying the retarius as a light gladiator, with the armor possibilities of a medium.

The retarius’s major advantage lies in his unique weapons. He is armed with a trident, which gives him extended range, allowing for attacks outside an opponent’s reach. The negative aspects of this weapon are its likelihood of breaking when it is parried, and the fact that it can only be used at half-strength as long as the trident is in possession of something in his other hand. The other weapon wielded by this gladiator is the net. Used to ensnare or unbalance his opponent (it has a range of up to three hexes), it constitutes a deadly one-two punch when utilized with the trident. The only disadvantage of the net is that when used in an unsuccessful attack attempt, it is useless for several phases while it is being recovered. As previously stated, the main advantage of the retarius lies in his weapon capabilities and range. Being classified as a medium gladiator, he has no speed or endurance advantage over his historical opponents (also medium). The suggestion that a light gladiator would be more historically correct and provide him with more clear-cut advantages and disadvantages.

As a final comment on the various gladiators, their armor/weapons capabilities and resulting advantages or disadvantages in combat may be affected by one other variable. The physical condition of the man himself (the game allows up to 36 possible combinations of ratings for training, strength, agility, constitution and combat capabilities) may alter conventional techniques associated with any particular class of gladiator. In addition, as the gladiator and/or his opponent have wounded limbs, strategies may have to be quickly altered—nothing is forever in the arena!

UTILITY GLADIATORS

LARGE SHIELD—Definitely useful and worth picking up, if safe, whenever possible. When
destroyed or discarded, it is useless. In either case a player should be careful not to back over one (or get pushed over one!) to avoid falling. A gladiator who is down near an opponent had better hope his will is in order.

SHIELD—Same comments as that of the large shield. Except that it should be noted that when a small shield takes damage, it begins to deteriorate much faster than a large shield.

WORLD—If you don't have one, it is priceless and should be picked up at all costs. If you have a weapon, why bother? Just stand on it!

TRIDENT—Same comments as related to the sword. A broken trident may still possibly be used at one hex range. If you have a mobile, unarmed opponent, you might consider exchanging your weapon for the increased range of an undamaged trident laying in the same hex.

NET—To pick up or not to pick up, that is the question. If you have a shield and your opponent is still armed, I say leave it be. ('Shield strikes' become body hits when no shield is present—a net won't stop cold steel!) If you are a retarius and still have your trident, I would probably not risk attempting to pick it up, but would instead attack from two hex range at full strength, and the trident in any case, don't get one behind you.

KNEELING GLADIATOR—Rarely used, this counter is used to denote a gladiator that is in a special defensive (?) stance, or in the process of recovering from a fall. I have never seen this counter used. It is difficult to imagine a situation where it would be useful or safe to voluntarily utilize it. In the case of a fallen gladiator, most do not survive long enough to reach a kneeling stance.

THE GAME CHARTS

At the central core of the system are the game charts printed on both sides of the sheet labeled "Gladiator Tables". On the front side, the first two charts outline the standard actions, special actions, and legal combinations of the two, allowed during the gladiators' movement phase. These two charts act as a quick reference during play, and often preclude the need to thumb back through the rule booklet.

The next two charts are used to determine the gladiators' armor and physical characteristics prior to entering the arena. The players determine what class of gladiator they will be representing—heavy, medium, or light. The armor tables for each class list six possible armor and shield combinations, which are determined by a die roll. The physical characteristics chart contains 36 possible individuals with varying ratings for training, strength, agility, constitution and wounds. The characteristics are randomly determined by rolling two dice and cross referencing the result on the matrix of the chart. The information from these two charts is next transferred to the "gladiator log pad" for easy reference and modification during combat.

Of the remaining tables on the front of the sheet, two deal with gladiator collisions during the movement segment of a turn. Table 7.5 is used to determine the impact of each gladiator. The impact factor is a result of combining a die roll and two or more of the Die Roll Modifiers (DRM) listed in this chart. The DRMs reflect the effects of various factors including speed, position, strength, etc. The gladiator with the higher Impact factor is labeled the attacker, and play transfers to table 7.52 to determine the results of the impact on the loser, or defender. The defender will always suffer some adverse effects, namely stun factors, which reduce the attack and defense capabilities (at least temporarily) of the combatant. In addition, he must check for the possibility of stumble in the next phase.

The final chart printed on this side is "8.42—Attack Sequence Chart". In the game, each player may allocate his combat factors to between one and five attacks of varying strengths; generally, the more attacks allocated, the weaker they are. This chart shows the exact sequence of the attacks allocated by both gladiators. An attack can reduce or negate one or more of the opponent's following attacks in a turn. It is, therefore, often most important to deliver the first blow.

The back of the "Gladiator Tables" page contains the bulk of the combat charts. The three most critical tables, and the heart of the game, are contained on this page. They are the "Combat Results Table", "9.1—Wound & Stun Severity Table", and "9.4—Critical Hits".

The "Combat Results Table" is used to determine the results of an attack by comparing the force of an attack with a three dice roll. The possibilities include: miss, parry, block, miss, shield strike, shield edge strike, parry (with weapon), special parry (with weapon and shield in combination), and a hit (in varying degrees of strength). Depending on the result of the blow, various other tables may be consulted.

The "Wound & Stun Severity Table" is consulted if a hit is attained, table "9.1—Wound & Stun Severity Table" is consulted if armor is present, its effect (if any) on a three dice wound check roll is determined. The wound (if any) severity is assessed, and a final check of possible severe damage is made by throwing two dice and checking "9.4—Critical Hits Table" (which is full of all sorts of nasty little surprises). The three combat tables mentioned above are printed one below the other, with the series of throws and checks progressing smoothly and naturally.

If the attack resulted in something other than a body hit (see "Combat Results Table", a companion for single blow attacks, a different set of critical tables, and the heart of the game. The three most critical tables, and the heart of the game, are contained on this page. They are the "Combat Results Table", "9.1—Wound & Stun Severity Table", and "9.4—Critical Hits".

Also included in the Advanced Game are provisions for team combat where multiple opponents are simultaneously opposed. Finally, the Campaign Game allows a gladiator to gain experience (numerous advantages) as he wins contests, but may also suffer crippling effects (permanent, negative disadvantages) from his injuries. If he survives ten battles, he becomes the Emperor's Champion and gains his freedom. An alternate Campaign Game allows the building of gladiator stables, and is won financially by winning paper bets using Roman Sesterces (currency).

Despite my enthusiasm for the rules, I feel that there are several areas that need clarification, correction or modification. For those with the game, I will refer to them by their section number.

4.0 (Sequence Of Play): Currently reads "... place the gladiators in the center of the map area, facing each other, and four hexes apart." It should read "... place the gladiators in the center of the map area, facing each other, and four hexes apart."

This simple statement has been the result of many arguments. Some place the gladiators with four empty hexes between them, and some use three empty hexes. If four blank hexes are allowed, a gladiator can never reach his opponent (except when armed with a trident) in the first movement phase. The result is that players nearly always mark the first phase as a "non-movement phase". I feel that the wording is realistic, with the gladiators just out of reach, and makes the first turn (phase much more challenging).

4.2 (Turn Plot) / 4.31 (Phase Plot Step) / 6.1 (Turn Plot): These three segments constitute the most critical ambiguity in the game. The basic question is—should all non-movement phases of a turn be pre-plotted in the Turn Plot Segment, or are they allocated as the individual phases are plotted?
When I had finished the development chores for the AH remake of CIRCUS MAXIMUS and turned to its sister publication GLADIATOR, I must admit that I was less than ecstatic. Although both games needed considerable cleaning up, to me there was an obvious difference. CIRCUS MAXIMUS was a great deal of fun to play and I didn’t have to ask twice to find enough volunteers for an eight player test session. I almost hated to pronounce the game ready for publication for it meant that I no longer had an excuse to play it. The euphoria ended when I started work on GLADIATOR. Whereas CM was simple and exciting, GL was convoluted and far too heavily dependent on luck. A complete rewrite of the rules made it understandable, but not a whole lot more exciting. Oh, it had its moments... mostly humorous ones where playtesting revealed ludicrous circumstances for some poor devil in the arena. We managed to correct most of the problems but for me it remained a nongame—just something that had to be done so I could get on with other projects.

Heresy? Does this guy still work for AH? How dare he criticize his own game? Well, just because I don’t care for it doesn’t mean it is a bad game. Some of my favorite games are firmly entrenched near the bottom of the RBG, and others which I’ve written off as worthless receive rave reviews in the hobby press so I guess I shouldn’t be surprised that some people such as Mr. Springsteen are so enamored with it. The short playing time and the attendant capability to engage in major Campaign Games during the course of a single afternoon’s play are major attractions. Doubtless old Steve Reeves fans and others of that ilk predisposed to the vicarious thrill of decapitating a foe with a single swing of an imaginary sword will find it quite entertaining.

For me, however, the game remains too luck dependent. Even the best maneuvers can be overcome by favorable dice rolls and although that in itself is not necessarily bad, the extent to which it seems to occur is. The players just don’t seem to have a strong enough role in the determination of their own fate—perhaps because the advantage CM has is the greater degree of CF’s to the defense of a critical area, but only at the expense of the attack and no one survives in the end result.

Since publication, however, I have grown increasingly convinced that the combat system could be improved upon by falling back on one of the oldest gaming mechanics—the matrix. The simplified version below goes a long way towards addressing the imbalance of offensive and defensive CFs in the game and also gives each player a bit more control over his own fate without undue complications to the combat system.

The game is played exactly as before except that each player has the option to select one defense card in place of a two CF defense allocation during each phase. He makes his selection by recording the letter of the defense card selected in the appropriate defense block (A in block 1, B in block 2, etc) during the Combat Factor Allocation (8.3) step. The player may still commit other CFs to the defense of other body areas normally and he may choose not to use a defense card at all, but he can never use more than one defense card and must have two CFs to allocate to the purchase of that defense card as well as meeting all other qualifications for use of the card.

The Duck defense can be used only if the defender is not currently under the effects of Stun. The Duck defense yields an automatic “No Effect” result to any attack against the defender’s head. In addition, the attacker is assumed to be off-balance and will be the victim of a +1 DRM to the next attack made against him in that phase unless he makes a subsequent attack before the defender does.

The Block defense can be used only if the defender has a shield. The Block defense yields an automatic “S” result to any attack against the defender’s head. Checks for shield damage must be made normally.

The Back Step defense can be used only if the defender is on his feet and not currently in a Stumble mode. The Back Step defense yields an automatic “No Effect” result to any attack against the defender’s groin. However, the defender is assumed to be off-balance and must add a -1 DRM to his next attack made during that phase unless the attacker makes a subsequent attack before the defender does.

The Leap Defense can be used only if the defender is on his feet and has not lost more than two CFs from his arms. The Leap defense yields an automatic “F” result to any attacks against the defender’s arms. Checks for weapon drops must be made normally.
states "No actual writing or action is done at this
time.'; 4.3.1 states "Even if a gladiator cannot
move in the current phase, the player should con-
cern fact that from his opponent until the next step
by writing several "X's" in that particular phase
section of Display 15."; section 6.1 states "At the
start of each turn, each player must decide the par-
ticular phases of that turn in which he will not move
and secretly signify such by crossing out the rele-
vant phase boxes in Display 15.'

The conflicting statement in 16.1 should be
deleted. When the material was changed late in the
development process we didn't catch this cross
reference. Players do not have to plot their non-
movement phases in advance—only be aware that
they are limited in the number of phases they may
move.

6.3 (Standard Actions), Stumble: "A stumbling
 gladiator must check for a falling prone (14.3)
result." This check should be made after movement
notation but prior to movement execution, and
supersedes any marked movement if a fall results.

6.4 (Special Actions), Left and Right turns: Any
number of left and right turns may be executed in
a movement phase where a turning Special Action is
legal. (Examples: B, FQ, LL). We intend that
multiple turns are implied by the "Allowed Special Action"
restriction note for Stumbling on the "Gladiator
Tables" sheet, which specifies that only one left or
right turn is allowed in combination with a stumble.

7.2 (Movement Collisions) & (Collision Impact
Factor DRMs): If both gladiators moved, and end
their movement in the same hex, a collision occurs
but no modifiers for positional advantage are
received by either gladiator. (This would not be true
if one gladiator did not leave his hex and did not
change his facing.)

7.53 (Impact Factor): "Check to see if defender
stumbles (14.1)". This check should be made
immediately after stun resolution, but the stumble
results/attacker benefits do not go into effect until
the next phase.

12.5 (Throwing Weapon/Shield): This title should
read (and include), "Throwing Weapon/Shield or
Abandoning Net (Advanced Game)"

18.3 (Use of the Trident): "As long as the Retarius
has possession of his net, he wields the trident with
only one hand and thus all such attacks are made at
half their normal CF (fractions rounded down in
favor of the defender)." When does the rounding
down take place? The best bookkeeping method is
to cut the total number of attack factors in half
prior to area allocation, and then allocate/resolve
normally. Additionally, it should be noted that
the word "attacks" in the statement implies that any or
all combat factors allocated to defense, are not
halved.

21.3 (Experience Points): "A gladiator may 'buy'
any one of the following bonuses as a permanent
improvement for an expenditure of the listed
number of experience points." Each experience
bonus can be purchased only once. (The only
possible exception might be "training", but even it
should be restricted to a maximum of two such
purchases.)

In conclusion, despite a few faults, I feel that
GLADIATOR is one of the best games to come
along in years. It could well become a "classic" in
wargaming. At $9.00, it constitutes an exceptional
value for your dollar. I heartily recommend it to
both the newcomer to the hobby and the hard-core
wargamer. I think that both will enjoy many hours
of fast-paced action with this most challenging
game.

THE EXPANSION

This portion of the article is meant to expand the
simulation by introducing new forms of combatants
along with appropriate rule additions/modifications
for their incorporation. As was
detailed in the historical segment of this trilogy, en-
titled "The Subject", wild beasts were extensively
used in the arena and an integral part of most specta-
tacles. Since the game did not address that portion
of the period, this section will concentrate on that
area of conflict.

This expansion will introduce some of the major
animal adversaries that participated in the arena.
Additionally, an animal variant of the
"Gladiator Log Pad", will be introduced. The
solitaire variant will hopefully provide an enjoyable
method for players to sharpen their gladiatorial
skills. Second, it will allow for multi-player (two or
more) combat, where at least one of the players con-
trols the actions of a beast.

Preface to the variants: Any odd situations
arising during play should be logically resolved, or
left to fate by using a friendly roll of the die.

SOLITARY COMBAT—

GLADIATOR VS. BEAST

The rules for this variant are identical to those
of the game except as follows:

I. "Gladiator Log Pad" Modifications
A. The gladiator will either be a Bestiarii (Heavy
Gladiator), or a Venatores (Special Light
Gladiator—see this segment of the trilogy for
details).
B. The animal(s) will be selected or determined
randomly. The animals' characteristics will be
determined using Table A, and recorded on the new
"Animal Log Pad", Table B. Note that all animals
(except the wolf) occupy two hexes.

II. Game Board Modifications—Various battles
between gladiators and beasts often occurred
simultaneously in the arena. In order to help keep
them separated, and to restrict the movement area
of the animal, the arena was occasionally parti-
tioned. To reflect this fact, the edges of the play-
ning surface (outer edge of printed hexes) now
become a wall.

III. Play Sequence Modifications
A. The gladiator (solitaire player) does not mark
his moves, and always moves first (non-movement
phases are still allocated). Standard and/or Special
Action movement limitations are still in effect.
This increases playability and generally reflects a beast's
mobility.
B. The animal's movement is checked every phase,
and controlled by a three dice roll: one red die is
used to determine distance, two dice are used to
determine direction. Tables C and D are
respectively consulted for detailed movement
instructions.

IV. Collision Modifications
A. A collision will occur anytime the animal's
movement path ends in, or crosses a hex occupied
by a gladiator—even if he also moved. This is a rule
change for this variant only.
B. If a collision occurs, resolve normally, except for
using the additional impact DRMs indicated on
Table E.
C. If a gladiator is forced into a wall by "losing" a
collision, he will lose consciousness and be killed
(being at the mercy of the beast).
D. If an animal "collides" with a wall, an actual
collision does not result. A die is thrown: If the
result is 1-4, the animal consumes its remaining (if
any) movement that phase, along the wall. The
animal will move a long the wall in the direction of
least resistance. If the result is 5-6, the animal
rebounds away from the wall and consumes its
remaining (if any) movement on a path angled away
from the contact point. The animal will swing in
the direction of least resistance (see Diagram IV-D,
below). NOTE: If there is any question of direction,
or roll the die again: odd = left, even = right.

V. Combat Procedure Modifications
A. The gladiator will allocate his combat factors
first, recording all normally on the
"Gladiator Log Pad". Positional advantages and
attack limitations against animals are determined
using Table F.
B. Unlike gladiators, animals will not turn to face
an attacker (8.12).
C. The animal will attack when the gladiator is in
one of its three frontal hexes. The attacks are
allocated as follows:
1. Roll one die to determine the number of attacks:
1-2 = one attack, 3-4 = two attacks, 5-6 =
three attacks.
2. Combat Factors are distributed evenly between
tall attacks. Odd CFs are added to the first attack.
C. Combat Factors are allocated to the next attack.
An animal never has defensive allocations.
3. The location of the attack(s) is determined using
Table G.
4. Combat is conducted normally from this point,
except for the following modifications:
a. All non-miss (-) results against an animal are
converted to hits (H).
b. Parries (P & P*) of an attack by the
animal forces an Area #4 wound check on the
animal, as well as a weapon drop check by the
animal.
c. If the animal receives a wound, the new
"Animal Critical Hit Table" (Table-H) to resolve
any potential additional damage.

All of the current game rules are in effect, except
as noted above. It is suggested that the gladiator
experience/tingling effects, detailed in the Cam-
aign Game, be incorporated for increased
challenge. As an additional comment, I would
recommend using wolves when a player opts to have
multiple simultaneous animal adversaries. Good
luck and remember that these opponents don't
gain "missus".

MULTIPLAYER COMBAT—

GLADIATOR VS. BEAST

All rules for this variant are identical to those in
the game except as noted below:
I. "Gladiator Log Pad" Modifications—Same as
those detailed in previous variant, Section I.A. and
I.B. (Note "Speed" column in Table A.)
II. Game Board Modifications—Same as in game
rules; changes detailed in previous variant (Section
II) can be incorporated as an option.
III. Play Sequence Modifications—Same as in
game rules, except animal movement possibilities as
per Table I.

DIAGRAM IV-D (WALL CONTACT REBOUND)
NOTE: When determining stun effects on animals, ignore additional weapon drop & shield drop results, but include the prone result.

**TABLE-A: ANIMAL CHARACTERISTICS**

<table>
<thead>
<tr>
<th>Animal</th>
<th>Cunning*</th>
<th>Strength</th>
<th>Agility</th>
<th>Combat Factor</th>
<th>Wounds</th>
<th>Constitution</th>
<th>Speed**</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiger</td>
<td>2</td>
<td>11</td>
<td>3</td>
<td>16</td>
<td>16</td>
<td>4</td>
<td>6</td>
</tr>
<tr>
<td>Lion</td>
<td>2</td>
<td>9</td>
<td>3</td>
<td>14</td>
<td>14</td>
<td>3</td>
<td>6</td>
</tr>
<tr>
<td>Leopard</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>10</td>
<td>10</td>
<td>2</td>
<td>8</td>
</tr>
<tr>
<td>Bear</td>
<td>1</td>
<td>9</td>
<td>2</td>
<td>12</td>
<td>18</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>Wolf</td>
<td>3</td>
<td>1</td>
<td>4</td>
<td>8</td>
<td>6</td>
<td>1</td>
<td>8</td>
</tr>
</tbody>
</table>

**"Cunning" column corresponds to "Training" category for gladiators.**

**"Speed" column is used in the multiplayer variant only, and refers to the number of phases per turn that movement is allowed. All animals have four movement factors per movement phase in multiplayer variant.**

All animals except wolves and erect bears occupy two hexes.

**TABLE-B: ANIMAL LOG PAD**

<table>
<thead>
<tr>
<th>Body Areas</th>
<th>Type</th>
<th>3. ID #</th>
<th>4. Move</th>
</tr>
</thead>
</table>

**TABLE-C: RANDOM ANIMAL SPEED**

<table>
<thead>
<tr>
<th>Red Die</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move*</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>Hold</td>
</tr>
</tbody>
</table>

*Table—D results for "2" & "12" supersede any Table-C result.

**TABLE-E: GLADIATOR/ANIMAL COLLISION 7.5 COLLISION IMPACT FACTOR DRMs**

<table>
<thead>
<tr>
<th>DRM</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>Heavy Gladiator</td>
</tr>
<tr>
<td>+1</td>
<td>Medium Gladiator</td>
</tr>
<tr>
<td>+2</td>
<td>Gladiator with large shield</td>
</tr>
<tr>
<td>-2</td>
<td>Gladiator has no shield</td>
</tr>
<tr>
<td>+2</td>
<td>Per hex the gladiator moved forward this phase</td>
</tr>
<tr>
<td>+1</td>
<td>Per hex the gladiator sidestepped forward this phase</td>
</tr>
<tr>
<td>+4</td>
<td>Gladiators is rolling</td>
</tr>
<tr>
<td>-3</td>
<td>Gladiators is ensnarled</td>
</tr>
<tr>
<td>+1</td>
<td>Per hex gladiator moved or sidestepped backwards this phase</td>
</tr>
<tr>
<td>-2</td>
<td>Gladiators is kneeling</td>
</tr>
<tr>
<td>-3</td>
<td>Gladiators attempted to recover weapon/shield</td>
</tr>
<tr>
<td>-2</td>
<td>Gladiators is stumbling</td>
</tr>
<tr>
<td>+1</td>
<td>Per stun factor of previously stunned gladiator</td>
</tr>
<tr>
<td>+ST</td>
<td>Add Strength modifier of gladiator</td>
</tr>
<tr>
<td>+AG</td>
<td>Add Agility factor of gladiator</td>
</tr>
<tr>
<td>+?</td>
<td>Add modifier for positional advantage (see 8.2)</td>
</tr>
<tr>
<td>+4</td>
<td>Animal is a tiger</td>
</tr>
<tr>
<td>+3</td>
<td>Animal is a lion or bear</td>
</tr>
<tr>
<td>+1</td>
<td>Animal is a leopard</td>
</tr>
<tr>
<td>+2</td>
<td>Per each new hex entered, inclusive of gladiators hex (do not count excess movement factors that would have carried the animal beyond the impact hex).</td>
</tr>
</tbody>
</table>

**TABLE-F: GLADIATOR POSITIONAL ADVANTAGES & ATTACK LIMITATIONS VS. ANIMALS**

**TABLE-G: AREA ATTACK LIMITATIONS (ALLOWED BODY AREAS)**

| 1,2,4 | ALL | 3,5 |
| 1,2,4 | ALL | 3,5 |
**NOTES:** For wolves (single hex animal), treat the same as a gladiator. Vertical bears (reared) are a special case; see second variant's section (V-C) concerning combat modifications.

**TABLE—G: RANDOM ANIMAL ATTACK LOCATION & SEQUENCE**

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Head</td>
<td>Chest</td>
<td>Groin</td>
<td>Arms</td>
<td>Legs</td>
<td>(re-Roll)</td>
</tr>
</tbody>
</table>

*If location has attack already allocated, move to next higher numbered body area until empty area is found. All attacks moving to area 5 (legs) remain there, adding their proportion of the combat factors to that area's total attack factor. (Only one attack allowed from this area; first allocated determines attack sequence.)*

**IV. Collision Modifications—Same as in rules, except for modifications detailed in previous variant, Section IV.B, C., and D.**

**V. Combat Modifications—Same as rules except as follows:**

A. Unlike gladiators, animals will not turn to face an attacker (8.12).

B. Positional advantages and attack limitations against animals are determined using Table F.

C. **IMPORTANT:** Bears in the vertical position (reared), can attack only areas 1, 2, & 4 of the gladiator, but receive an automatic (+4) CF positional bonus. They are treated like a gladiator for positional advantage determination.

D. All non-miss (-) results against an animal are converted to hits (H).

E. Parries (P & P*) of an attack by the animal by the gladiator forces an Area #4 wound check on the animal as well as a weapons check on the gladiator.

F. If the animal receives a wound, use the new “Animal Critical Hits Table” (Table-H) to resolve any potential additional damage.

G. All animal combat factors must be allocated to attack, none may be used for defense. Normal attack distribution limitations remain in effect (i.e. one attack per area and half combat factors maximum in any one attack).

**OPTIONAL GLADIATOR TYPE**

**VENATORES (HUNTER/ GLADIATOR)— Same characteristics as a Light except as follows:**

1. No shield.

2. Armed with spear (treat the same as a trident).

**TABLE—D: RANDOM ANIMAL MOVEMENT**

<table>
<thead>
<tr>
<th>White Dice</th>
<th>Result</th>
<th>Symbol</th>
<th>Allowed Combinations</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Back</td>
<td>B</td>
<td>Back One</td>
</tr>
<tr>
<td>3</td>
<td>Whirl Left</td>
<td>WL</td>
<td><em>(See Note #1)</em></td>
</tr>
<tr>
<td>4</td>
<td>Pause</td>
<td>X</td>
<td>No Move</td>
</tr>
<tr>
<td>5</td>
<td>Tight Circle Left</td>
<td>TCL</td>
<td><em>(See Note #2)</em></td>
</tr>
<tr>
<td>6</td>
<td>Circle Left</td>
<td>CL</td>
<td><em>(See Note #3)</em></td>
</tr>
<tr>
<td>7</td>
<td>Forward</td>
<td>F</td>
<td>FWD</td>
</tr>
<tr>
<td>8</td>
<td>Circle Right</td>
<td>CR</td>
<td><em>(See Note #3)</em></td>
</tr>
<tr>
<td>9</td>
<td>Tight Circle Right</td>
<td>TCR</td>
<td><em>(See Note #2)</em></td>
</tr>
<tr>
<td>10</td>
<td>Pause</td>
<td>X</td>
<td>No Move</td>
</tr>
<tr>
<td>11</td>
<td>Whirl Right</td>
<td>WR</td>
<td><em>(See Note #1)</em></td>
</tr>
<tr>
<td>12</td>
<td>Rush</td>
<td>RS</td>
<td><em>(See Note #4)</em></td>
</tr>
</tbody>
</table>

**CRITICAL NOTE:** The animal moves per Table—D until it directly faces the gladiator (same hex row); it then consumes any remaining movement factors moving directly toward the gladiator.

**NOTES:**

1. Move will be “WL” (or “WR”) x # of moves (i.e. WL, WL, etc.). If the animal is a two hex size (non-wolf), it will pivot about its rear hex; a wolf will simply change hexside facing the required number of times called for in Table—C.

2. Move will be “TCL” (or “TCR”) x # of moves (i.e. TCL, TCL, etc.). The animal enters the appropriate hex directly adjacent to the one immediately in front of it. (The rear of the animal will now occupy the hex vacated by the animal front.)

3. Move will be “CL” (or “CR”), then Forward, repeated until required number of moves is consumed (i.e. CL, F, CL, etc.) When circling, the animal enters the appropriate hex directly adjacent to the one immediately in front. (Reference Note #2.)

4. After gladiator moves, the animal will charge at a 6 hex rate (superseding any Table—C result). It will use the most direct path; if two paths are equal, use the one giving the highest positional advantage. Any intersection with the gladiator hex results in a collision.

**TABLE—H: ANIMAL CRITICAL HITS**

<table>
<thead>
<tr>
<th>Area Hit</th>
<th>Dice Roll</th>
<th>Critical Hit #</th>
<th>2 dice + [each WD 1]</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Head</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>2 Chest</td>
<td>1</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>3 Groin</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>4 Forelegs</td>
<td>1</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>5 Hind Legs</td>
<td>1</td>
<td>1</td>
<td>2</td>
</tr>
</tbody>
</table>

*Use definitions of gladiator critical hit table results (9.5).*

**TABLE—I: MULTI-PLAYER ANIMAL MOVEMENT TABLE**

<table>
<thead>
<tr>
<th>Action</th>
<th>Symbol</th>
<th>MF Cost</th>
<th>Allowed Combinations</th>
</tr>
</thead>
<tbody>
<tr>
<td>Forward</td>
<td>F</td>
<td>1 Per</td>
<td>With F and/or (FL or FR)</td>
</tr>
<tr>
<td>Forward-Left</td>
<td>FL</td>
<td>1 Per</td>
<td>With F and/or (FL Only)</td>
</tr>
<tr>
<td>Forward-Right</td>
<td>FR</td>
<td>1 Per</td>
<td>With F and/or (FR Only)</td>
</tr>
<tr>
<td>Pause</td>
<td>X</td>
<td>All</td>
<td>None</td>
</tr>
<tr>
<td>Whirl Right</td>
<td>R</td>
<td>All</td>
<td>None</td>
</tr>
<tr>
<td>Whirl Left</td>
<td>L</td>
<td>All</td>
<td>None</td>
</tr>
<tr>
<td>Rear Up</td>
<td>0</td>
<td>All</td>
<td>None (Up)</td>
</tr>
<tr>
<td>Rear/Turn/Adv.</td>
<td>1</td>
<td>All</td>
<td>None (Up &amp; Adv. 1 Hex Left)</td>
</tr>
<tr>
<td>Rear/ adv.</td>
<td>2</td>
<td>All</td>
<td>None (Up &amp; Adv. 1 Hex Fwd)</td>
</tr>
<tr>
<td>Rear/Adv.</td>
<td>3</td>
<td>All</td>
<td>None (Up &amp; Adv. 1 Hex Right)</td>
</tr>
<tr>
<td>Drop Down</td>
<td>0</td>
<td>All</td>
<td>None (Down)</td>
</tr>
</tbody>
</table>

*Change facing during advance.

**When bears rise, they occupy only the rear (single) hex; when they drop down, they reoccupy the hex directly in front as well.**

**For a “FL” or “FR” move, enter the appropriate hex on either side of the hex immediately in front of animal (rear of animal will now occupy hex previously vacated by front of animal).**

†A whirl consumes all movement factors and always consists of a 180° move, pivoting about the animal’s rear legs/hex (unless a collision results at which time movement stops and Table E is consulted).
THE WISDOM OF THE ARENA

Assessing Your Chances in Gladiator

By Bob Medrow

Back in the old days, before game designers discovered that you could put more than one die into a box, things were a lot simpler. No, this isn't going to be a lecture on the subject of the good old days; I belong to the group who believe that things have generally been getting better during most of the 20+ years I've been a part of this hobby. But, better" frequently brings with it some degree of complexity, and so it is with GLADIATOR.

To simulate with any degree of faithfulness the range of events which occur in man-to-man combat requires that many factors be incorporated into the game. To have omitted these details would have robbed the game of much of its charm. Surely, much of the appeal of the game lies in the fact that each time one vicariously enters the arena one does so in the person of a fighter whose strengths and weaknesses are reflected in a variety of characteristics. It is the player's responsibility, then, to utilize as best he can these aspects of his cardboard persona. This is, after all, a central part of what I believe many of us expect to find in a game. To have omitted these details would have greatly reduced the appeal of the game.

GLADIATOR system a number of factors combine to influence the outcome of any given attack. The most basic of these is the net attacker advantage (NAA), the difference between the CF allocated to an attack upon a particular body area and the CF assigned to defend that area. Besides the NAA, the probability that the defender will drop either his sword or his shield depends upon the attacker's strength and, in the case of sword loss, the CF lost by the defender.

Table 1 contains the probabilities of those events which are dependent only upon the factors just mentioned. The NAA values chosen are representative of weak, moderate and strong attacks while the attacker ST values cover the entire range. It is assumed that the defender has lost no arm CF. Two facts which influence play should be noted in connection with these values. Across the entire range of moderate to strong attacks there is about one chance in ten that the defender will lose his sword when attacked by an unusually strong gladiator. Should, for any reason, the defender be without a shield, all of the S and ST results on the Combat Results Table (CRT) are converted into weapon parity results. This leads to a dramatic increase in the likelihood of weapon loss due to weak to moderate attacks. From these observations one has a clear motivation to learn the orders required in any attempt to recover a dropped weapon as well as what one might do in order to try to prevent a successful recovery. These decisions, if 6.5 is used, will need to be made under pressure. We can't summon up good luck any more than we can prevent bad luck. But, if you like winning better than losing, you'd better be prepared to take advantage of the former and to make your best shot at surviving the latter.

When a hit is rolled on the CRT that the number of factors influencing the results takes off. To begin with, the particular type of hit result determines the extent, if any, to which the dice roll on the Wound and Stun Severity Table will be modified. This dice roll is also subject to a modifier dependent upon the type of armor worn on the part of the body struck. If the armor coverage is less than total the matter of whether or not the blow strikes the armor is also subject to the roll of two dice. Should one or more wounds result it is then necessary to turn to the Critical Hits Table (CHT). Unlike dreadnoughts in JUTLAND, gladiators fall victim to the CHT quite frequently.

When this many factors interact it becomes a real challenge to reduce the number of numbers generated down to the point at which it becomes possible to digest them. My efforts to do this are summarized in Table 2. To begin with, I decided to simplify things by converting all of those interesting Critical Hits results (e.g., a reduction of one in the agility rating) into wound effects. As an example, the AG result just mentioned was first treated as an one wound. For the types of results reported here, a little bit of numerical experimentation concerning these conversions demonstrated that the values obtained were not particularly sensitive to decisions of this type, particularly for attacks directed against head, chest or groin. This wound

<table>
<thead>
<tr>
<th>NAA</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
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<td>0.19</td>
<td>3.82</td>
<td></td>
<td></td>
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<tr>
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<td>0.2</td>
<td>0.33</td>
<td>18.0</td>
<td></td>
<td></td>
<td></td>
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<td>0.10</td>
<td>0.02</td>
<td>0.25</td>
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<td>2.74</td>
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<td>0.07</td>
<td>0.17</td>
<td>10.6</td>
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<tr>
<td>H</td>
<td>49.2</td>
<td>57.3</td>
<td>40.3</td>
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<tr>
<td>I</td>
<td>0.04</td>
<td>0.49</td>
<td>1.98</td>
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<td></td>
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<tr>
<td>J</td>
<td>47.4</td>
<td>51.6</td>
<td>32.9</td>
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<tr>
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<td>0.09</td>
<td>0.90</td>
<td>2.97</td>
<td></td>
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<td>L</td>
<td>0.2</td>
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<tr>
<td>M</td>
<td>48.3</td>
<td>58.9</td>
<td>47.0</td>
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<tr>
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<td>0.05</td>
<td>0.57</td>
<td>2.04</td>
<td></td>
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<tr>
<td>O</td>
<td>0.1</td>
<td>1.4</td>
<td>8.0</td>
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<td>49.0</td>
<td>64.9</td>
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<td>0.1</td>
<td>1.4</td>
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<td>49.3</td>
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<tr>
<td>A</td>
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<td>0.20</td>
<td>0.92</td>
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<tr>
<td>B</td>
<td>49.9</td>
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<td>0.0</td>
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<td></td>
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</tr>
</tbody>
</table>

Table 2. Basic combat results. For each type of armor and NAA the three numbers are: probability of no effect, average number of wounds inflicted, and probability of an outright kill result.
equivalent approach is not as easily applied to attacks upon the arms or legs because something like a severed artery is a nasty result, but it's also one which takes some time to prove fatal. However, experimentation again indicated a lack of sensitivity in the basic results to these decisions.

The basic results in Table 2 consist of the probability of an outright kill result. The "no effect" percentage includes the "-" result from the CRT as well as the percentage of P and P* results which did not result in a dropped weapon and the percentage of H type results which failed to wound. In arriving at the average number of wounds a number of things were simplified. First of all, all results yielding ten or more wounds were treated as outright kill (K) results. Thus, the possible results, after rolling on the CRT, were one through nine wounds or a K. Secondly, in finding the average number of wounds, all K results were treated as 10 wound results. The third number reported thus includes the probability of all 10 or more wounds results plus that of outright K results.

When boiled down to these numbers, two pleasant observations were possible. Attacker strength had only a small effect. Also, and much more importantly, the body area attacked proved to have little impact. While the wound/kill results were lower for arm and leg attacks, they were only slightly lower. Because of these facts the number of attacks parameters which, practically, one needs to consider is reduced. The specific results in Table 2 are for an attacker strength of one and a chest attack.

Thus, Table 2 allows us to see quite clearly the overwhelming significance of armor. Enough values are given to make it obvious just how dramatically the results change as one goes from no armor to full A armor. To consider a specific example, take a look at the column of entries for a NAA of 3. For practical purposes, an attack against any totally unarmored area has a 45% chance of accomplishing absolutely nothing. On the average, however, such an attack will produce slightly over one wound. There's even a small (3.3%) chance that an outright kill will result. Outfit this area with B armor and the numbers change remarkably. The chance of accomplishing nothing goes up to 68.9% and the average number of wounds falls by almost a factor of ten. The chance of an outright kill is shown as zero. As with most of the zero values in this Table, such an entry means that the probability lies between zero and 0.05%; i.e., there's less than 5 chances in 10,000 tries of this event taking place. For this particular case the K probability is actually 0.027%. If you'll worry about that, you'll worry about anything.

In play, I've discovered that the Table is largely of value from an offensive point of view. Depending upon the general level of armor of an opponent, the extent to which CF have to be concentrated to have much chance of success is clear. So too are the relative values of the different areas of an opponent's body. These factors combine to influence the number of attacks which one can usefully make and the choice of where these attacks should fall.

Still, from an offensive point of view, the nature of the rules makes one additional piece of information quite useful. The last sentence in 9.31 tells us that the first wound received in any body area always causes the gladiator hit to lose one CF. Particularly when medium or heavy gladiators are involved, one is generally well advised to follow a policy of CF attrition on the enemy. When a foe has already picked up a wound or two in one area, it is likely that he or she is going to devote some CF to defense of that area. Rather than continuing to bash away at the same area, consider the possibility of trying for that first wound in a new area. Establishing or increasing a CF lead over the enemy goes a long way toward eventual victory.

This, then, brings us to Table 3, which tells you how good a chance you have of inflicting at least one wound. Because of the importance of this information I've included two more NAA values. In this Table, zero represents probabilities of less than 0.5%. This table illustrates a general truth of some importance to a question which I still find quite troublesome: how many attacks should I make? If you'll read across any one of the lines you'll discover that the percentage changing from one column to the next increases as you move to the right. What this means is that each CF added to an attack is worth a bit more than was the previous CF. This type of result is generally characteristic of the operation of the combat system.

The basic results in Table 2 consist of the probability of a particular attack achieving at least one wound. This kind of observation is at least useful in connection with any consideration of whether one goes after one or two big attacks or four or five small ones. My present estimate/guess is that against B7 armor, or better, one is better off with a small number of attacks if CF attrition is the aim. However, when I'm not sure I frequently fall back on what seems to be a pretty obvious choice: one big attack followed by two small ones.

So far, I've been considering the offense. It's safe to say that if you play GLADIATOR without giving due consideration to taking care of yourself your opponent is apt to take care of you, and you won't like it. Let's look at a specific example to see my motivation for the next Table. If you've got a medium gladiator and you roll a 3 on the Armor Table your chest is unarmored. Hopefully, a look at Table 2 is sufficient to persuade you that you'd like to avoid the risk involved in facing a 4 or 5 CF attack on the area. Obviously, every CF you devote to protecting your chest will reduce the severity of any attack. The practical question, of course, is how much CF is enough.

One way to approach the solution of the question is to turn back to Table 3. Suppose you decide that you'd like to devote enough CF to the defense of area 2 so that the chance of getting at least one wound is reduced to no more than what it would be if you had your poorest armor (C8) there. If the attacker were to hit you with five CF, C8 armor would mean that you receive at least one wound about 38% (the average of the C7 and C9 entries) of the time. Looking along the "none" line in Table 3 we see that two CF devoted to defense, which would reduce the NAA to 3, would reduce the chance of at least one wound to 30%. In fact, one CF on defense would probably, on the average, be as good as C8 armor. If you were to repeat this exercise for an attack of either three or five CF, you'd discover that one or two CF on defense is still as good as C8 armor.

Well, in order to spare you the trouble of having to work this out in each individual case, I've prepared Table 4. It may well be the most useful of the bunch. I certainly hope so, because it took awhile to prepare. In constructing it I took information from Table 3 as well as from a comparable table containing average number of wounds data. A number of possible attacks were considered, all with the ultimate aim of establishing a general relationship between defensive CF allocation and armor worth.

To illustrate how the Table is read, let's return to the question just raised in connection with our hypothetical medium gladiator. We want to improve the defense of his chest area from "none" to "C8." So, we read across the bottom of the Table to the "none" column, which is the first column. Then we read up to the C7 and C9 entries, and discover that two defensive CF will give protection equivalent generally to C9 armor. Just to make sure that you get the idea (these numbers took a long time to prepare), suppose we see what it would take to raise that C9 armor to A7. Again reading over and up we get a value of one CF. Going from C9 to A7 requires one CF on defense.

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Table 6. Roll your own characteristics (3 dice).

Continued on Page 29, Column 2
SQUAD LEADER SURVEY

By Joe & Mike Suchar

Last year we proposed to Don Greenwood that a survey be conducted to obtain feedback regarding the SQUAD LEADER scenarios published to that date. It was our hope that an insert in THE GENERAL could be provided for this purpose. Don agreed, but the only space available was limited to a corner of the insert already planned. This was unfortunate because it meant that a reply would necessitate either, 1. cutting out the form and mutilating the magazine, 2. photocopying the page or 3. submitting a hand copy. This, we suspected, would have a negative impact on the number of replies. However, we decided to go ahead.

We had several goals in mind when we proposed the survey. Some of them, not necessarily in order of importance, are as follows:

1. Our experience as SL players resulted in preferences for certain types of scenarios. We were curious as to whether our preferences were purely local, or matched the preferences of the general population, and if so, to what extent.
2. As playtesters, with a limited responsibility in determining what is or is not published, we felt it would be helpful to have some idea of what players at large preferred.

3. As neophyte designers of scenarios, we thought it would be helpful to know what the market preferred as an aid in our selections of scenario settings.

We received 98 responses, of which we were able to use 85. The thirteen which we had to reject were filled out improperly. We felt that it was not possible to “interpret” the intent of the person responding, and so could not use them.

Let us make clear that we are aware of the limitations of this survey. First, the sample is quite small. Moreover, it is very likely not a random selection from the current SQUAD LEADER audience. Despite these limitations, we feel the survey met the goals we established. It is our hope that there will be another survey. We feel that another survey, under the right circumstances, would produce a significantly larger response. This we hope will either confirm or correct the present results.

Since not all SQUAD LEADER players have all of the scenarios available, or have not yet had the chance to play them, we divided them into the six groups which can be purchased: 1-12 SQUAD LEADER, 13-20 CROSS OF IRON, 21-32 CRESCENDO OF DOOM, 101-110, A-D and E-I.

All of the data is separated into these groups.

To summarize, then, each scenario set has four tables associated with it. The first one lists the mean rank for each scenario. The second one is a tabulation of the frequency counts of the rankings. The third table is a listing of the mean balance numbers for each scenario, and the fourth table is a tabulation of the frequencies of the different balance numbers. In the tabulations, there is a column labeled NONE. These totals represent the number of responses which gave no number for that scenario, either because the respondent had no opinion, or hadn’t played the scenario. These responses were not counted in calculating the mean ranks and balances.

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Mean Balance For Scenario #1 Is 1.7013
Mean Balance For Scenario #2 Is 1.7865
Mean Balance For Scenario #3 Is 1.9301
Mean Balance For Scenario #4 Is 1.3699
Mean Balance For Scenario #5 Is 1.7623
Mean Balance For Scenario #6 Is 2.0571
Mean Balance For Scenario #7 Is 2.9350
Mean Balance For Scenario #8 Is 2.1384
Mean Balance For Scenario #9 Is 1.7222
Mean Balance For Scenario #10 Is 1.6984
These two items formed the base of data with which we could work. More sophisticated analysis could be performed on the numbers, but we limited ourselves to simple averages. From these numbers we came up with several conclusions. From the various popularity averages it seemed that the more popular scenarios were the ones which had a lot of armor, large numbers of pieces or high fire power. One such piece was like Tiger Vib's. A scenario gets two points for the presence of SS or Engineer type infantry. This includes any of the elite pieces such as American Paratroopers. A scenario gets one point for the presence of a moderate armor force, or two points if there is a lot of armor or there are super-tanks like Tiger Vib's. A scenario gets two points for the presence of ordnance and large unit densities tend to make popular scenarios. In fact, the reader may choose to add these factors to their own totals which we considered. They were counted as one point for the presence of blocks. However we chose to include only those with the published table are merely one of the many or two points if there is a lot of armor or there are super-tanks like Tiger Vib's. A scenario gets two points for these factors, and derived different totals with other factors, and derived different totals with the organization had to assume a cloak of "elitism" for membership it has excluded from its ranks the majority of those best qualified to pass in judgment. For example, take the CROSS OF IRON scenarios. According to our point system, scenario 20 receives seven points; one point because the German engines constitute elite units, two points because of the very large amount of armor on both sides, three points because of the sheer number of pieces on both sides, and one point for the presence of ordnance. This should mean that it is very popular, and indeed it is, with an average rank of 3.78. Scenario 17 received only three points, and its average rank is correspondingly bad, at 5.90.

It should be stressed that this system of analysis is not meant to be a comprehensive evaluation of what makes scenarios popular. There are exceptions, and the point totals are only rough indications of the actual scenario situations. However, for most scenarios, it seems that the higher the total of "popular factors", the better the actual popularity.

One other observation is in reference to the play-balance averages. It can be seen that most of the scenarios are fairly close, although there are a few duds (such as Scenario 12). However, while most of the scenarios are distributed on a pro-Axis and pro-Allied, all but one of the COD scenarios was deemed generally pro-Axis. There are several possible explanations for this apparent lack of balance. First, it may be due to inadequate design and/or playtesting. Note also that in the majority of the COD scenarios the Allies have the weaker force and, as a rule, it is easier to make mistakes with a stronger force and still recover. Consider also that COD was in play for a relatively short period of time compared to SL and COI when this survey was done. With the infusion of so many new rules in COD, players may not have had time to properly assimilate them. This, we believe, would have an adverse effect on the play of the "weaker" side. We personally believe the last is the case, and that if all the rules are taken advantage of, this imbalance should diminish. A future survey might clarify the issue. A point which we would like to emphasize is that these conclusions are not iron-clad truths. They are simply possible interpretations of the data. We have supplied all of the data we had to work with, and some of the reader may draw his own conclusions from it. Our initial temptation was to supply many more of our interpretations but we decided to restrain ourselves.

As a final note, the programming for the survey analysis was done in BASIC on our TRS-80. All of that data is stored on disk, and if a future survey is done, we hope to analyze the new data in conjunction with the old.

Avalon Hill Philosophy . . . Continued from Pg. 2

Once again making public my stance on the relatively new Academy of Adventure Gaming Arts and Design.

While at ORIGINS this year I was approached by a gamer bearing a petition to have the Charles Roberts Awards returned to the gaming public. He was a bit non-plussed by my refusal to sign, having imagined me as the leader in his crusade against the Academy due to my stance in the Vol. 17, No. 6 Philosophy which announced the formation of the Academy. Not long afterwards, Howie Barash— one of the team of Adjudicators—contacted me to ask why no AH employees were members of that same Academy. He wanted to know if we were boycotting it. So both sides of the issue were less than thrilled with my stance. I really have a knack for making people happy.

Our official stance on the Academy is a form of neutrality that would make the Swiss proud. It was obvious that a change was needed. When companies actually distribute ballots with their product names already filled in, or actively campaign for specific titles, or engage in ballot box stuffing of the worst order, things have gotten out of hand. An organization with tighter controls was needed to keep things on the up and up. It is just too bad that the organization had to assume a cloak of "elitism" to justify its existence. By requiring some form of design credit or acknowledged hobby publication for membership it has excluded from its ranks the majority of those best qualified to pass in judgment on the year's new releases— the people who actually sample and play everything—regardless of the manufacturer.

Let me pause at this point to praise the unsellish motives of Howie Barash and Bill Somers in establishing and running the Academy. Having done that, now let me berate them for their decision to not only limit membership to published designers, developers, authors, etc., but to actually deny the right to vote to the entire staff of our manufacturer. I wonder if those firms even go so far as to distribute the ballots to their employees, or whether they just have the company comptroller fill them out for them. I am not qualified to vote even if I thought I could vote for a justly deserving competing product over my own simply because due to lack of time I don't play our competitor's games. If they were honest with themselves I'd wager that they would hold true for the bulk of the current membership of the Academy as well. Unfortunately, I have no great solution for the current state of affairs. If you don't care about the integrity of the hobby's awards, then just keep in mind who is doing the awarding, and give them as much credence as you care to. If, on the other hand, you do want to get involved I suggest you join the Academy if you can, and lobby for a lessening of membership requirements. For only when the people who actually play the games are the ones deciding what is "Best", can the awards be truly meaningful.

Those wishing to join the Academy or voice their opinions pro or con to the current practices of that group should write: Awards Academy, c/o Bill Somers, P.O. Box 787, Troy, MI 48099.

Those who could care less can take heart in the realization that I am now stepping down from my soapbox for a while. Next time the Philosophy will look at the games now being developed by Avalon Hill for possible release in 1982.
TACTICAL LEVEL
LUFTWAFFE

COMBAT RESOLUTION AT A MORE VIVID SCALE

By Kenneth Erbey

When a designer sets out to create a game there are several physical factors he must consider. The scale of the mapboard and the size of the units are the most important of these factors. But the success of a game depends more upon the intangible factors—play balance, realism, excitement level, etc. Equally important is the “Perspective” of the game. By perspective, I mean the viewpoint of the players. In a land game for example, the players view the game from the standpoint of anything from a squad leader to a fanatical goose-stepping dictator. The excitement stems from the fact that the players make their decisions during the heat of battle. They are tactical commanders fighting for a strategic goal. Even in a grand strategic game like THIRD REICH, players still enjoy a tactical flair. SQUAD LEADER, and its expansion gamettes, is one of the most popular games ever produced, mostly because it employs all the opportunities for the addition of “chrome” that a game can provide. The players are actual participants in the conflict and not just ‘company clerks’. Not so with LUFTWAFFE. Players view the game from the safety of Base Ops and not through the canopy of their fighter or gun turret or bomb sights. The Allied player simply determines which cities to bomb, and once the B-17’s are in the air, has little or no say in the outcome. He (like actual mission planners) merely waits to “hear” the outcome of the raid.

The German player at least has a little say. He has the choice of which bomber group to attack, but once this choice is made he simply puts as many fighters in a stack as possible and starts rolling the dice. To keep things interesting, the German is limited by the fact that he has to occasionally refuel his fighters. The results, however, are a very methodical and undramatic game. The cure for this I believe, is to introduce a sense of tactics to the game by revising both the mission planning phase and the combat results phase.

As the Tournament and Advanced games are simply campaign versions of the Basic game, players have the unique ability to set LUFTWAFFE aside if there is some interruption or they don’t have the immediate time to finish. This is a great advantage to players who value more intense realism even though it adds to the playing time. To these players I offer “Advanced Tactical Level Luftwaffe”.

In LUFTWAFFE, one factor of bombers is sufficient to destroy a target, when actually some cities were larger and more strategically important. Mannheim, for instance has a rail center, a munitions factory, chemical and oil producing plants, as well as an aircraft manufacturing center. Such targets required a much larger bomb load to effectively paralyze the city.

In order to reflect this, players must use the Advanced Level Tactical Target Sheet. Each city is listed with a number of boxes equal to the number of factors necessary to destroy the target. The boxes are also labeled to indicate the amount of factors necessary to destroy the individual industries. For example, Berlin needs three factors to effectively destroy its oil refineries, as well as one factor each for the aircraft manufacturing, munitions and bearings factories, for a total of six factors. As this raises the total number of targets from 99 to 188, the players will have to stage two raids per quarter (simply use the Order of Battle for each quarter twice) and raise the replacement factors for bombers to 236 and for fighters to 170. The Rail Centers have been marked so that they can be easily referred to by both players.

Tactical Level Combat Resolution

During the combat phase, instead of counting the number of factors firing, the players mark the contested hex with a blank counter and remove the air units to the tactical display.

1. The defender (the player who is being attacked during this combat phase) places his aircraft on the Tactical Combat Map according to the following procedure:
   a. The defender (the player who is being attacked during this combat phase) places his aircraft on the Tactical Combat Map according to the following procedure:
   b. He must start at the front of the Tract (closest to the Start Line) and work his way to the back by placing one bomber per hex. If he has more bombers than space available, he simply returns the extras to their space on the regular LUFTWAFFE Game map.

Second, the Defender places his fighters on the Fighter Tract, starting with the spaces along the Player's Start Line. If there are no bombers, the player may place his fighters in the Bomber Tract.

2. The attacker then places his units on the Tactical Combat Map in any way he sees fit behind his own Start Line.

3. Once the Players have placed their units on the Tactical Combat Map, they then use the following sequence of play:
   a. Attacker Moves
   b. Attacker Fires
   c. Defender Moves
   d. Defender Fires

Steps “A” through “D” constitute one round of Tactical Combat, and after six rounds have been completed, the players return any surviving aircraft to their space on the regular LUFTWAFFE Game map.

Movement

Each Fighter (Bombers may not move) is allowed up to three hexes per turn, or turn up to three hexes while in the Jet Tract (to reflect the Jet’s higher rate of speed).

Combat Resolution

1. After the phasing player has moved his aircraft, he may fire at any enemy aircraft providing that the enemy is within the attacking aircraft’s
**TACTICAL COMBAT DAMAGE TABLE**

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Roll two dice for each attack. Find the aircraft type of the attacking plane listed on the top. In the columns below this aircraft type, find the first number equal to or greater than the “E” Number of the target aircraft. Cross Index this number with the die roll. An “X” means that one factor of the target aircraft is destroyed. An “O” means two factors are destroyed.

**CITY AA**


**AIR BASE AA**


**TARGET Sheet**

Draw a line between each target and its attacker(s).

| RRP | POP00A | Potsdam - Prague - Regensburg - Rostock - Schweinfurt - Stralsund - Wilhelmshaven |

**TACTICAL LEVEL REPLACEMENT FACTORS**

**236 BOMBERS**

**170 FIGHTERS**

**Diagram 1: Field of Fire—Fighters (above); Bombers (below)**

Field of fire. The field of fire for fighters is the hex directly in front of the attacker, and the field of fire for bombers is any hex within a two-hex range. Therefore (because there can be only one aircraft per hex) fighters may fire at only one target, while bombers may fire up to 18 separate targets to reflect the use of fifty Caliber machine gun turrets. **NOTE:** Friendly units do not block the bomber’s field of fire in any way. (See Diagram 1 for an example of the various fields of fire for bombers and fighters.)

**KEY:**

- A = Artilleryments
- B = Ball Bearings
- C = Chemicals
- D = Shopping
- E = Steel
- F = Transport
- G = Oil
- H = Rail Centers
- I = Shipping
- J = Aircraft
- K = Aircraft Factories
- L = Oil
- M = Rail Centers
- N = Shopping
- O = Steel
- P = Aircraft
- Q = Aircraft Factories
Diagram 2: Round One—German Movement and Combat
The Me 262 streaks ahead two spaces hoping to bypass the escorting fighters, while the Me 109s move one space closer. The Me 109s are not close enough and the Me 262 is facing the wrong direction to fire this round.

Diagram 3: Allied Movement and Combat
The P-47s are in a good position to get the first shots in. The 352nd turns to the left to attack the Jet, while the others move in closer to the Me 109s. In order to damage the Me 109s with "E" ratings of 3, the P-47s must roll anything but 4, 5, or 6 with two dice. The 325th, 36th and 406th were successful in damaging their targets. The 352nd taking on the Me 262 with an "E" rating of 6!! must roll an 11 or 12 in order to inflict damage. His roll of 4 fails miserably.

Diagram 4: Round Two—German Movement and Combat
The Me 262 ignores the P-47—he's after the bombers! He once again streaks ahead two spaces. The JG1 moves ahead one space, while the JG53 turns to the right with the hope that the JG1 will clear a hole for him. At this time the five Me 109s in front are all engaging an enemy P-47 with "E" ratings of 3. The Me 109s need to roll a seven or above to inflict damage. The three aircraft in the center are successful, while the two on the outside fail.

Diagram 5: Allied Movement and Combat
The 352nd cannot chase the German Jet so he lets it slip by with the hopes that the bombers can handle it. He instead turns to face the JG1's Me 109. He misses. In fact the only P-47s who do not roll either a 4, 5, or 6 (misses) this turn are the 406th and 36th: both of their targets go down in flames. The Me 262 is now within range of the 99th B-17, but the 99th fails to roll the required 11 or 12 against the Jet's "E" rating of 6.

Diagram 6: Round Three—German Movement and Combat
The Me 262 moves one hexside to the left in order to face the Bomber group. He is still not within range so he cannot fire. The JG53 turns left one hexside to face the 406th P-47. He is too far away to fire. The 102RH moves forward one space, fires at the 36th P-47 but rolls a 5 (a miss). The JG77 misses as well, but the JG53 shoots down the 4th's P-47, and the JG1 damages the 352nd.

Diagram 7: Allied Movement and Combat
The 406th turns left to help the 352nd take on the JG1. Each of them scores a hit sending the JG1 spinning to the ground. The 36th rolls a 10, damaging the 102RH's Me 109, and the 325th's die roll of three just barely shoots down the JG77. Again the 99th fails to roll the required 11 or 12 to damage the Me 262.

Diagram 8: Round Four—German Movement and Combat
The Me 262 moves next to the 99th's B-17 with cannon blazing. Needing to roll anything but a 6 or 7, the Jet rolls a 9, which is enough to damage the bomber. The JG5, JG53 and the JG77 all move forward one space. This proves to be a devastating turn for the American fighters with the 36th and 406th both getting shot down.

Diagram 9: Allied Movement and Combat
The 325th turns to the left to engage the damaged 102RH, while the 352nd turns to the right in anticipation of the JG53 Me109 moving into his sights. The Me 262 is now within the range of both the 99th and the 91st B-17's. The 91st fires and misses (he rolled a 7), but the 99th rolls an 11. The Me 262 is damaged. Meanwhile, the 325th fires a deadly burst at the 102RH putting him permanently out of action.
The German player returns his two surviving Me 109s to the regular LUFTWAFFE game map, as does the Allied player with his P-47 and both his damaged and undamaged B-17's. Any further combat situations are now resolved.

2. After determining if an attacking aircraft may fire, the attacking player consults the Tactical Combat Damage Table. He then looks down that aircraft's column until he finds the first number equal to or greater than the "E" rating of the target aircraft. (Bombers have an "E" rating of 0.)

For example: An Me 109 attacking a B-17 would look down the Me 109's column until he came to the first "E" number equal to or greater than the "E" rating of the B-17 (0). In the case of the Me 109, the first number equal to or greater than 0 is two. This number is modified by +2 if the attacker has not dropped his wing tanks, and by -2 if the target-aircraft has not dropped his tanks. These modifiers are cumulative—if both planes have dropped their tanks, or neither of them has, then there is no modification.

3. The attacker then cross-references this number with the roll of two dice. This will result in the amount of damage inflicted by the attacking aircraft. An "X" results in the damaging of an undamaged aircraft. An "O" results in the elimination of an already damaged aircraft. An "X" results in the automatic elimination of the target aircraft. There is no other disadvantage for a damaged aircraft other than the fact that it probably won't survive as long as an undamaged aircraft, except that damaged bombers have one less bomb factor.

The game remains basically unchanged. The players are given a little dramatic interlude while they inflict damage on one another. Six turns is not a very long time in which to accomplish much, especially if the German has an escort to fight through. But once that escort is gone... If Players will appreciate the abilities of such individual aircraft as the P-51 Mustang and the Me 262, instead of just watching them being taken off the board in order to satisfy the combat results table. It is now possible for the German to inflict great damage to the bomber group even with escort, despite the presence of the P-47 of the 35th from getting one last shot. The JG53 on the other hand, turns to engage the 352nd, and the Me 262 decides to stay put. The 91st was also lucky enough to roll an 11 against the already damaged Me 262. Scratch one Jet.

The 325th turns to chase the Me 109s, while the 352nd fires and misses (it rolled a 5) at the JG53. The 91st B-17 is in the unique position to fire at both the Me 262 and the Me 109 of the JG53. If he fires and misses (he firmly a 5), at the JG53. The 91st B-17 is in the unique position to fire at both the Me 262 and the Me 109 of the JG53. If he fires and misses (he rolled a 5), he rolls the required 11 or 12 against the Me 262.

Comments and/or questions should be directed to Ken Erbey, P.O. Box 2892, Palmer, AK 99645. Those expecting a reply should include a stamped, self-addressed envelope.

MEET THE 50 . . .

Bruce Downing is 31, married, has a Masters in Computer Science, and quite naturally makes his living as a computer programmer/analyist in Foxboro, MA.

FAVORITE GAME: JR
AREA HOME: TRC, AK, NP, AZ
AREA W-L Record: 16-8-1
ARIO RATED GAMES: TRC, AK, NP, AZ
Hobbies: chess, computers, hiking

We asked Bruce if he thought electronic or computer games would ever infringe on his board gaming time. His response: "Definitely, unless boardgame designers can handle limited intelligence and simultaneous movement in a non-cumber some way. The computer can do this easily while automatically taking modifiers and other complicated rules into effect. Boardgame designers must provide: short (when possible), enjoyable (short rules), and simple (limited intelligence, simultaneous movement, and step reduction) games to meet this challenge. Of currently available games, NAPOLEON is the closest to these requirements, but it's not very close."

As for what he likes in an opponent, he says: "I look for reliability and competence. My favorite opponents agree with me easily on matters of mechanics (rules and procedures) while disagreeing with me fairly sharply on strategy. I especially dislike ob sesions with luck. Nothing is more boring to me than discussions of how statistically likely or unlikely a current position is. I prefer to deal as well as I can with current positions, not analyzing past events for the sake of the disc."
**Home Before the Snow Falls**  
**A War and Peace 1812 Scenario**

**French: Bill Parsons**  
**Russian: Chris Vorder Bruegge**  
**Commentary: Mark G. McLaughlin**

The 1812 scenario was chosen for a series replay because it offers a balanced strategic game of maneuver; the French have an almost 2:1 advantage over the Russians at the start of the game but have only a little space to maneuver, with the army being weakened with each move. The Russians can trade space for time (a gambit familiar to World War II gamers) but have to do it judiciously: an abandonment of western Russia has to be measured so as not to allow the French player too many strategic options. The Russians must ensure a channel or at least shadow the French advance or be placed in an untenable position and lose the game.

Chris and Bill often game against each other and both are strong advocates of the tactical matrix option in WAR AND PEACE and other Avalon Hill games. Both players have agreed to use the optional Imperial Guard rule. The neutral commentary is printed in italics.

**French Initial Strategy:** I will leave my Austrians and Prussians in the rear to protect my supply lines. They can only advance so far, as they are tied to supply sources at Lublin and Konigsberg, respectively. Besides, if I am not winning by November they’ll all go home so I had better not count on having them around. They can catch any Austrians and Prussians in the rear to protect my army groups (shades of 1941). His initial advantage is only 14 hexes from Konigsberg to St. Petersburg. This sidestep towards Kiev might pull his army south so I can waltz into St. Petersburg.

The St. Petersburg gambit is very attractive. I will put together an army south of St. Petersburg; that way I won’t have to worry about the force marching failures of the satellite dogettes—they can take the heat in the center. Before winter comes in November I plan to hold Riga, Smolensk, Minsk and maybe Kiev, with a bastion like that I won’t have to worry about losing Napoleon or the Allies to politics and it will make him come and hit me.

**Russian Initial Strategy:** The French have a long way to go in only eight turns (May-December). From Warsaw it is 21 hexes to Moscow, 14 to Smolensk and 13 to Kiev. From Konigsberg it is only 14 hexes to St. Petersburg.

This scenario favors the Russians, so I had better win. The victory conditions demand close attention. It is unnecessary for the French to take Moscow, provided they take St. Petersburg. It is, however, necessary for them to take Smolensk. Distances are instructive. There are 21 hexes between Moscow and Warsaw to be traversed in eight turns. It is only 14 hexes from Konigsberg to St. Petersburg and the same distance between Warsaw and Smolensk. An apparent French strategy would be to take and hold Smolensk and then decide on Moscow or St. Petersburg (probably the latter). The Russian difficulty is that St. Petersburg is difficult to reinforce.

The Russian strengths are the constant reinforcements at Moscow and Kiev, an eventual superiority in cavalry (I can replace my cossacks at Moscow, he cannot replace his cavalry losses) and the superior morale on board four. Kiev is really the Russian ace as it threatens French supply lines to Smolensk. Leadership quality is about dead-even, one of the few scenarios in which this is true. French strengths are initial advantages in all arms and the offensive choice of direction.

My strategy, therefore, will be to avoid losing a large battle in the first four turns, lengthen his supply lines and build reserves at Moscow and Kiev, then counterattack.

On a personal note, neither Bill nor I have played this game very often. Bill is, however, the better gamer. He usually suffers atrocious luck, which may be to my advantage. He believes that he will beat me on the tactical matrix. Perhaps so.

The French appear to be deployed for a south or southcentral attack, but some of their troops are set back about a hex too far west, giving up some movement to the east. He must plan on some flanking maneuver, but I cannot tell which.

The French army is divided into three distinct army groups (shades of 1941). His initial advantage in infantry (89:43) and cavalry (17:8) is not as much in evidence on the first two turns, since much of that preponderance of force is scattered back in Prussia.

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**Figure 1: Opening setup, May 1812. French army advances on broad front.**

(Key: Blue are French leader counters, White are French Allied leader counters, Green are Russian leader counters.)
Napoleon himself cannot reach the front for at least two turns. Much of the Russian army, however, is deployed on the border.

The three French battle groups are: North (Davout) with Yorck and "A", 28 strength points, most of whom are French regulars; Center (Ney) with Murat, Eugene and "B", 25 mixed strength points and South (Poniatowski) with Jerome, "B" and "a", 16 points of satellite troops, not a Frenchman in the lot. Victor is herding forward the mixed bag of troops, as is Napoleon. The corps with Bessieres is the real heavy-hitters, the Old Guard.

The Russian army has deployed in a hedgehog around Kovno, with 18 strength points, most of whom can support each other. He must be preparing to contest the river crossing and make the French show their hand. He could have set up up front to contest the river, rather than further to the east, with seven strength points. Bagration and Tormazov are adjacent to each other in the swamps with 21 strength points. He hasn't deployed for a race, but for a war.

French May, 1812: Onward. Davout is going to start things right with a force march of three extra movement points (without a loss, how's that for luck) right next to Kovno. The Konigsberg garrison will join him as will "A." This should blast a hole. Schwarzenberg with his six Austrians and Poniatowski and company will go after Bagration in the swamps. This is probably a dumb move, but I'll be minus one for the swamps, minus one for leadership and minus another for morale, but they're only dogettes, and if I lose Poles they can come back at Warsaw.

I've got so many g-damn troops. Let's shuffle them all forward and bring Napoleon up as close as he can. For a little historical color I'll detach the Guard cavalry to join him.

Kovno is a wipe out. Rather than be annihilated in the field with an automatic Demoralized 3 (he'd lose three of his four strength points) he is going into the fortress. It's still 3:1 because Davout has 24 strength points, mostly French. One round, one Frenchman bites the dust and the whole Russian corps is eliminated. Davout and 15 Frenchmen enter the city.

In the south it's another story. Odds are 3:2, with 22 strength points to 12. I choose an envelope chit and this año rolls a 5! Minus 3 that's only a 2, oh boy, screwed. Five strength points, three of them Poles, dead for only two Russians. Everybody back a hex. Definitely a mistake to attack in the swamp. I think I will stop all attacks, for the moment, south of the marshes, but leave Jerome to hold Brest Litovsk with a small force and keep the Austrians (what's left of them) back to defend Warsaw. Everybody else is going to Minsk and Riga.

Russian May, 1812: What stupidity at Kovno. I should have fought a field battle to save my leader and one of those four strength points. Oh well, it is still too early to determine the ultimate strategy. Maybe Bill will bring Napoleon in and roll boxcars to kill him.

Center army is going to run and join up with my northern force on the road to Vitebsk. Bagration and Tormazov may as well fall back too lest he swing south and hit them with everything; they've done their job. Constantine and Wittgenstein will go pick up the leaderless forces and prepare the reserve army.

French should have counted a little better and tried to get a 2:1 at Bagration (he was only two strength points short) but considering what he rolled it wouldn't have helped much. The Russian made a minor error at Kovno, but he can afford the loss of a zero leader. Both sides have massed their armies into two basic forces: the French behind Davout and Poniatowski, the Russians around Barclay and Bagration.

French June, 1812: I don't believe it. I rolled a "6" on attrition, and my armies are all concentrated. Sixteen factors, nearly 16% of my entire army wiped out in one die roll! That's 80,000 men! What really hurts is that four of them are cavalry. Only three of those 16 are French, at least, but what a big die roll!

Still, war goes on. Davout is going up to Riga and Murat and Eugene are right behind, as are the survivors of the Kovno attack force. Jerome is staying in Brest and everybody else is forming a nice, neat line on the row of hexes that split boards three and four. This maximizes my attrition bonus for French forces, a minus one in their favor, since nobody is totally on board four (Russia). I need a breather after that fiasco.

Just one little attack, Davout, Murat and 17 strength points against Wittgenstein and his six, entrenched, at Riga. One point short of 3:1! I skirmish, he bombards, plus one in his favor, but Davout and the French still make it even up. Rolled a natural boxcars, a D3 result! Three Russians eliminated and a fourth cut down in the pursuit, for only one French infantryman. So much for a Russian northern army.

Russian June, 1812: General winter struck early; another French attrition roll like that and this is in the bag. Unfortunately Bill's luck came through at Riga as Wittgenstein got blown away. French could have blitzed me by advancing faster but he wants to avoid attrition in Russia for one more turn. No sense wasting everybody fighting here.

Meanwhile, everybody runs. Constantine is off to Moscow to form an army and Benningsen can get that lone Kharkov trooper. Vitebsk will be a rallying point for my northern army, and Bagration and Tormazov will form up just above Kiev. Both armies can hit Minsk, if the French go for it. St. Petersburg is his if he wants it; I'm going to hold him before Smolensk.

As can be seen from Figure II, the Russian is running a lot faster than he has to, giving the French a clear shot into central Russia. The French are moving very safe and slow. I guess that attrition roll unnerved him (who wouldn't be unnerved). I'm glad we agreed that I wouldn't see their notes on plans or play until the game is over—that keeps me guessing too.

French July, 1812: That's better, only one strength point lost to attrition. Now we can move on. Davout overruns the two infantry strength points Wittgenstein abandoned above Riga and rolls along the coast, with the rest of the northern army group behind him. Napoleon and Ney will form up at Y12, Poniatowski and "b" can stroll into Minsk. Bessieres and his Guards will reach that safe hex row between the boards, no sense losing Guards to force marching or attrition. The "d" leaders are starting to shuffle up the reserves from Germany and Poland. I think Jerome can come forward a little.

Russian July, 1812: Lucky on attrition again; only one strength point lost. I'm still behind him overall in strength points (see Table III, July line) but he is not concentrated. About a quarter of his army is in the north, chasing a general without troops, another quarter is back in Poland and the rest is in four stacks, none of which are adjacent. Time to risk a counterattack.

Bagration and Barclay mass at Minsk, 30 strength points (150,000 men!) against Poniatowski's 11 satellites. Odds are 2:1, plus four in my favor (leadership and morale, both up, and +1 on a tactical skirmish versus his refused flank). Three dead satellites, plus four to cavalry pursuit, and I lose a Russian. Five of my cavalry get an automatic over a Danish infantry strength point at Y13, above the city.

Unfortunately, I won too soon; he gets away before I can crush him.

Bill either made a blunder separating his army so widely, out of support of each other, or he has set a keen trap, enticing Chris into a "golden door" offensive at Minsk. An awful lot of Frenchmen (most of his regulars) are up in the Baltic; why doesn't he send some of them to where the action is. Unless he misses all his forced marching, he'll still get into St. Petersburg before the Russian reinforcements reach the city in September, in which case they
appear at the nearest Russian city not in French hands, which will be Moscow, since the French took Vitebsk.

Chris sprung a trap of his own, but it worked too well. If he hadn't rolled so well he would have had an automatic 4:1 D3 on the second attack (he could have had a 3:1 the first time but that isn’t necessary, as the table only goes to 2:1, then skips to automatics at 4:1). Unfortunately, Poniatowski got away.

French August, 1812: Attrition isn’t too bad: four strength points, three of them satellites. I’m still ahead in strength points, but the lead is narrowing. Should I even attack at Minsk? He’s given me St. Petersburg. Why not, let’s go get him, he’s got everybody at one spot.

Davout is still going for St. Petersburg, but I can send some of the supporting troops down toward the real war. Unfortunately I don’t have another general with Davout so I can’t split his corps up, and it’s a third of all the French Regular infantry on the board!

Jerome and “A” will have to set up my supplies and “A” can form a little block below Vilna. I can put 20 strength points at Minsk to hit Barclay, just enough to make him roll a 1:1 against my satellites. Napoleon and the single Guard Cavalry will be enough to raise it one in my favor (using the Guard rule) although it will sacrifice the best unit on the board. Bessieres and the Guards are right behind for the second wave.

He withdrew! I pulled an envelope and he got away! At least he rolled a four (six on the dice minus one for tactics and one for my leader/morale bonus) so he loses four strength points. Unfortunately I lose two, one of which is the Guard Cavalry.

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**Table I.**

Analysis of Orders of Battle

<table>
<thead>
<tr>
<th>Initial Forces</th>
<th>French</th>
<th>Russian</th>
</tr>
</thead>
<tbody>
<tr>
<td>Guard Cavalry</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Regular Cavalry</td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>Satellite Cavalry</td>
<td>7</td>
<td></td>
</tr>
<tr>
<td>Allied Cavalry</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Cossack Cavalry</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Total Cavalry</td>
<td>17</td>
<td>10</td>
</tr>
<tr>
<td>Guard Infantry</td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>Regular Infantry</td>
<td>29</td>
<td>40</td>
</tr>
<tr>
<td>Satellite Infantry</td>
<td>45</td>
<td></td>
</tr>
<tr>
<td>Allied Infantry</td>
<td>9</td>
<td></td>
</tr>
<tr>
<td>Total Infantry</td>
<td>89</td>
<td>43</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Reinforcements</th>
<th>French</th>
<th>Russian</th>
</tr>
</thead>
<tbody>
<tr>
<td>Regular Infantry</td>
<td>8</td>
<td>34</td>
</tr>
<tr>
<td>Regular Cavalry</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Cossack Cavalry</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Leaders</td>
<td>3</td>
<td>(one &quot;2&quot;, two &quot;0&quot;)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Maximum Possible Strength Points</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>French</strong></td>
</tr>
<tr>
<td>Turn</td>
</tr>
<tr>
<td>-----------</td>
</tr>
<tr>
<td>May (start)</td>
</tr>
<tr>
<td>June</td>
</tr>
<tr>
<td>July</td>
</tr>
<tr>
<td>August</td>
</tr>
<tr>
<td>September</td>
</tr>
<tr>
<td>October</td>
</tr>
<tr>
<td>November</td>
</tr>
<tr>
<td>December</td>
</tr>
</tbody>
</table>

*maximum from previously eliminated units.*
Figure IV: August 1812. French army masses near Minsk but Russians withdraw after only one round, declining to fight a decisive battle. Russian cavalry go after French supply line.

Russian August, 1812: I can't win. I'm now playing for a draw. I would have trouble retaking St. Petersburg but I should be able to hold him off in the center. I could try for Warsaw, but it's not likely to happen. I must keep him out of Smolensk.

The Kiev army has just arrived, giving me seven strength points in a crucial area. I will break up the main army, sending half to guard Smolensk, the rest to destroy his supply lines and maybe go after Warsaw. Bagration and Barclay can go to Smolensk. Constantine is just a hex short of joining them, unfortunately. (See Figure IV) Meanwhile my cavalry superiority can cut off his rear, taking out a Rhinelander at V12 and the Polish cavalry at V14. That will put his entire army out of supply around Minsk. The cavalry to cavalry battle works out well, seems he put his cavalry into square (there ought to be a rule against that) but my skirmish line is enough of an advantage. One Polish squadron dead, another cut down—so much for his satellite cavalry.

The Russians have split their army! Why? I like the cavalry raid a la Jeb Stuart but the infantry army under Tormazov at W14, just west of Minsk is out of place. He should try and beat Napoleon with everybody, then go after Warsaw. The Russians have been shuffling troops well, but they forgot to put someone into Smolensk to dig in. Constantine is just a hex short of joining them, unfortunately. (See Figure IV) Meanwhile my cavalry superiority can cut off his rear, taking out a Rhinelander at V12 and the Polish cavalry at V14. That will put his entire army out of supply around Minsk. The cavalry to cavalry battle works out well, seems he put his cavalry into square (there ought to be a rule against that) but my skirmish line is enough of an advantage. One Polish squadron dead, another cut down—so much for his satellite cavalry.

The French are moaning. I guess he's afraid of another attrition die doing him in. His troops are a little out of place, but if he doesn't roll a high attrition, I think he might just have the game.

Table II. Attrition Table Analysis

<table>
<thead>
<tr>
<th>Loss</th>
<th>3-5</th>
<th>6-10</th>
<th>11-15</th>
<th>16-20</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>16%</td>
<td>33%</td>
<td>33%</td>
<td>33%</td>
</tr>
<tr>
<td>2</td>
<td>33%</td>
<td>(1.16)</td>
<td>(1.00)</td>
<td>(1.48)</td>
</tr>
<tr>
<td>3</td>
<td>(1.16)</td>
<td>(1.00)</td>
<td>(1.48)</td>
<td>(2.00)</td>
</tr>
</tbody>
</table>

Average Strength Loss for 20 Factors:
- 4 stacks of 5 = .64
- 2 stacks of 10 = 2.00
- 1 stack of 5 and 1 stack of 15 = 1.64
- 1 stack of 20 = 2.00

Table III. Conduct of the Campaign

<table>
<thead>
<tr>
<th>Turn</th>
<th>French Forces</th>
<th>French Attrition</th>
<th>Battle</th>
<th>Russian Forces</th>
<th>Russian Attrition</th>
<th>Battle</th>
</tr>
</thead>
<tbody>
<tr>
<td>May</td>
<td>107</td>
<td>6</td>
<td>6</td>
<td>57</td>
<td>1</td>
<td>6</td>
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<tr>
<td>June</td>
<td>87</td>
<td>16</td>
<td>1</td>
<td>53</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>July</td>
<td>88</td>
<td>2</td>
<td>5</td>
<td>56</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>August</td>
<td>79</td>
<td>4</td>
<td>5</td>
<td>56</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>September</td>
<td>74</td>
<td>2</td>
<td>14</td>
<td>57</td>
<td>3</td>
<td>16</td>
</tr>
<tr>
<td>October</td>
<td>64</td>
<td>24</td>
<td>31</td>
<td>(49)</td>
<td>concede</td>
<td></td>
</tr>
</tbody>
</table>

Note:
- Forces includes all reinforcements, replacements and losses due to attrition and is calculated at the start of the Player's Movement Phase.
- Attrition includes 1 strength point lost to Force Marching.
- Includes 2 strength points overrun.

Russian September, 1812: I'm going home due to poor play. Chris has beat me. Still, let's get it over with. Lucked out on attrition, only two dead, and they are both satellites. Even out of supply and in
Russia I made out like a bandit. Chris has to attack to win, and if I can take and hold Smolensk I can play for a draw or perhaps pull out a victory. Davout reaches St. Petersburg and the small force moving out of Moscow under my old friend Wittgenstein is not a threat. Murat is riding for the Cossack near Vitebsk. Jerome and "a" will have to cover my rear as the reserves shuttle up to Warsaw (still loyally held by my Prussian allies). Meanwhile, the army goes for Smolensk.

Jerome takes five infantry to hit two cavalry and a cossack at W12 (he had a second cossack but withdrew before combat, otherwise the stack would have had a zero morale, the same as the cossacks). He outguessed me, enveloping my attack. I roll lousy again, a seven becoming a five, and lose a Polish infantryman without causing him any losses. Schwarzenberg takes a swipe at some Russian cavalry, skirmishing while the Russkies refuse, giving me a +1 tactically. I lose an expendable Austrian infantryman, he loses a Russian cavalryman and retreats.

It's Borodino time. Napoleon's on BB12 with all six guards, seven French and 12 satellites: 25 strength points against Bagration's eleven. A 2:1 even, no sense wasting the guards. I've got him. I skirmish, he bombards, plus one and a lousy die roll! Five becomes a six, and we each lose two.

Second round. Throw in the guards. Charge! (What else do you do with the Old Guard). He refuses, no tactical advantage. Rolled a lousy six, but it becomes a seven so I don't lose anything and kill a Russian. No victory, but at least the Guard is alive.

Third round. Constantine is in, but it is still 23:14, a 3:2, but I think I'll hoard the guard again. I'll hold back and bombard, he holds back too and refuses, lousy six on the die again and we each lose two infantry.

Fourth round. Is this still the same battle? Still have him 3:2, I skirmish, he envelopes, I roll a lousy five, which is reduced to a four. Two infantrymen for nothing!

It is still 19:12, let's throw the guard back in and end this nonsense. A bombarding against a refuse, that's another pip on the dice. Roll a '6', which becomes an "8". I don't believe it. I want another set of dice. True, two Russians dead and none of my guard scratched, but still no victory.

Round six (even Lee and McClellan only fought seven days, do you think I'll break their record). Charged right into a line of artillery, bombarding me back to the stone age. A dead foot soldier.

Seventh day of battle. 18:10 in my favor, all six guard, three French and nine satellites still hanging in there. I better use guards or it's a satellite army for morale purposes, and I can't afford that, because if I don't take the city now he'll entrench, bring up more people, cut my supplies and it's all over. The Guard goes in again.

What do you know! I bombarded while he fell into a square, that's plus 2 and another for the Guard and aw S-t, another '6'. That goes up to a "9" killing two of his guards but at least getting a D1 on him, partially demoralizing him. Do these dice have any numbers above six on them?

Round eight. Guards charge into a square, but I still have a morale bonus on him, and it is 2:1 (he has only 8 to my 17). A Russian dies alone, no French casualties.

The bell sounds for round nine as we both come straggling out of our corners. I'm gonna get him. In go the Guards, Skirmishing like mad, and he pulls a withdrawal chit! Now I get my dice roll. But it's only a modified '9'. Three of his boys go down, another falls to pursuit, and I lose a single guardman.

I won that battle on the tactical chits. Sixteen strength points cheerily march into the smoldering embers of Smolensk, including four of my guardsmen.

Russian September, 1812: Bill beat me on the chits, despite his bad luck on the dice. Nine French, including two Guards died, but it cost me fourteen! Only the three infantry of the Russian guard lived. The three more Russians die on attrition. An army is forming at Moscow, but it isn't enough. I fought it badly, Bill beat me, no doubt about it. Question is, now what do I do about this stinking mess I got myself into.

What's left will retreat to FF12, where it will merge with Benningsen, Doctorov and Wittgenstein to form an army with newly arrived General
The Russians lost Riga, and the French supply lines guarded by French satellite leader "a". Barclay is leading the infantry in the direction of Poland. Barclay and his 11 strength points easily overpower the Austro-French Satellite force, killing three out of four with a charge against a withdrawal.

It looks bad for the Russians. Splitting his army hurt him at Smolensk. Bill thinks he rolled poorly, but he rolled just the right, ironically, die rolls to prolong the battle and destroy the Russians in a massive attrition contest. The French lost nine strength points in as many turns, or about 45,000 men out of a total of 125,000 (25 strength points), a loss of 36%. The Russians lost 14 (70,000 men) out of 17 (85,000) for an average of 1.55 strength points a turn or 82% of their army. The French now have the advantage in the center as Murat with three cavalry and two infantry is only a few hexes away.

The Russian thrust towards Poland is still going strong, but is not strong enough to reach Warsaw, which Bill has firmly entrenched with Prussians and Poles. Overall forces still favor Bill (See October line on Table III) at 60 French (to which three reinforcements and one replacement will be added in October) versus 43 Russians (another six Russians will be added however).

**French October, 1812:** I think I've got it won. He's going nowhere in Poland, and once the Guard and Napoleon digs in at Smolensk he'll never out me. Davout is coming south. I can just sit still and win.

Still, let's get everybody moving up, it is the last turn before winter. A second army forms adjacent to the entrenched Napoleon, and next turn Davout himself can take command of it while I send a mition up to lead the French with Davout now trudging southward. The cavalry corps that just arrived at Danzig gives me the perfect counter to Chris' cavalry army.

**Russian:** No need to fight the battle against the cavalry army. I concede.

I agree with Bill's assessment. Only with incredible luck can the Russians even go for a draw at this stage, as winter is no kinder to the Russians than it is to the French. The game ends in mid-October play. (See figure VI).

**French Summary:** The French purposely consolidated, moved cautiously and slowly in order to avoid Russian attrition penalties in the first three turns. The formation along the U hex row was a jumping off point. I gave up on my southern strategy as the Russians were playing a strong defense down there. However, as I closed on an undefended St. Petersburg I took heart and continued a general easterly and northeasterly advance. St. Petersburg is in good shape with eight French regulars, so even a wild cossack raid is no threat. I can hold Smolensk although I am a little doubtful depending on attrition and his luck.

**Russian Summary:** Well, here's a fine kettle of fish. His attack on Smolensk succeeded with heavy loss to the Russians at marginal cost to the French. His supply lines are tenuous at best but all he has to do is entrench and send some troops back to

---

Table IV.

<table>
<thead>
<tr>
<th>Turn</th>
<th>French Draw</th>
<th>Russian Draw</th>
<th>Advantage</th>
<th>French Loss</th>
<th>Russian Loss</th>
</tr>
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<tbody>
<tr>
<td>1</td>
<td>Envelop</td>
<td>Envelop</td>
<td>0</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>Skirmish</td>
<td>Bombard</td>
<td>+1 Russian</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>3</td>
<td>Refuse</td>
<td>Skirmish</td>
<td>+1 Russian</td>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>Envelop</td>
<td>Withdraw</td>
<td>+1 French</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>Square</td>
<td>Skirmish</td>
<td>+2 Russian</td>
<td>2</td>
<td>1</td>
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<tr>
<td>6</td>
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<td>Envelop</td>
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<td>0</td>
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<tr>
<td>7</td>
<td>Skirmish</td>
<td>Envelop</td>
<td>+1 Russian</td>
<td>1</td>
<td>1</td>
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<tr>
<td></td>
<td>battle at Smolensk</td>
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</tr>
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</table>

Total: 17 rounds of tactics

<table>
<thead>
<tr>
<th>Rounds of Combat</th>
<th>French won</th>
<th>French Pips</th>
<th>French Average Pips (won) (total)</th>
<th>Russian won</th>
<th>Russian Pips</th>
<th>Russia Average (won) (total)</th>
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<tr>
<td>6</td>
<td>4</td>
<td>1</td>
<td>5</td>
<td>3</td>
<td>1.17</td>
<td>.412</td>
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<td></td>
<td>8</td>
<td>10</td>
<td></td>
<td></td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Times Drawn, % Drawn</th>
<th>By French</th>
<th>By Russian</th>
<th>Overall</th>
</tr>
</thead>
<tbody>
<tr>
<td>Charge</td>
<td>4/24</td>
<td>1/12</td>
<td>5/15</td>
</tr>
<tr>
<td>Envelop</td>
<td>2/12</td>
<td>1/12</td>
<td>5/15</td>
</tr>
<tr>
<td>Skirmish</td>
<td>5/29*</td>
<td>3/18</td>
<td>7/20*</td>
</tr>
<tr>
<td>Bombard</td>
<td>3/18</td>
<td>3/18</td>
<td>6/18</td>
</tr>
<tr>
<td>Square</td>
<td>1/06</td>
<td>2/12</td>
<td>3/08</td>
</tr>
<tr>
<td>Refuse</td>
<td>1/06</td>
<td>4/24*</td>
<td>5/15</td>
</tr>
<tr>
<td>Withdraw</td>
<td>1/06</td>
<td>2/12</td>
<td>3/08</td>
</tr>
</tbody>
</table>

*= most popular chit

The French Summary: The French purposely consolidated, moved cautiously and slowly in order to avoid Russian attrition penalties in the first three turns. The formation along the U hex row was a jumping off point. I gave up on my southern strategy as the Russians were playing a strong defense down there. However, as I closed on an undefended St. Petersburg I took heart and continued a general easterly and northeasterly advance. St. Petersburg is in good shape with eight French regulars, so even a wild cossack raid is no threat. I can hold Smolensk although I am a little doubtful depending on attrition and his luck.

All in all, I really think it is difficult to win as the French but very easy to get a draw, particularly if the Russians do not stoutly defend the approach to St. Petersburg.

**Russian Summary:** Well, here's a fine kettle of fish. His attack on Smolensk succeeded with heavy loss to the Russians at marginal cost to the French. His supply lines are tenuous at best but all he has to do is entrench and send some troops back to
stabilize his lines of communication. I can't even try to retake Smolensk, at least not seriously, until the last turn of the game. Meanwhile, I could ravage his rear and might accidentally take Warsaw.

My analysis, however, is Victor's last chance of winning the game. When I decided Wittgenstein could defend Riga alone and hence St. Petersburg, Davout proved that analysis to be in error. Even so, diverting more troops northward would have been equally bad as Davout had loads of troops. My second strike was the fight at Smolensk. My tactical sense was inferior to Bill's; I should have pulled out immediately.

I should have initially deployed more at Kovno but I was clever by halves, thinking I could reinforce it. I think my swamp deployment was the best use for the southern forces. All told, it is very difficult to defend St. Petersburg. I disagree with Mark's analysis that Russian forces should retreat in a northeasterly direction. They become cannon fodder, and fighting early is pure suicide.

I agree with both of them that the Russians cannot win at this stage. Chris ran too fast, and split his army after the bold counterpunch at Minsk. He thought he could get away with the Russian army, which could have reached a maximum of 115 stress points, lost 55 (47%); the Russians could have reached a maximum of 89 stress points lost 41 (46%). With losses so equal, the French should be able to retain the advantage until the end.

GLADIATOR . . . Continued from Page 15 to full A, however, would require six defensive CF. A "dash" entry means that the particular combination is not possible. For example, full C armor is already better than A5 armor, just as C7 is better than B5.

By the time I'd finished the above Table I decided that I could go a step further and prepare a simple variant to the Armor Tables. To this end I offer you Table 5. Here you will find the cost, in sesterces, of each type of armor. For example, the A7 helmet and C groin armor of the last light gladiator entry would cost 165 and 180 sesterces respectively. As an alternative, I propose that each light gladiator be provided with 160 sesterces to be spent as he sees fit. Many more than six combinations are possible in this way. For example, he could buy pieces of C5 armor or buy it all on a C9 helmet. For medium and heavy gladiators the amounts are 800 and 1000 sesterces, respectively.

### Table V. WAR AND PEACE Tactical Matrix

<table>
<thead>
<tr>
<th>Smaller Force</th>
<th>Charge</th>
<th>Envelop</th>
<th>Skirmish</th>
<th>Bombard</th>
<th>Square</th>
<th>Refuse</th>
<th>Withdraw</th>
</tr>
</thead>
<tbody>
<tr>
<td>Charge</td>
<td>0</td>
<td>1</td>
<td>-2</td>
<td>1</td>
<td>2</td>
<td>0</td>
<td>(2)</td>
</tr>
<tr>
<td>Envelop</td>
<td>1</td>
<td>0</td>
<td>-1</td>
<td>-1</td>
<td>1</td>
<td>2</td>
<td>(-1)</td>
</tr>
<tr>
<td>Skirmish</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>-1</td>
<td>2</td>
<td>-1</td>
<td>(0)</td>
</tr>
<tr>
<td>Bombard</td>
<td>-2</td>
<td>1</td>
<td>0</td>
<td>-1</td>
<td>1</td>
<td>2</td>
<td>(-2)</td>
</tr>
<tr>
<td>Square</td>
<td>-2</td>
<td>-1</td>
<td>0</td>
<td>2</td>
<td>NC</td>
<td>NC</td>
<td>NC</td>
</tr>
<tr>
<td>Refuse</td>
<td>0</td>
<td>-2</td>
<td>1</td>
<td>2</td>
<td>NC</td>
<td>NC</td>
<td>NC</td>
</tr>
<tr>
<td>Withdraw</td>
<td>(+2)</td>
<td>(+1)</td>
<td>0</td>
<td>(0)</td>
<td>(NC)</td>
<td>(NC)</td>
<td>(NC)</td>
</tr>
</tbody>
</table>

Explanation: Cross reference the option of the larger force with the option of the smaller force and add the result to the dice roll used to resolve the battle. If the result is NC the dice are not rolled during the current round. If the result is parenthesis, the battle ceases at the end of the current round.

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**RICHTHOFEN'S MANEUVER CARDS**

Vol. 14, No. 4 of the GENERAL printed a variant for RICHTHOFEN'S WAR which featured the use of a deck of 27 maneuver cards to augment the mechanical movement system and add a degree of uncertainty and excitement to the game. With just a random luck element, the use of the maneuver cards is dependent upon such factors as turning ability, attack position, and pilot skill. Using the maneuver cards one can more vividly execute the classic maneuvers of the day: Barrel Roll, Falling Leaf, Flat Spin, Immelman, Loop, Noise Dive, Side-Slip, Tight Circle, and Vertical Spin in an attempt (not always successful) to get on the enemy's tail, rather than just trade shots. This 27 card deck is professionally illustrated and printed and available from Avalon Hill with an instruction sheet for $4.00 plus usual postage and handling charges. Maryland residents please add 5% sales tax.
Antipersonnel obstacles have existed for centuries; Roman forts were ringed by pits containing sharpened stakes. The moat/ditch of the Middle Ages readily comes to mind. In forested Europe, fort approaches were blocked with interlocking felled trees. Perhaps the interlocking treetops pointing toward the enemy would be shorn of leaves and their branches sharpened (thus forming abatis). Early obstacles were designed to break up the cohesion of attacking waves.

As combat has evolved the mechanisms for achieving this disruption have changed but the principles of disrupting attacking formations remains unchanged. Ditches may make effective antitank obstacles but provide fire cover for attacking infantry. Sharpened interwoven tree branches may deter infantry, but abatis are difficult to construct, harder to conceal, dependent on local forestry, and if left in position for any length of time, vulnerable to fire. The inherent mobility and dispersion of Twentieth Century forces imposes new requirements on antipersonnel obstacles.

In the mid-Nineteenth Century, American farmers of the Midwest faced a related problem. On the Great Plains traditional fence material was scarce. Open range herds were all but impossible to purebred and subject to loss by straying. A cheap, durable, and easily transported fence was required that would withstand the meanderings of temperate longhorns—something was needed that would limit the inherent mobility and dispersion of the herds. Thus was born the barbed wire fence. Early obstacles were designed to break up the cohesion of attacking waves.

Barbed wire comes in a variety of military forms. High-wire is a series of posts usually two to four feet in height. Posts are arrayed seven to ten feet apart with the obstacle being four or more posts deep and as wide as required. Wire is then strung in single strands from post to post with as many as six strands per post. Obviously, High-wire is durable but easily spotted, time consuming to emplace or remove, and easily swept aside by tracked AFVs.

Low-wire or "snare" is a single strand of wire looped from any convenient branch or rock. If no outcropping presents itself, the wire may be nailed into the ground. Less than one foot off the ground it is easily overstepped but does prevent real difficulties for a force trying to deploy under fire. Naturally, Low-wire is easily emplaced and can be almost invisible (especially to aerial recon) but is less of an impediment than High-wire and as easily removed by AFVs.

Concertina is a multistranded roll of barbed wire designed to travel as a compressed coil which is then expanded accordion-like to cover additional frontage. Three or four feet in height, it is comparable as an obstacle to High-wire and much more easily emplaced. In terms of visibility, concertina is midway between High and Low-wire. Removal by AFVs is still easy.

The Cheval-de-frise, or knife rest, is wire strung on a framework of wood or steel. Usually the framework is at least three feet high and the unit as a whole can be loaded upon a vehicle. Emplacement is simply a matter of unloading the units and nailing the framework into terrain adjacent to other knife rest units. Though quite visible, the Cheval-de-frise has all the impediment of High-wire with the emplacement ease of Low-wire. Further the framework can be made to resist removal by tracked vehicles. Were it not for the transport space required it would approach the ideal for wire obstacles.

Finally the old abatis with its branches pointing towards the enemy can still be found and made stronger (permitting the sappers to forego branch sharpening) by stringing single strand wire through its boughs.

To date, the Squad Leader System treats all forms of antipersonnel obstacles with one set of rules. Let's review them.

13.4—Broken units may not rout into wire (pg. 104).
42.1—Hidden Initial Placement is in woods.
53.2—Wire in bunker hex prevents units from advancing into the bunker from an adjacent hex.
53.2—Wire may be placed in any non-building hex.
53.3—No normal movement onto wire except from another wire hex or if required to unload from vehicle and wire hex is only one available.
53.4—May rout out of wire. Normal motion out of wire is ok but costs MFs equal to roll of a die. Units may enter an enemy occupied hex during the Movement Phase when exiting a wire hex but are subject to Point Blank Defensive Fire in the hex moved into and if broken are immediately eliminated (or captured). If they are not eliminated they must take Point Blank Advancing Fire on the occupying occupants of the same hex who would similarly be immediately eliminated if broken. If still occupying a hex with unbroken enemy units at the conclusion of
the Advancing Fire Phase, there would be no Advance Phase movement as the units would be forced to engage in Close Combat.

53.5-Wire may be cleared by rolling less than or equal to firepower dice roll including leadership effect.

53.2-Accidents which would cause the wire to be cleared or lack thereof, leave units TI.

53.2-Demo Charge may remove wire with KIA result.

53.4-Artilery FFEs of 80mm or greater can remove wire with a KIA roll.

53.6-Wire is no LOS obstacle.

53.7-Wheeled vehicles including animal drawn transport, cycles, and even bren carriers (108.29 & 123.41) may not enter wire.

53.8-Fully tracked vehicles may destroy one wire counter (the first one traversed) and continue normal motion.

53.9-Halftracks may destroy one wire counter but must end the turn in that wire hex.

75.9-No wire is allowed in marsh hexes.

92.1-Cavalry may enter a wire hex only during the Movement Phase and must have sufficient MFs remaining to leave the wire hex or dismount in it during that Phase. Cavalry entering a wire hex must roll a die and if that die roll is a 6 the unit is broken and expires.

99.4-Paratroops landing in wire take no additional morale check for doing so.

106.1-No infantry bypass is allowed through wire hexes.

112.9-Vehicular bypass does NOT remove wire from the bypassed hex.

114.5—Ski units may not enter wire hexes.

The rules reflect the slowing effect of wire on troops in formation. Further they demonstrate the vulnerability of wire to tracked vehicles. How then might a player take best advantage from wire placement?

Wire, like any other support weapon, (unless a passive one) best functions if used in mass. Therefore try to think in terms of multiple blocks along one poorly defended route rather than a single block on each of several approaches.

The best possible placement entails one hex between rows of wire to ensure maximum movement loss. Naturally if there isn’t room no law states you can’t place wire hex by jowl with the next.

If tracked vehicles are present wire in woods can be doubly effective as this is much riskier to remove by tracked vehicles and precludes rout to that hex. Obviously placement at woods edge not only slows advance in the woods but also prevents infantry bypass in the hex.

Deliberate gaps in the wire allow for greater density of wire elsewhere, permit a silly port for your own troops, and can pose another agonizing decision for your worthy opponent (did you bypass the gap or not?).

If allowed hidden placement, one visible wire can suggest the existence of many more hidden ones in that locale. Nothing says you can’t leave one wire exposed between two wooded hexes without others nearby. A little variation from your optimum setup can pay dividends in many future games.

Some suggested wire placement in the already extant scenarios follows:

Scenario 8—If you set up along the crest of hill 621 consider wiring 2T5, 2S5, 2S3, 2Q4, 2N3, 2M4, 2L2, and 2N6. Don’t try to get cute as the US has enough reserve strength to eat up any farflung wire.

Scenario 9—Putting the wire atop the bunker hexes is ok but generally the Shermans just knock it aside (unless you nastily mine AND wire your own bunker hex). I also recommend wiring all the woods around your position.

Scenario II—Assuming the American will generally fight from Board One, I generally place my wire in a V in the open in front of my main stronghold. My preference is the factory (IX4) and so I put the wire in 1J6, 1J7, 1J7, 1J6, 1J2, and 1J2. If your American opponent tends to try for Board Three consider 3L2, 3M3, 3N3, 3O3, 3O2, and 3O1.

Scenario 12—I urge you to use your American Engineer units to construct roadblocks rather than wire entanglements. This is a game of vehicular rather than infantry mobility. As such, wire might best be used to prevent deployment of infantry disembarking from vehicles. If, for instance, you place an M-10 in 2C2 then wiring 2N3, 2M3, 2L2, 2K1, 2J1, and 2I3 rather narrows the German ability to employ infantry against your tank destroyer.

Scenario 21—Hoping to slow a German thrust through the woods I generally place wire something akin to 3F6, 3G9, 3H6, 3H8, 3L6, 3J1, 3J8, 3L6, 3J8, 3M7, 3M9, 3N7, 3N9, 3O9, 3O10, 3P8, and 3Q9. It is quite feasible to set the wire lines more forward or offset diagonally either north or south around 3K8.

Scenario 22—Although the wire can be emplaced in forward hexes I generally use the wire to discourage a Russian pure infantry thrust through the deep woods. At such time wire hexes 5OS through 5010 with 5O4 and 5OS and 5O10 inclusive. If the Russian never makes a deep woods thrust then every other wire hexes north or south hexes will help keep them bound. Hexes to think about are 5Q5, 5Q7, 5Q3, 5OS, 5SM, 5M4, 5K2, 5K4, 513, and 515.

Scenario 25—For the German to defeat me I put the wire in 5Y4, 5Y5, 5Y6, and 5Y7.

Scenario 31—As I usually fire the woods on my left flank I tend to put all my wire on the right. In order to prevent rapid disembarking of infantry into woods I wire hexes 4W1, 4V1, 4V2, 4Y1, 4U3, and 4T1. To limit the attack on the third level building I place my final two wire counters in 6K10 and 6J10.

So that you may get a chance to experiment on your own, a scenario is appended in this issue’s insert.

"AFTER ACTION—FAST HEINZ (Scenario K)"

The intent of these reports on the scenarios presented in this issue is to provide players with, of numerous possibilities, ONE defensive setup, attacker initial position, and basic tactical approach.

German: 9-1 leader, one 4-6-7 and the MMG in V7, 4-6-7 in X2. Boresight MMG on Q4. Two minefield factors per hex in L1, M1, M2, M3, M4, M5, M10, N1, N2, N3, N5, N7, N10, O5, O8, P3, P5, Q3, and Q6. Twenty minefield factors in V6 and R5.

Russian: Enter both tanks on 11, one squad enters 11, all other troops enter G1 through B0 inclusive.

Attacker’s Tactics: Use your one squad that enters on the road to run down the road to Q4 (donating plus road bonus). If he makes it you will know how far forward you can safely send your TS0. Push your TS0 as far down the road as you safely can and leave it there for a turn or two. It both blocks LOS and clears a minesafe path down the road. Throw your T37A immediately at one of the three marsches. Use ambivalent motion to cross the marsches next turn and exploit the road to ramp into town following the turn. The Russian main infantry body should try to filter into the orchard. From there, cross the marsch at P5. Use this position to enter buildings around R6 and to clear road around R5/Q5 of mines. Work early to clear building L3 of mines so it can safely be used as rally point. Expose TS0 to possible BOS only if required. Move quickly into town so as to minimize forward positions German reinforcements can take. Plan to win this on last turn.

Defender’s Tactics: Your screening forces should take as many small—2 DRM shots as you can get. Fall back slowly. Plan to sacrifice your screening force so the reinforcements can enter with minimal interference. If the reinforcements can hold DD4 building and Fl7 woods by turn seven the game is strongly in your favor.

If the Russian is bold he’ll either lose or win the game by turn four. If the Russian is cautious the battle will spiral on the east edge of town for the final two turns.

AHIKS

AHIKS (pronounced A-hixs) is an international society of mature individuals who play historical simulation games by mail. Established in 1956 by a group of individuals interested in easy, interactive, sporadic, and/or disappearing opponents, AHIKS exists to minimize encounters with such opponents and to facilitate playing by mail.

AHIKS is a society. We take pride in the high degree of personalization which AHIKS offers to its members from its inception. Many members have become the best of friends over the years, and frequently members get together for face-to-face games or even conventions.

AHIKS is indeed international, and we hope to expand our international contacts. While a majority of our members currently reside in the United States, there are sizeable contingents of Canadians and overseas Americans affiliated with our US-headquartered regions, and roughly a fourth of the membership consists of Europeans affiliated with our region headquartered in England. Total membership is approximately 500.

Our success as an international organization, as measured by the number of games underway between opponents of different nations, was made possible by our ICRK (pronounced "irk") system. This marvelous invention eliminates the need to refer to stock publications or other paraphernalia, while cutting across border, language, and time difficulties. Thus game situations requiring die rolls can be resolved in the same convenient and foolproof manner whether your opponent is across the street or across the ocean.

AHIKS membership is open to members of all races, creeds, and nationalities, as well as to members of both sexes. One membership requirement is that all members must play their games promptly, courteously, and to completion. The other is that members (with a few exceptions) must be 21 or over.

If you enjoy gaming, can you really afford not to join? For additional information, and/or for membership application forms, please contact:

Bruce Maston, MD
1404 Union Street
Schenectady, NY 12308

or

Alan D. White
77 Brackley Road
Hazlemere
High Wycombe
Bucks HP15 7EY, U.K.
AN INTERVIEW WITH ALAN R. MOON  
by Don Greenwood

DJG: Were you involved in the hobby before coming to work at AH?

ARM: As a gamer and as a contributor to THE GENERAL, but not as a designer/developer.

DJG: Why did AH hire you?

ARM: Well, basically Don Greenwood (that’s you) needed an assistant editor. He had been doing the whole magazine himself as well as working on games. He had started moaning constantly about being overworked. So, after submitting several articles for THE GENERAL, I started dropping hints that I’d like to come and help him out. I talked to Eric Dott (President of AH) at ORIGINS 79 and he seemed interested. When I graduated from college in August I came down to Baltimore for an interview. A month later I moved.

DJG: So you were hired just to work on the magazine?

ARM: Sort of. But everyone here works on games, and I was given game projects almost from the start.

DJG: Which do you enjoy doing more, working on the magazine or on games?

ARM: Definitely working on games, especially now that I am designing my own as well as developing.

DJG: Have you enjoyed developing games.

ARM: Very much. I have been very fortunate. First AH bought Battline and I got to work on FLAT TOP, which is one of my favorite games. Now, AH has bought up some SPI games including CONQUISITOR, another of my favorites. And if that wasn’t enough, I even got to name a game MOONSTAR.

DJG: Here’s one you always like to ask. Do you have a design philosophy?

ARM: Not really. The only thing that is important to me is that a game be fun to play.

DJG: Do you feel you have been influenced by other designers?

ARM: I’m definitely influenced by other games, games I like, so I guess that means I am influenced by some designers. Craig Taylor and Steve Peek, in particular, are what I consider gamer’s designers. They are two of the few designers outside of Avalon Hill who seem to enjoy playing games. Most designers are embarrassed to admit they play games. There is a real difference between a simulation designer and a game designer. And I don’t think anybody can be a good game designer without enjoying playing games.

DJG: Are you interested in history?

ARM: I'm definitely influenced by other games, games I like, so I guess that means I am influenced by some designers. Craig Taylor and Steve Peek, in particular, are what I consider gamer’s designers. They are two of the few designers outside of Avalon Hill who seem to enjoy playing games. Most

DJG: Is it similar to KINGMAKER?

ARM: Not at all. The games do have similar settings as DOWN WITH THE KING is set in Fandonia, a fantasyland War Of The Roses era England. But this is where the similarity ends. For
one thing, DOWN WITH THE KING has no board. The Game is played with cards, counters, and charts. It deals with court intrigue, politics, and diplomacy. The funny thing about the game is the way it necessitates cooperation and conflict between players at the same time. Since everyone wants to overthrow the King, players must cooperate to some extent to weaken him, but once the King is weakened they must battle each other for the right to overthrow him. It’s one of those games that get people hooked almost immediately because players play it so much fun to play. There tends to be a lot of laughter and good natured rivalry. It is also a game where no one is ever out of the game.

DIG: How complex is it?
ARM: It’s basically a very simple game. The actual mechanics are easy. However, there are so many things that can happen, that there was to be a lot of rules to cover all the eventuality. It is a game that is easy to teach people, but anyone person must read the rules and know them pretty well first. The first few games may take some time to get used to the game, but they should do, but with experience the game usually ends in two to three hours.

DIG: Why was it so much work?
ARM: Because every time it was played, something new occurred requiring a new rule or the clarification of an existing one. It is an ambitious game. Considering what has been crammed into it, the rulebook is quite short.

DIG: Were you as happy with the new releases you worked on?
ARM: Very much so. The release of FLAT TOP was a tremendous event for me. It is a game that is my exception to the rule as I generally dislike and avoid complicated games. But FLAT TOP is so intense and exciting it makes the effort and time to play it seem well spent. I was also pleased with BLACK SPY, especially since it is my first design. I have many times since its release and still enjoy it. As a matter of fact, I continue to enjoy all three of these games, which is unusual since there is a tendency to never touch a game you’ve worked on after it is published.

DIG: What are you working on now?
ARM: I have one main project which is my own design called LAND OF THE GIANTS. I also have three or four other designs of my own that are in various stages of development. On top of that, I have many things that are waiting to be completed. And then there are the game projects like the development of FURY IN THE WEST, the second edition of STARSHIP TROOPERS, and CONQUESTOR. Eventually, I will also be doing a second edition rulebook for FORTRESS EUROPA.

DIG: Can you tell us a little about LAND OF THE GIANTS?
ARM: I am trying to make it a simple fantasy board game with a lot of variety. Included will be different types of scenarios for different numbers of players. Things like battles between kingdoms, chase scenarios where one side chases another, infiltration scenarios where one side tries to get across the board, and secret scenarios where each player has a goal to achieve.

DIG: Does it have any similarity to MAGIC REALM?
ARM: Not really. It does have some of the same fantasy elements. The characters include amazons, wizards, archers, ogres, and dwarves. The monsters include giants, orcs, goblings, wolves, and vampires. Also, both games are set in a wilderness area and use non-linear movement. Beyond this, there is little similarity.

DIG: Will the game have a regular board or a hex-tile set like MR?
ARM: Neither. The board is setup by placing a variable number of the 120 2½” square tiles in a prearranged pattern. The different types of terrain on the tiles include swamps, woods, river, and buildings. Each of the tiles has paths leading off two, three, or all four of its sides. Many of the areas have clearings which is where monsters appear.

DIG: Can you tell us a little bit about the game mechanics?
ARM: A player can have one or more characters and he can form one or more parties with these characters. Each party may move one area (tile) per turn. It is an unexplored tile, the player must first check to see if the path connects to the adjacent tile, but if it doesn’t the party can’t move. If it is an area with a clearing then several areas, along with any items such as treasure are generated. The player then must decide whether to retreat, or to fight the monsters. Party versus party battles are also possible.

DIG: What is the combat system like?
ARM: Each character and monster has abilities with certain weapons. In addition, players have specific abilities when performing actions such as hiding, withdrawing, stealing, and healing. A player can choose his force and so can decide what to use of game to play by selecting. During combat, each character may make one weapon attack, usually using the weapon he has the most skill with. There are only two weapon attacks are resolved in order of attack priority, bow before sword, sword before axe, etc., characters may be forced to use other weapons in an attempt to kill or wound monsters before the monsters make their weapon attacks. Any surviving characters and monsters after all weapon attacks then melee. There are multiple rounds of combat with retreat possible between rounds.

DIG: What do you think makes this game different from other fantasy board games?
ARM: The main strength of the game is its use of fantasy elements. It is simple to learn and teach others. It can be quick or it can be long, depending on the scenario chosen. There is a lot of room for expansion either by the players or by AH in the form of expansion kits which will depend upon the initial strength of the game. Most importantly though, it is fun. It may be criticized for combining various unrelated fantasy elements, but this mix is what makes it a "gamers" game. Finally, it is a family game that should appeal to wargamers as well as fantasy gamers.

DIG: What are the subjects for your other designs?
ARM: The one I’ve done the most work on is UNIFIED STATES SENATOR. It’s unfortunate that it probably would not be a great seller because of the subject matter and it may never be published, because it could be a great game. It has everything but a few things. The board is a square, many players play it makes a decision. Sometimes, players must cooperate, sometimes they must work against each other. If it sounds interesting, write to Don Greenwood and tell him you’d like to see it. The other one worth mentioning is a card game called TRICKS. It’s not for kids though. Two of these I have done some work on are a modern Middle East political game and a Space Empire game.

DIG: What does the future hold for you?
ARM: At the moment, my only real goal is to find a gorgeous female gamer (age 18-45). And if anyone reading this fills the bill, write to me care of Avalon Hill. A picture would be appreciated. You’ve already got mine.

CONVENTION CALENDAR

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

FEBRUARY 5-6-7
GENCAR, College Station, TX
Contact: P.O. Box J-1, College Station, TX 77844. (713) 645-1515 NOEV: SL, DIP, KPM

FEBRUARY 12-13-14
MAINECON ’82, Portland, ME
Contact: John Wheeler, 245 Water St., Bath, ME 04530, NOTE: Primarily miniatures.

FEBRUARY 13-14-15
ORCON, Anaheim, CA
Contact: P.O. Box 2577, Anaheim, CA 92804, NOTE: Wargame, sports, fantasy, SF, and family game tournaments.

FEBRUARY 13-14-15
DUNDRACON VI, Oakland, CA
Contact: 368 Alcatraz Ave., Oakland, CA 94618, NOTE: SF & Fantasy Role Playing only.

MARCH 19-28-21
NECON I, Akron, OH
Contact: Convention Lords, Inc., P.O. Box 2405, Akron, OH 44321, NOTE: Wide Assortment of Events

MAY 28-29-30-31
GRIMCON IV, Oakland, CA
Contact: P.O. Box 4153, Berkeley, CA 94704, NOTE: Fantasy-SF.

MAY 30
M.I.G.S. III, Kitchehen, ONT

JUNE 11-12-13
MICHIGAN GAMEFEST, Detroit, MI
Contact: Metro Detroit Gamers, P.O. Box 787, Troy, MI 48099, NOTE: Many AH events among a wide range of gaming activities.

JULY 3-4
FIRST ANNUAL ATLANTA SQUAD LEADER OPEN, Atlanta, GA
Specific abilities when performing actions such as

JULY 23-24-25
ORIGINS 82, Baltimore, MD
Contact: All Games, inc., P.O. Box 15405, Baltimore, MD 21220, NOTE: The National Adventure Gaming Show including many AH sponsored events among a wide range of other gaming activities.
AIR DROP ON CRETE
No Trip To The Promised Land—For Either Side
by Don Eisan

For one week in May, elite German airborne units assaulted the island of Crete, turning it into a cauldron. When the battle ended it was hard to tell the victors from the vanquished. Historians still disagree on who the final victor was. Despite this, or possibly because of this, the circumstances surrounding this campaign form the perfect framework for an historical simulation wargame.

There are few games on the market today that require as much thought and pre-planning of strategy as AIR ASSAULT ON CRETE. It is the very nature of the situation that frequent decision making will be a part of the outcome of the game. This is not to say that the operational level tactics and strategies do not also play a key role, but any major attempt to alter your original strategy is difficult if not impossible. Once the first week of defences is dropped into a flak trap, they will find it very difficult to find any full battle gear. On the other hand, the Allied player may find half of his noncombat units destroyed on the first turn. Since the game is not very forgiving, it becomes even more important that you understand the options you have open to you. This article will try to focus on the available strategies that can be used by both sides. However, it cannot replace imagination when it comes to doing the unexpected.

To win, the Allied player must destroy at least 75 points worth of German units AND evacuate at least 80 points worth of their own units. There is another condition for a quick Allied victory by denying the German player all three airfields at the end of the eighth turn. While this situation does not occur very often it is still something neither player should lose sight of.

It is no coincidence that the Allied noncombatants' total exactly 80 points. These sixteen units represent the prizes in the game. The Allies must try to protect these units and evacuate them as quickly as possible. If we look at Table #1 we will see the distribution of these evacuation points. The bulk of these are in the Suda area. While the noncombatant's only real function in the game is evacuation points they are not the only units that gain points in this fashion. The Allied H.Q. units have a very limited value in combat but are equal to the noncombatants in evacuation points. Even with a total of 115 points for these two forces, most Allied evacuation goals are met by the evacuation of the combat troops. Keep this in mind. The Allied player dare not pull these units out until German casualties have reached 75 percent. If the German has reached 75 percent the Allied player can be down but not out.

Table #2 shows the allocation of combat factors for the various sectors. You will notice that the German convoy and air landing units have not been included. The German high command had grave doubts about the ability of the Italian Navy to get any large force of naval and amphibious units safely to the beaches. The German player should take the same attitude. The air landing units on the other hand, while having little influence on the course of the game for the first 8 turns or so, can have a decisive effect on the outcome of a long game. It would seem that from looking at the number of air landing units available to the German player that this would throw the balance of the game to his side. This is not so.

First, there is a limited capacity for each airfield which represents the number of stacking points that can be brought in on one turn. For example, at Retimo airfield only one infantry battalions can be brought in each turn. In addition, units may not move more than one turn after they land and therefore must be brought in on night turns, which is every fourth turn.

Since we cannot count on the convoys and the reinforcements arriving by air transport will take several turns to get into position to be used effectively, we must limit our basic plans to the airborne forces and the effect they will have on the game. By comparing the two tables by sector we begin to get some feeling for the situation. We shall now discuss the various options open to each side. Always keep in mind, however, that if you do what your opponent expects, you will lose most of your games, no matter which side you play.

TABLE 1

<table>
<thead>
<tr>
<th>Evacuation Points</th>
<th>Non-Combatants</th>
<th>H.Q.'s</th>
<th>Combat Forces</th>
<th>Greek Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sector</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Maleme</td>
<td>20</td>
<td>5</td>
<td>29</td>
<td>1</td>
</tr>
<tr>
<td>Suda</td>
<td>45</td>
<td>20</td>
<td>77</td>
<td>2</td>
</tr>
<tr>
<td>Retimo</td>
<td>5</td>
<td>28</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Heraklion</td>
<td>10</td>
<td>5</td>
<td>33</td>
<td>3</td>
</tr>
<tr>
<td>Free Set Up</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td>80</td>
<td>35</td>
<td>175</td>
<td>10</td>
</tr>
</tbody>
</table>

TABLE 2

<table>
<thead>
<tr>
<th>Combat Factors</th>
<th>Allied</th>
<th>German</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Attack</td>
<td>Defense</td>
</tr>
<tr>
<td>Sector</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Maleme</td>
<td>20</td>
<td>22</td>
</tr>
<tr>
<td>Suda</td>
<td>44</td>
<td>54</td>
</tr>
<tr>
<td>Retimo</td>
<td>27</td>
<td>31</td>
</tr>
<tr>
<td>Heraklion</td>
<td>29</td>
<td>30</td>
</tr>
<tr>
<td>Free Set Up</td>
<td>5</td>
<td>7</td>
</tr>
<tr>
<td>Total</td>
<td>125</td>
<td>144</td>
</tr>
</tbody>
</table>

BASIC GERMAN STRATEGY.

The strongest weapon available to the German player is air power. If he wastes it by continually attempting to neutralize the anti-aircraft guns or doubting the needed air factors in an attack to gain the odds he wants he may end up finding himself running out of time with too many of his objectives not yet accomplished. Destroying the Allied anti-aircraft units in the areas the Germans must operate in has to be the first objective. There is not much point in capturing the airfield if a flak gun is still within range. No matter what else you plan on using your air force for on the first turn, the only known target is H.M.S. York A.A. platform. This should be destroyed on turn one.

Another mistake the German player should avoid is to schedule a convoy to arrive in the Georgopolis sector earlier than turn seven. This gives the Allied player too much flexibility in moving his reinforcements prior to their evacuation. When thinking about which airfield you will try to capture don't try to make your initial drop area close to all three airfields. You only need to capture one of them to avoid any early defeat and the closer you are the higher your losses will be.

The Maleme area looks the best bet particularly with the Glider Battalion added in. An examination of the area around the airfield, however, will show us that there are excellent defensive positions. The Suda area looks fair, but with the spread of the Allied forces you can be destroyed in detail if done quickly. The Retimo area appears to be the poorest choice as the Allies can fight almost evenly in this sector. The Germans have an advantage in the Heraklion sector because the Allies have rather poor defensive positions and need to protect both the airfield and the port facilities.

The German's best chance is the Maleme field. You have two extra turns to get the job done and the airlanding units are closest to where they will be needed. If the Allied player is expecting it and has done a good job of preparing for it, either of the other two would be better. The only two choices for drop sites are just west of the airfield at D8 & 9 and E8 and 10. Your goal is to take the airfield on turn four with the ground south of it secured by turn three. The idea is to strike fast and hard using the Glider Battalion as a key factor. The other area is the open ground to the east of the airport staying far enough south to prevent getting a dip in the ocean. This approach takes longer but is usually safer.

Your choice of airfields to be assaulted and your method of approach somewhat dictate your strategy in the Suda sector. Since your only advantage in this area is the few enemy pieces you cannot afford to split your forces. And since the more conservative drop to the east in the Maleme sector will need some help to keep the forces west of Galatas pinned down you may as well set your drop around the reservoir. This means you have just seven more turns to reach the Suda port. It will take a heavy concentration of air power and your turn six and seven reinforcements to pull this off, but it can be done.

Retimo is really the easiest to capture particularly if you take your opponent by surprise. In most games you will make your drop with the idea of containing and not the capture of the airfield. If that is what he expects, then go for the airfield on the drop turn. You should plan on your reinforcements coming in, in this area as well. You may need help holding it.

Heraklion looks easier than it is. If this is your primary target area then try to land as far to the west and south as you can and plan on taking the port first and then the airfield, taking out as many allied units as you can. You will need air support in this turn as it may even help to try and knock out some anti-aircraft guns on turn two if you can spot the hidden locations.

Back at the Suda sector if we don't have to drop around the reservoir, then our best bet is go in just to the west of Suda port without landing in the drink. With the help of the Glider Battalion, try to get quick control of the entrance hexes landing in the peninsula to keep from being bottled up in
there. Keep in mind that the forces you go in with must do it all. Any reinforcements will be needed thereafter.

No discussion of German strategy would really be complete without some mention of the convoys. If you don’t count on them they are a very nice bonus but are no good to you if you don’t use them where you need them. If you are going in to the west of Maleme then set the first convoy for turn three at the Khaki and the second for turn eight. This will give you an insurance if you run into trouble capturing the airfield. If you are trying the more conservative approach to capture Maleme then plan both convoys for turn seven, eight, nine or ten in the Georgopolis section. You’re going to need help in cutting off the evacuation. If it’s Retimo then try for the first convoy on this beach at the start. If you have to land make sure you land far enough north to prevent your German paratroops. Remember, however, they are your first goal of destroying 75 points worth of units can often be the difference between reaching your combatants. Go after the Allied troops with the high value evacution points while trying to avoid too many costly exchanges.

BASIC ALLIED STRATEGY

Try to anticipate the German player’s intentions and develop your plans accordingly. I could end this discussion now since that is exactly what is required. If I did, however, I’m sure you would feel cheated after reading this far. Therefore, let’s go back to our tables and the basic objectives for the Allied player. He must protect those civilians and the brains of his combat forces. Not because they are the key to winning the points. The Allied player only has a few units that he can parcel out to the sections he feels are the most likely primary targets. While these forces do not look like they could control a meeting of the local pacifist group, the units comprise the best weapons the Allies have.

Those light and anti-aircraft/ranged artillery pieces are the most useful weapons and should be protected at all cost. Even after an airfield has been captured, they can move into position and at least deny the Germans the use of the landing strips. In any defensive setup they are the key. Those armor units can often be the difference between reaching your first goal of destroying 75 points worth of German paratroops. Remember, however, they are worthless in rough terrain. If you don’t have roads they don’t go. That lovely little engineer unit should not be overlooked either. He can buy you a few turns in delaying any forces biting at your heels by destroying bridges in your wake.

If you’re looking forward to a hex by hex perfect defense, you won’t find it here. In all the games I have played I doubt if I ever set up the same way twice. By using a combination of decoy counters and some of your precious civilians, you can spread the Germans over the entirety of the jump areas. This gives you one up on the die roll modifier before he even leaves the plane.

If my opponent can be counted on to make Maleme airfield his primary target I can set up a little surprise that will cost him the game by turn eight 70% of the time. There is some risk because your chances of getting out alive are not as good if he does take an airfield. All the miscellaneous units with the exception of one armor unit are thrown in to this sector. The heavy anti-aircraft gun goes on the airport hex itself. I will vary this occasionally if he has tried a blind air strike on this position in previous games.

As the Allied player, there is an important point you must keep in mind. As long as the German is kept from obtaining an airfield, he must continue to play the roller of the attacker. Once the airfield is captured you become the attacker. Either try to retake the airfield or try to fight your way out of your position. Remember, when the German captures an airfield the less likely he has sustained the number of losses required. This again forces additional offensive actions on your part. The longer you can delay him the more he will be forced to take risks and expose himself to costly exchanges. This also gives you a better chance of inflicting losses. With the heavy anti-aircraft gun on or adjacent to the airfield and all reasonable drop hexes covered with a unit or decoy we can count on a +2’ to start with.

Our goal is to try to establish a drop modifier of four or more in the expected drop area. The Allied player, however, does not have enough flak guns to accomplish this in more than a couple of areas. Spreading our anti-aircraft fire out to cover all possible drop zones will have little effect on the drift in any given area. We can better concentrate these units into flak traps. If you guess right the German can be in trouble. If you are wrong you will not that much worse off than if you had spread them thin.

The two light anti-aircraft guns will help us accomplish this task. To be effective even in this one sector we must take a different approach. We need a safe but effective area for these units. The most obvious location is on rough terrain with a protective combat unit. The German knows this and his Luftwaffe forces will be looking for this type of combination to knock out. You should also try to put yourself in a hex where you can concentrate yourselves in an enemy ZOC they may not withdraw. With their limited range, a great deal of thought must be given to their placement.

An experienced German player will not drop until the two ridges has the greatest loss potential while gaining very little in territorial position. If the drop was intended to contain the Allied forces then he might choose G11 and F9 & 11. With this rule out we can concentrate on the two most likely approaches of it. We can fairly certain that he will try coming in to the west of the airport then D7 or FI. With their limited range, a great deal of thought must be given to their placement. You have a small force that you can set up at Gauras and in the rough terrain to the west of it. You have a little stronger force opposite Cania. In trying to set up our drop outside of the places he cannot start his drop in such as F21 or F25. You can pretty well rule out F18 through 22. With all the soft spots to land he will also try to avoid the prison hex and probably F21 unless you neglect to garrison H21.

You can try to discourage him from going where you don’t want him to go. You should keep him from getting a foothold east of the wadi that runs from Mournies to the coast. By using most of your combat units assigned to the area between 20 and 22 airfields with a few non-combatants and perhaps a decoy if you can spare it, a pretty impressive stack of units can be built in F and G22. Your greatest danger lies between hex rows 23 and 25. This is where I’ll put my available anti-aircraft guns. All should be in range of H25. Every hex in the region that the German hopes to go in must have a strong armor or even extra armor unit from your free setups should go into this area and make sure he has some infantry for company.

Remember the key to the Suda area is the port and the road leading the east. You have two units in this section you will want to protect. The dock worker and the Welsh Battalion. Why the big guy? He is your strongest unit if you need to take a position or break a road block. Don’t let him be encircled by German paratroops dropping from the skies.

The Retimo sector offers the best chance for the Allies to slug it out with the Germans. There are no noncombatants to protect and the initial German forces are the weakest. Your setup should be to protect the airfield and not any escape route. Once the airfield is yours secure look to try to capture R35 above Retimo.

The Heraklion sector possesses some additional problems. You need the port facilities almost as much as you need to hold the airfield. The German is strong enough in this sector to contain your forces and prevent any southern evacuation route. If this appears to be his tactic you may have to concentrate on the port, and if lost, attempt to retake it quickly. Nothing will break a German’s spirit quicker than to see most of your units in this area suddenly disappear by sea leaving a nice airfield and a lot of German with no place to go. Those combat battalions count as much as the civilians if you can evacuate them.
ASSAULT FROM THE AIR BY MAIL
A PBM System for Air Assault on Crete by Don Eisan

If you have grown tired of turning over your inverted units to find out who is in what stack, and felt that AIR ASSAULT ON CRETE did not lend itself to play by mail, I have some good news for you. The game not only plays better by mail, it can be done with a very straightforward method.

In today's market, when so many games do not lend themselves well to PBM, it's refreshing to find one that is better suited to PBM than FTF. The close density of units, the importance of accurate movement, and the annoyance of having your units face down in front of you, all contribute to a game better suited to PBM.

The movement restrictions are a vital part of the game. Units cannot disengage at one location and attack somewhere else. Careful attention must be paid to units moving in wadis or rough terrain. These are the very things often overlooked in the heat of live play. The game reaches its greatest potential by mail. If you have not tried it in this medium you are missing out on a very interesting and challenging experience.

The game, being somewhat in the "Old Classic" tradition, lends itself very well to a simple mailing procedure. We have made a few changes to the rules but this can be justified even in light of historical simulation. After several years of play within A.H.I.K.S. the system has worked exceptionally well and there have been no adverse effects on play balance.

INITIAL ALLIED SET-UP: The Allied player lists all of his units, including the ten decoy counters and their initial hex location. He mails this to his opponent in a sealed envelope for him to initial and return unopened. He also makes out a list of all the hexes he has counters in and the number of counters in each hex. This is also forwarded to his opponent along with the sealed envelope.

INITIAL AXIS SET-UP: After receiving the information on the Allied placement the Axis player prepares his strategy for the game. He prepares a list showing the turn of arrival and the destination of his two planned convoys. He places this in a sealed envelope and indicates on the outside the possible turns of arrival including false indications. This, like the Allied set-up, will be initialed and returned. This sets the stage for the conflict to begin.

AXIS FIRST TURN: The Axis player starts the game by listing all of his units and their initial drop hex. He also lists any air operations and their locations. He picks a starting stock transaction and date and mails this to the Allied player. The Allied player proceeds to resolve any air operations. He then proceeds to drift resolution and resolves this in the order the Axis player listed his units on his OOB. If any drift combat results should be resolved in an alphanumeric order using the next stock transaction and date. The order in which the drift resolution is completed can be followed on any subsequent turn in which German units are being air dropped.

INVERTED UNITS: This is the only area where we have departed from the rules of the game. There is also some justification for these changes besides the necessity of adapting it for PBM. It is hard to believe that after the initial drop turn in a sector, that the Allied forces would have an advantage over the Axis in terms of "Fog of War". When you consider that the Luftwaffe controlled the skies over Crete at this time it would seem that if any advantage existed it would be on the Axis side. Therefore, we have adopted a system in which an Allied unit which moves from its initial position is turned face up and identified on the OOB. Specifically, the changes concerning inverted units are as follows:

1. Artillery and Anti-Aircraft units are turned face up and identified on the OOB by the Allied player during his movement phase, following any turn that these units were used in defensive fire. This includes any anti-aircraft modifiers used against any drift resolution or against any German airstrike.

2. Artillery and Lt. Anti-Aircraft firing as ranged artillery must be identified on the turn they are used.

3. If a unit is moved it must be shown on the OOB with its starting hex listed in the first column and its current location shown for the turn.

4. Once a unit has been turned up and identified on the OOB it remains that way for the remainder of the game. This applies to both combat and non-combat units.

5. Inverted units in a hex under air interdiction are only identified if the interdiction is successful.

6. Keep in mind, however, that the game rules concerning Z.O.C.'s still apply and all units must still be identified.

In summary, a unit that moves, fires as artillery or anti-aircraft, or is an in enemy ZOC, is known and the unit's position must be identified. In addition, units in a hex that has been successfully interdicted must also be identified. At the end of the game, verification is made by comparing the first columns of the Allied OOB to the information contained in the sealed envelope which was returned to the German player for this purpose.

AIR BOMBARDMENT PHASE: Since this is handled prior to movement and combat, conditional provisions can be allowed for by listing these along with the Axis move. In the case of blind bombardment attacks on a hex with inverted units, if the results cause any Allied unit to be destroyed or neutralized the units in question would have to be identified along with the results.

DEFENSIVE FIRE: With the limited number of units available in a sector for defensive fire it should be possible to anticipate such conditions and provide stock selections for their resolution. If you wish you may use small coin envelopes for this purpose for each sector. Just be sure to allow for combination firings as well.

CONVOYS: On every turn that a convoy is sent along a hex, the German player should send along a sealed envelope with a stock number listed on the outside. Only if the result is that a landing could take place is the envelope opened. Otherwise the envelope is returned unopened to the Axis player. The envelope should contain information about the convoy, if there is one, the units, and the landing hex. In addition each unit in the first convoy should be given a number from 1 through 6. Units in the second convoy use the following table:

<table>
<thead>
<tr>
<th>UNIT</th>
<th>DIE RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>8-4</td>
</tr>
<tr>
<td>2</td>
<td>8-2 (art)</td>
</tr>
<tr>
<td>3</td>
<td>4-2 (art)</td>
</tr>
<tr>
<td>4</td>
<td>4-5-9</td>
</tr>
<tr>
<td>5</td>
<td>2-8-7</td>
</tr>
<tr>
<td>6</td>
<td>3-4-7</td>
</tr>
</tbody>
</table>

On the first round, the second Lt. Flak gun (4-2) is ignored. Starting with the second round the Lt. Flak gun assumes the number of the first unit chosen.

Whenever you have a situation where only half the convoy arrives you use the next stock quotation, in order, until half the units have been picked by their number. If the die result obtained is equal to the unit assigned that number, the unit arrives safely. The process is repeated until three units from the first convoy or four from the second convoy have been selected.

COASTAL GUNS: The defensive fire of coastal guns should be resolved in sequence using the next available stock quotation from above. The procedure is to start with the coastal gun in range with the lowest alphanumeric hex location and fire each gun in sequence, resolving all firings for one gun before proceeding to the next. The order of fire for each gun is also by alphanumeric sequence of the target hexes with the units in the hex resolved in the order of their assigned die number from the landings.

DRIFT COMBAT RETREATS: There is only one area where some mutual trust must be exercised. When a retreat occurs as the result of drift combat it will be up to the Allied player to retreat the Axis unit into the most favorable hex from the Axis player's point of view. This does not occur very often and in most cases the direction of retreat is fairly obvious, considering the rules. If in doubt, take the time to send it back and have the Axis player adjust his position before continuing on with the next turn.

GENERAL COMMENTS: One point needs to be covered. While it would be foolhardy to leave inverted non-combat units without a combat unit or decoy in the stack near enough to Axis units to restrict their movement, if it should occur it will mean an extra mailing. If the Axis player moves units adjacent to such a stack and these units could have moved further, then the non-combat units would be destroyed and the Axis player allowed to continue his movement. Remember that while a decoy unit would restrict movement it would not protect the non-combat units in the same hex.

One final point. I have often found it helpful to confirm the number of inverted counters still remaining in a hex periodically as the game continues. This helps both players in handling those inverted units that still remain hidden each turn.

Comments and/or questions should be directed to Don Eisan, 12115 Snow White Dr., Dallas, TX 75234. Those expecting a reply should include a stamped, self-addressed envelope.
FORTRESS EUROPA is an excellent game. It is fun to play and it captures the flavor of the campaign quite well. However, I have tinkered with the rules of almost every game I’ve ever played and FORTRESS EUROPA is no exception. The Campaign Game has a few rule changes and I have devised some changes that I think make the game even better. The “On to Berlin” scenario, though, needs radical changes for the Allies to have any chance at all.

The idea for the scenario is a good one. Many Campaign Games will end before the battle for the West Wall, and this scenario lets the players familiarize themselves with terrain vital to end game play and absorb the basic rules in a relatively simple tactical and strategic situation. However, the Allies can’t dent the West Wall and the attack through Arnhem either goes slow and never gets to Bremen, much less Berlin, or, goes fast and is crushed by a counterattack.

The Allied attacks fail for four basic reasons: 1. They have virtually no manpower advantage over the Germans. 2. The initial tactical position causes the Allies problems. 3. The terrain is very favorable to the defender. 4. The Allies are too far behind schedule.

The initial Allied advantage in combat factors is only 14%, 377 to 330, and the Germans have a 141 to 139 advantage in steps. In addition, each side has 12 “HQ” units, but two of the German ones are HQ troops that can be built into 6-4’s with one replacement. The Allies get many more replacement steps, but an unfavorable attrition ratio (they will have few attacks at 3-1 or better) and cancellation of U-Boat attacks by bad weather or German aircraft will more than make up for this. While the Allies enjoy an overall advantage in unit quality, the Germans have a superior capacity for massing strength at critical points because they have nine units stronger than six factors while the Allies have only four, plus two more that start at half strength.

The Allied air forces cannot be relied upon to tip the balance. On the average only three clear weather turns can be expected during January and February and the Germans will likely cancel all ground support on two of these, and some on the third.

The starting position is full of dangers for the Allies. The limited rearranging of units allowed can’t alleviate them all. The hard won bridgehead at HH5 must be held because it is too risky to lose. Several divisions north of Strasbourg are in effect. Rules 1.1-1.3, 11.1, III.I-III.4, 31.13 are in effect. Rules 1.1-1.3, 11.1, III.I-III.4, 4V.3-V.7, V.1-V.4, VI.2, and VI.3 are also recommended.

A. Offensives

The Allies may declare one offensive per turn. After replacements are credited, but before units receive them, a blank counter is placed on top of one Allied HQ and all other units of the same nationality within four hexes. One armed replacement of the same nationality must be expended, though no unit receives this replacement. On the turn after the offensive is declared, or on any subsequent turn, all units within one blank counter are subject to the following rules: 1. The stacking limit is doubled for hexes containing only units of offensive (use different colored counters for different offensives) on the first impulse. Normal stacking applies on the second impulse. Overstacked units which cannot move remain where they are, and may attack again, but units in excess of the stacking limits which can move, Allied player’s choice, are redeployed one hex, or two if necessary, by the German after second impulse combat. 2. For attacks made solely by units of one offensive, the Allied player adds 1 to the die roll on both impulses. This is in addition to any other combat bonus. 3. The first impulse movement allowance is halved, quartered in storms, rounded up. A unit which chooses to move its full factor may not overstack or get the attack bonus. 4. A unit must remove its blank counter once it moves, attacks, is attacked at odds of 1-2 or higher, or takes replacements. If the HQ must remove its counter, all are removed.

B. Aircraft Availability

1. The Allies get an additional SAC unit.
2. There are two weather die each roll, one for the German replacements and off missions (the “German” front) and one for the rest of the missions (the “French” front).
3. Each side is limited by weather to a maximum number of aircraft per turn on any one front (see Table 1), as well as by the total number available.

<table>
<thead>
<tr>
<th>Weather</th>
<th>Aircraft Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>4</td>
</tr>
<tr>
<td>Overcast</td>
<td>2</td>
</tr>
<tr>
<td>Overcast*</td>
<td>1</td>
</tr>
<tr>
<td>Storm</td>
<td>0</td>
</tr>
</tbody>
</table>

4. In Overcast weather no more than one ground support TAC may be assigned to any one attack.

C. Miscellaneous

1. The Germans do not get +1 on all their December III attacks. Instead, they get an offensive commanded by Dietrich. All units within four hexes may overstack, etc. on the first turn. No German units are required to attack adjacent units on December III, but any units which attack must attack adjacent units.
2. German units in fortifications that are not in rough terrain may refuse to retreat but only if one step is lost from any one defending unit.
3. The U-Boat bases at Lorient and St. Nazaire are considered non-functional. No American replacements are ever lost, and the sea movement capacity is 6.
4. The German may not use replacements to increase a unit’s strength to more than 4. A half strength unit with original strength of 5 or 6 may absorb a replacement by putting a 4 in its place.
5. Heyde is the only German unit that can parapord. No German airlift is available.
6. The Americans may build and rebuild the 8-4s as many times as they want, though only six may be in play at once. Note: the official AH ruling is that none may be built at all.
7. British and Allied Minor units are considered the same nationality for all purposes. American and French units are considered the same nationality for all purposes.

D. Victory Conditions

1. The Germans win if they fulfill a condition of victory listed for the “Battle of the Bulge” scenario at the end of any turn up to January II. The units occupying the victory cities must be able to trace a supply line to a German controlled city in Germany.
2. The Germans win if they ever capture Paris, Brussels or Anvers, regardless of supply lines.
3. Unless the Germans win by one or two above, the game continues to March I and Campaign Game victory conditions apply.

Besides balancing the “On to Berlin” scenario, I think you’ll find that the above rules help convey the powerful nature of well planned offensives, the inability of the Luftwaffe to stop Allied air power, the poor quality of German replacements, especially in drop training, the Allies’ ability to push through the West Wall at less than immense odds, and the orders to launch an Ardennes offensive imposed on the German High Command by Hitler. Of course, using them in the Campaign Game would give the Allies an easy win.
The Campaign Game needs no radical fix. It plays well and with a few minor exceptions (see III.2, III.3, IV.4, and V.4 below) makes good sense. However, at the cost of some complexity, the following rules add significant realism and flavor to the Campaign Game and the scenarios. The reasons for most of them are self-evident, but I've put in a few sentences of explanation here and there to give some support to my changes. Several of these rules will alter play balance significantly if used alone. Taken all together they probably favor the Allies slightly. Pick a combination that seems to you to give appropriate complexity and balance.

1. Stacking and ZOC
   1. Brigades and regiments count 1/2 division for stacking.
   2. One battalion-sized unit may be added free to any stack. Each additional battalion counts 1/2 division. HQ's, flak, and security units are considered battalion-size for stacking.
   3. Flak and security units relied on direct fire weapons, unlike artillery, and took up some space on the front lines. Unlimited stacking of HQ's encourages using them in groups, which is not realistic.
   4. VS units are division size. RGR, CDO, 150 SS, and artillery stack totally free.

2. A stack of units that includes no divisions has no ZOC except the hex it occupies.

1. Replacements
   1. Units with a battalion symbol, but not units that stack like battalions, cost only one replacement factor to rebuild from the dead pile.
   2. A brigade from the 79th Armored Division may be built with three British armored replacement factors if the division is out of play. The division may be built or reinforced normally if none of its brigades is in play, but at double the usual cost in replacements.
   3. Vs units are division size. RGR, CDO, 150 SS, and artillery stack totally free.
   4. A stack of units that includes no divisions has no ZOC except the hex it occupies.

III. Supply, Sea Movement, and Rail Movement
   1. Armored battalions and all unarmored units of less than division size, except HQ's, count 1/2 division for supply, sea movement, and rail movement.
   2. The total number of divisions or equivalents using sea movement through one port or mulberry on one turn may not exceed the port's current capacity, but may overstack.
   3. A port may not be used for sea movement until the impulse after it is captured. It may be used for SAC immediately.
   4. A HQ moved by rail may not be used to trace TAC range the turn it moves by rail. It may be used to trace supply.
   5. Supply lines from supply sources to Allied HQs cannot be longer than ten hexes without sufficient attenuation. Supply sources are Allied controlled ports, mulberries, and Allied HQs within ten hexes of a supply source. Note that this allows a chain of HQs, each ten hexes from the next, to get supplies any distance. Supply sources more than ten hexes from the HQ that is actually supplying combat units cannot be used for one and half the capacity of the port(s) that border the SC. For example, the Allies control all of the 19th Military District, have Devers at Perpignan and Patch at Cannes. The total port capacity is 18, but if 18 units are to be supplied, five divisions must be able to trace supply to Patch. Devers can only supply 14-1/2 units, including itself, since the five from Toulon and Nice must be halved before adding the 12 for Marseilles. Patch is supplied by Cannes. If Patch were at 032 instead, Toulon and Nice would be part of the supply grid since Patch is now ten hexes from Devers and 18 units could be supplied anywhere within the 19th Military District.
   4. This rule is not as messy as it sounds and it simulates the need for a transportation system from the ports to the front and the annoying problems of overloading supply ships for a given frontage in battle, some support to my changes. Several of these rules will alter play balance significantly if used alone. Taken all together they probably favor the Allies slightly. Pick a combination that seems to you to give appropriate complexity and balance.

1. Stacking and ZOC
   1. Brigades and regiments count 1/2 division for stacking.
   2. One battalion-sized unit may be added free to any stack. Each additional battalion counts 1/2 division. HQ's, flak, and security units are considered battalion-size for stacking.
   3. Flak and security units relied on direct fire weapons, unlike artillery, and took up some space on the front lines. Unlimited stacking of HQ's encourages using them in groups, which is not realistic.
   4. VS units are division size. RGR, CDO, 150 SS, and artillery stack totally free.

2. A stack of units that includes no divisions has no ZOC except the hex it occupies.

IV. Paratroops, Rangers, and Commandos
   1. German paratroops must roll twice on the Paratroop Drop Table. Losses are cumulative.
   2. No German paratroop unit that has ever taken replacements may drop. It may airlift. A division made by combining two droppable units may drop.
   3. Both sides may airlift, but not parachute, in the same situations. Each stack containing a unit from the 79th attacking across a river is doubled, but only one mission does the Allied player get enough return from them to use them consistently.
   4. The Germans do not lose unexpended aircraft at the end of each month. They may be saved indefinitely. The maximum available for each turn remains the same.

   The Germans often hoarded aircraft for grand gestures. They didn't ship unexpended aircraft to the Russian front on the first of each month.

V. Air Missions
   1. The Germans may not cancel an Allied air mission that occurs totally outside German TAC range. An Allied ground support or bridge attack mission that is cancelled may still be used if no mission of the same type is conducted in German TAC range that turn. The "cancelling" German aircraft is deleted from the order of battle.
   2. The Allies are not permitted to use "cancelled" aircraft out of range and use "uncancelled" aircraft in range since this effectively reduces the number of missions the German may cancel.
   3. The Germans may not cancel any Allied air mission by air superiority/interdiction mission instead of a CAP over army positions. Much of the Allied air effort was in fact devoted to harassing the Luftwaffe, disrupting German movement and escorting important air missions.
   4. The Allies may not cancel any Allied air mission by air superiority/interdiction mission instead of a CAP over army positions. Much of the Allied air effort was in fact devoted to harassing the Luftwaffe, disrupting German movement and escorting important air missions.

VI. Miscellaneous
   1. If the first invasion is on the Atlantic coast, both American and British units must land on the first impulse.
   2. The political pressure against a one country invasion was totally overwhelming.
   3. Two is added to the die roll for an attack against a city or fortification that includes the British 79th Armored Division, one if the 9th is at rail only, except counterair to perform any of these missions outside Allied TAC range.
   4. The Allies may place aircraft on the strafing, raiding, and escort missions for strategic purposes and oil missions but must wait until after the Allied player turn. Rule V.2 above still applies.
supply. Until exited Allied units are matched, the Germans may not place reinforcements, except VS units, or replacements on the board (either may be used to match exited Allied units), or use off-board rail movement. One off-board German city is captured at the end of each turn that exited Allied units remain unmatched. These cities may be counted toward the 15 required for victory unless all off-board Allied units are eliminated.

These rules change the tactics of the game in several ways. In the "On to Berlin" scenario, the Allies should lightly screen St. Nazaire and Lorient, capture Dunkerque, stabilize the front, and hang on to the "Bulge" victory cities at all costs. Strasbourg is sometimes lost, but the rest should be easy to hold. Offensives are necessary to breach the West Wall but should not be overused, since every unit used must do nothing for at least one turn. When launching an offensive, support it with all available aircraft. The Allies must launch as many attacks as possible, even if 1-1's must be used. An attack on Italy should be considered because it stretches the German thin or gains two victory cities at little cost.

The Allies should launch a major offensive in the Ardennes on the first turn. The best chance for a quick victory is the capture of Strasbourg and Luxembourg, but it is a faint one. Unless the Ardennes attack and an attack on the Allied salient north of Strasbourg go perfectly, the German does better to defend and save counterattack strength for regaining key positions and eliminating Allied spearheads.

In the Campaign Game the small units, especially the British armored brigades, Allied paratroop brigades and regiments, and the German battalions, can be used to create strong stacks instead of just serving as soak-off and delay units.

RGR and CDO units are more powerful than before but also more fragile. They should be used sparingly and only for important positions.

An early raid and/or paratroop in a district other than the one invaded becomes a more viable option. Toulon's U-Boat base must be captured before winter or the Americans will lose lots of replacements. A successful raid on it may mean that the second invasion may be moved from South France to a place closer to Germany.

The British will do more fighting in cities and fortifications than before because of the new talents of the 79th Armored Division. It will often be advantageous to send the British against key parts of the West Wall and fortified ports. Think ahead and keep the British infantry and the 79th unit as close to the next key city as possible.

Allied TAC on counterair is now a powerful weapon, and will be a useful mission when the German has TAC available. Since uncancelled counterair is not wasted it is going to be chosen on many turns making German use of paratroops and ground support more difficult and expensive. The Allies do well to put two or four TAC on counterair during June to prevent German ground support and delay the arrival of the panzers to the beachhead. The Germans must be even more wary of defending with their backs to a river because they may be prevented from cancelling a vital bridge attack. V1 attacks will also be harder to cancel, giving the British more armored replacements to spend on expensive 79th Armor units. Early in a month it is sometimes a good ploy for the Germans to put no air units on the AMC before the Allied player moves, threatening a large commitment to ground support.

Exiting Allied units can be the difference in a close game but will win few games by itself. It takes a long time to capture a significant number of off-board cities. A force of five strong divisions is probably

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**THE ASYLUM, No. 16**

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**STAFF BRIEFING**

AN INTERVIEW WITH ALAN R. MOON

by Alan R. Moon

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**Alan R. Moon**

Born: Somewhere in space, not too long ago.

**PBM Experience:** Never had any stamps.

**Favorite Non-Wargames:** CHUTES AND LADDERS, PIG MANIA, CANDYLAND, LEMONADE STAND.

**Favorite Wargames:** SEAWOLF, Cabela's Adventures in River Run, CHUTES AND LADDERS.

**Outside Interests:** Elephant hunting, tricycle racing, singing in the choir.

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**ARM:** So why aren't you editor?

**ME:** Everyday I ask someone about that, they tell me that I need a little more experience.

**ARM:** Did you mind moving to Baltimore?

**ME:** Not really. The only thing that bothers me is that you would take over as the editor of THE GENERAL.

**ARM:** What games are you working on now?

**ME:** Well my main project is another card game called CABBAGE. It's a takeoff on Cribbage. The cards are all vegetable cards. There are five colors or suits which I call gardens. The crib is called the patch. Instead of giving the guy a "go", you give him a tomato.
Despite its reputation as a game where luck plays a substantial role in determining the outcome, WAR AT SEA gets a lot of play. It is easy to learn, a lot of fun, and doesn't take a long time to play. Thus it is usually easier to find opponents for WAR THAN just about any other wargame. I do prefer VITT, the sister game, as it is much more complex and battles tend to be less luck dependent, but WAR IS better for gaining a mastery of the strategy and tactics of the rules systems common to both.

I prefer to play the Allies in WAR, especially when using the tournament rules for American ship entry (strongly recommended). I consider a ROC to be a draw, however. Draws mess up pairings in a single elimination tournament, so the rule is valid in that situation. But as in chess, when both sides play well a draw is a valid result, and should be possible in the German situation.

This article explores possible opening strategies for British play, and showcases a few variations which have not received much coverage in past GENERAL articles. The purpose is to provide the Allied player with several strategic weapons so as to keep his strategy interesting as to which one they will face. In my opinion this is a very important psychological weapon. So much for preliminaries.

Let's look at the possibilities open to the Allies.

GENERAL ALLIED STRATEGY

There are two "grand strategies" that the Allied player may employ: The Northern strategy, where the Allies fight mainly for the Barents, and the Southern strategy which contests the Mediterranean. Both are viable. Fighting for both at the same time is suicidal except under favorable circumstances on turn 4 or later.

With regard to proper ship allocation to sea areas, the Allied player should strive to make the German choices as to battle location as difficult as possible. This forces the Axis player to give battle at nearly even odds. Of course some areas are more important than others and thus be made slightly stronger than the less important areas. In general, the areas are, in order of importance North Sea, Barents and Med., S. Atlantic, N. Atlantic.

The basic British strategy is twofold: limit Axis mobility and sink enemy ships. The Axis strives to increase or maintain mobility (threats) and limit his own losses, particularly German losses. Unless the Axis can gain superior mobility by combat with acceptable losses, he is crazy to do other than to hit the area which offers the best odds. This knowledge is a great help to the British. It's OK to lose a battle or two in the early going as long as you can sink some Germans and you don't give much away in terms of position.

THE NORTHERN STRATEGIES

Currently my favorite. I started with this approach when I was learning the game, adopted the Southern approach later, but returned to the North when I worked out my "Go for Four" opening setup. Using this grand strategy the British can seek to control the Barents on Turn 1, 2, or 3.

BARENTS ON 2

Same as above, but the Allies sail to the Barents on turn 2 to the "Nongomyer at Sea" strategy given in Vol. 16 no. 5 of the GENERAL. This approach is less conservative than "Barents on 3" and is thus probably better. It still leaves a lot to be desired as attrition of the Germans on the first two turns is virtually non-existent. I do not like Mr. Pellecica's turn 2 setup due to its weakness in the S. Atlantic. I suggest stripping four cruisers from the Barents and sending Courageous to the North Sea. This leaves Eagle, five CAs, and one BB for the Atlantic. Put the Eagle and the five cruisers in the S. Atlantic and a 4-4-3 in the N. Atlantic. At least the BB up north has a decent chance of taking a pocket battleship with it. Barraging disastrous British speed rolls, the Axis will have to allow the blockade of Germany.

BARENTS ON 1

This is it, my current favorite. The Germans must fight on turn 1 or they get blocked and LOSE POC! Naturally this strategy is more dependent on luck than the previous two, but it is almost guaranteed to cause early German losses, which should be the primary British aim in this game. (Table 1.)

<table>
<thead>
<tr>
<th>Barents</th>
<th>North Sea</th>
<th>N. Atlantic</th>
<th>S. Atlantic</th>
</tr>
</thead>
<tbody>
<tr>
<td>447,336x2</td>
<td>117x8</td>
<td>027</td>
<td></td>
</tr>
<tr>
<td>444x5, 016x2</td>
<td>443x3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>553x2, 443x2, 124</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The North Sea and the Barents are made very strong so as to discourage battle. The Germans will usually go to the N. Atlantic as it is the weakest area. If they go to the S. Atlantic, blast the German ships and ignore the Italian cruisers . . . they can't fight. Also, you can abandon the Barents on turn 2 and force a major battle elsewhere unless the entire Axis fleet sails to the Med (never to return). With several ships in South America the Axis can't sit and wait, the POC losses will kill them.

Taking into account airstrikes and ignoring the U-boats, the funny wuzzy (see Richard Hambleton's article in Vol. 13 no. 3) battle ratios are given in Table 2.

<table>
<thead>
<tr>
<th>Barents</th>
<th>North Sea</th>
<th>N. Atlantic</th>
<th>S. Atlantic</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.17/1.08</td>
<td>1.03/1.89</td>
<td>0.58/1.00</td>
<td>0.71/1.42</td>
</tr>
</tbody>
</table>

These figures assume that the Baltic is abandoned, the Italian cruisers sail, that pocket battleship will not make an Atlantic speed roll, and that both British battlecruisers make their speed rolls. But what if these BCs don't make it? There is only a 2.8% chance of both not making station. If that bothers you, give up wargaming for chess or go. Those two ships will get there 69.4% of the time. What about the 3 out of 10 games that at least one doesn't make it? Not a disaster. The battle/kill ratio will be 0.99/0.85 if only one BC makes station. This battle is a toss-up and the German must avoid even battles during the first few turns in order to maintain the power of his threats. If the Germans attack and the first round of battle goes poorly, consider running. Your ships are very fast.

True, there are two carriers which could be bagged in the North Sea, but the British are guaranteed 24 shots at the Germans, the battle is even, and the kill point ratio is awesome. For those that feel lucky and fear for the CVs, a strip 117 from the Barents force.

The Atlantic is another story. Both areas are much weaker than the "blockade" seas. Since the S. Atlantic is strategically more important due to the Italians and oiler role, it is made the stronger of the two to both attract and slow down the Axis with surface ships. Either battle will be won by the Axis, but it will cost him some ships. If he goes to the S. Atlantic, make the largest German ships priority targets. If the Germans can only oil one or two cruisers, that threat will be minimal on turn 2. Abandon the Barents on turn 1, or if you must go to the S. Atlantic, go to the Med. This reaction and having reasonable luck in the turn 1 battle will cause your Axis opponent to avoid the S. Atlantic like the plague in future games.

In the N. Atlantic we have our "sacrifice". My defense for this setup is that it offers as many shots as the 553x2, 124 disposition using the "Mediterranean Strategy" (see Vol. 17 No. 1) and gives up less valuable ships. You may have to face an extra German ship however. If the Germans come here don't fire at the 357s. You want to sink German ships, not disable them.

I have not considered U-boats because I do not believe that the German can afford to use them tactically in the early turns. Obviously they are of no use in the Barents and North Sea, and placing them in the S. Atlantic is very risky. They aren't needed in the N. Atlantic, and besides, if two or more are lost due to terrible luck (an 8.3% chance with three ASW), there won't be enough subs to break the blockade before turn 5. It happened to me.

It is interesting to consider changing the placement of Nelson and Rodney, together or individually, to any of the three areas adjacent to England. If you're paranoid about the North Sea, put them there. The Germans won't touch it. Putting them both in the N. Atlantic makes the battle/kill ratio almost identical in the Atlantic areas. One to N. Atlantic and one to S. Atlantic looks nice statistically, but my preference is to keep them together. You can almost count on having one of them around for the second round of combat.

I always assume that the Axis will take the battle that gives them the best odds, and for them to do otherwise, except for strategic reasons, is foolish. Assume that the Germans go for the N. Atlantic. Unless you've been unlucky, the German should be able to oil only three ships. Pray for at least six cruisers. If he has to oil all of his ships, celebrate! If three or more Germans oil, it gets sticky on turn 2. Try to hold all four areas due to terrible luck (an 8.3% chance with three ASW), there won't be enough subs to break the blockade before turn 5. It happened to me.

There are only a 2.8% chance of both not making station. If that bothers you, give up wargaming for chess or go. Those two ships will get there 69.4% of the time. What about the 3 out of 10 games that at least one doesn't make it? Not a disaster. The battle/kill ratio will be 0.99/0.85 if only one BC makes station. This battle is a toss-up and the German must avoid even battles during the first few turns in order to maintain the power of his threats. If the Germans attack and the first round of battle goes poorly, consider running. Your ships are very fast.
The "Go for Four" strategy is not particularly original. Don Greenwood, as the Series Replay commentator in Vol. 13, No. 4, recommended the British setup in the Barents. He also suggested placing four BBs and one CV in each of the remaining three areas (both 535s in N.A. and Eagle in S.A.). His setup should cause more German casualties but is likely to cost a carrier, and the blockade can be broken by hitting the North Sea. The S. Atlantic is inviting, but it is stronger than the N. Atlantic in the "Go for Four" setup. The "weakness" in Don's setup is the North Sea. It's no fun to trade shots with the British 5s, but all the German ships can get there. Unfortunately for the German, he can expect to enter battle with both of his BCs intact only 44.4% of the time. Both get hit or disabled by bombs one out of every nine games. It is extremely risky to commit U-boats against this opening.

Don's suggestion creates a very tough decision for the Axis player. For comparative purposes the fuzzy wuzzy ratios for this opening are given in Table 3. By the way, in all of my calculations I have averaged the fuzzy wuzzy values of the German ships between their undamaged and damaged conditions (see Vol. 13, No. 3).

The German should try his luck in the S. Atlantic or blow open the North Sea for Bismarck, Eagen, and the survivors of turn 1. The N. Atlantic should be avoided. The Barents is more tempting here if a British speed roll is missed due to its low kill point ratio and the quality of the English ships.

THE SOUTHERN STRATEGIES

Here the British emphasis is on control of the Mediterranean rather than the Barents. Despite the fact that this gets the Italian battleships into the game, it is just as good as the Northern strategy.

CONVENTIONAL MEDITERRANEAN

The first Southern strategy is the "conventional" approach suggested, once again, by Don Greenwood in his neutral commentary on the SR in Vol. 17, No. 1 of the GENERAL. I label it conventional because the British force compositions (particularly in the Med) contain a mixture of both BBs and CAs. This is a very good opening. For a time I did not believe that it could be improved upon when the decision had been made to go South. The Med strategy is solid despite its seeming contradictions, and should be in the repertoire of every competent WAS player. Its advantages include the blockade of the Italian cruisers and a defection roll on turn 8. The POC tradeoffs are acceptable. The problems are that the Germans are allowed more freedom, adequate convoy support may not be available if they are not lucky, and oiling ships can play havoc in the Med on turn 2. The Italians may not sail on turn 1 in order to take maximum advantage of the oilers on turn 2. It's a matter of mood. If I don't "Go for Four", I usually adopt the Conventional Med strategy.

RADICAL MEDITERRANEAN

Having decided on the "perfection" of the Conventional Med strategy, imagine my surprise when the following beauty appeared on the blue waters of my board.

I also call this the "hang ten" strategy as it puts 10 of the old British BBs in places where they are likely to do battle on turn 1 (a nice touch!). The disadvantages of this opening are that the fuzzy wuzzy ratios are not as evenly distributed as in the conventional setup, and the force in the Med is at a disadvantage due to the three extra Italian ships. If the battle in the Med goes badly, the British can't outrun the Italians which could be very painful for Mr. Churchill. This opening does not offer a carrier as bait. The S. Atlantic is more tempting than in Greenwood's N. Med setup, but the battle is close enough to turn into a debacle for the Axis. I have seen the Axis go there twice. They regretted it at the Ark Royal and cruisers are in fairly safe areas. See Table 5 for a comparison of the two Southern strategies.

Table 4. Radical Med Ship Dispositions

<table>
<thead>
<tr>
<th>Area</th>
<th>Mediterranean</th>
<th>North Sea</th>
<th>N. Atlantic</th>
<th>S. Atlantic</th>
</tr>
</thead>
<tbody>
<tr>
<td>BBs/CVs</td>
<td>553x2, 443x5</td>
<td>447, 336x2</td>
<td>117x4, 027x1</td>
<td>016x1, 124x1</td>
</tr>
</tbody>
</table>

The Radical Med opening is the creation of Bill Larsen, a lieutenant commander in the USN from Raleigh, NC. Bill is probably the best WAS opponent that I have faced. I still consider the Conventional Med strategy to be preferable to the Radical due to the overall fuzzy wuzzy ratios and better ship mix in the four areas. However, the Radical Med setup offers a distinct change of pace and its value as a reasonably sound psychological shocker should not be underestimated.

CLOSING REMARKS

That concludes our survey of WAS openings. All are viable, but none are carved in stone. Feel free to vary at will. Which one is best? It's a matter of taste. You should try all of them several times each prior to making any limiting decisions. The readership may have concluded that I am a fuzzy wuzzy fanatic. I am (sorry Alan, it's not dead), but I look at other things too when considering my moves. One characteristic of players that I have discovered is a tendency not to work (think) as hard during the middle game. Don't let up! With a little luck, a lost game of WAR AT SEA can be turned into a win by a sharp player. Once you have the Axis player boxed for shipment, make sure he doesn't escape due to a sloppy play on your part. Any blockade can be broken by seven U-boats, and you know that he'll be comin' on the next turn. Finally remember to sink German ships and limit their mobility. That is the path to winning Allied play in WAR AT SEA.

I would like to thank all of the authors and players whose ideas I have drawn upon, especially Keith Rosemond. Between us we have probably sunk (and lost) more tonnage than has gone down since navigation first developed a history.

Comments and/or questions should be directed to Ray Freeman, 914 W. Markham Ave., Durham, NC 27701. Those expecting a reply should include a stamped, self-addressed envelope.

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ASK FOR OPERATOR "Q"
AFRIKA KORPS has remained a popular game over the years. It is simple and played often at convention tournaments, particularly the Avalon Hill 500 at Origins. The Germans are a popular choice but because of the Rommel syndrome and because they normally dictate the tempo of the game. The German player makes several important decisions during the course of the game. Most of these center around the pivotal fortress city of Tobruch. The designer of AFRIKA KORPS certainly wanted to emphasize the importance of Tobruch in the North African campaign. Realistically, the length of the German supply line without Tobruch is very long. No so realistically, the ratio of British to German replacements is reduced from 3-1 to 1-1 if the Germans capture Tobruch.

The German offensive sets out for Tobruch in April 1941. Normally the Italians go by way of the Benghazl coastal road and the armor force overland via Mius. A common variation is to send some or all of the 21st Panzer around the escarpments to the south of Tobruch. The Germans normally attack the escarpments west of Tobruch at 3-1 or 4-1 on the May 1 turn. The arrival of the 15th Panzer will enable the Germans to assault the escarpments near Tobruch on May 2. An attack on Tobruch is feasible by June. Sometimes good British play will prevent a good attack on Tobruch until after the arrival of the British June reinforcements. Only a real novice will fail to bottle up the British in Tobruch by mid June.

A favorite tactic is to send the 21st Panzer Recce unit out into the desert southeast of Tobruch. Sometimes Rommel accompanies the Recce unit in order to provide more mobility. If the British player is careless the Recce unit is capable of capturing the British home base in two turns. It is amazing the number of players that get burned by this maneuver, particularly in tournaments. Even if the British player does not fall for this ploy the threat to his southern flank will force the deployment of four or five 1-6s to contain the Recce unit.

Once the British have been driven back into Tobruch the German player must make his first big decision of the game. He must either attack Tobruch or bypass it and drive on the British home base. There are essentially two ways to attack Tobruch.

1-1/2-1: A lot of players in a hurry to finish the game quickly employ this option. It makes for a real crap shoot. The German player makes one big attack against Tobruch at the best odds possible. Chart 1 summarizes the expected losses and the probability of taking Tobruch. This option is recommended for players arriving at Tobruch late and with significant casualties. An exchange normally leaves the Germans too weak to continue the offensive until winter.

Diagram 1: The Drive to Tobruch. It is the first May turn and the Germans throw a 4-1 at the first Allied line of defense.

3-1: The German player makes a series of 3-1+ attacks against one British unit while soaking off against the rest. This tactic will eventually take Tobruch if the Germans can avoid costly exchanges. A variation of this is to attack two British units at 1-2 and the other at 3-1 or better. If a '1' or '2' can be attained on the 1-2 Tobruch will fall.

The other option is to bypass Tobruch and head for the British home base. Some Italian infantry must be left behind to lay siege to Tobruch. The main panzer force should drive down the coast road eliminating British delay units as they go. The first major resistance will normally be encountered near El Alamein. The strong German panzer units can be used to attrition the British army as long as the supply units keep arriving at the front. If the British home base can be captured the Germans have probably won the game. If not, the Germans must normally retreat on November 1 when the British reinforcements arrive.

The Germans usually fall back to near the Libya-Egyptian border where they can join their November reinforcements and additional supply units. At this point time starts working against the Germans. They must take Tobruch by March or they will be on the short end of a 3 to 1 replacement rate. (Historically, the ratio of British to German replacements was about 2 to 1. This increased to about 3 to 1 after June 1942.)

At this point in the game the Germans may be in a position to take a calculated risk. If the kill ratio thus far is favorable the Germans will be able to afford an exchange against Tobruch and still have a reasonable chance of winning. Chart 2 shows the probability analysis of a pair of 1-1 attacks on Tobruch. It is assumed that the Germans have sufficient factors for two 1-1 attacks. Note that an AE result followed by a DE result is essentially equivalent to an EX result initially. AR results are neglected for purposes of this calculation.

Given a favorable kill ratio, the Germans have about a 76% chance of emerging from the attack on Tobruch with a good chance of winning the game. If Tobruch is not attacked the Germans will lose...
anyway. A 3-1 and soakoff strategy has little promise at this point. Time, the British replacement rate, and a hostile army on your eastern flank are working against you.

Once Tobruch has been captured the entire German army is free to drive eastward to the British home base. There should not be any supply problems at this point. Once the British are bottled up over to the east end of the board the German army can bludgeon its way to the British home base. Only some DE results on low odds attacks can save the game for the British.

Chart 1 INITIAL ATTACK ON TOBRUCH

<table>
<thead>
<tr>
<th>Attack Odds</th>
<th>Expected Axis Losses</th>
<th>Expected Allied Losses</th>
<th>Probability of Taking Tobruch</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-1</td>
<td>10.7</td>
<td>5.3</td>
<td>.50</td>
</tr>
<tr>
<td>2-1</td>
<td>10.7</td>
<td>12.4</td>
<td>.47</td>
</tr>
<tr>
<td>3-1 &amp; 1-2</td>
<td>4.7</td>
<td>5.3</td>
<td>.33</td>
</tr>
</tbody>
</table>

Chart 2 A PAIR OF 1-1 ATTACKS ON TOBRUCH

<table>
<thead>
<tr>
<th>Number of Attacks</th>
<th>Probability of Taking Tobruch</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>.600</td>
</tr>
<tr>
<td>2</td>
<td>.800</td>
</tr>
<tr>
<td>3</td>
<td>.936</td>
</tr>
</tbody>
</table>

A relatively simple and fast moving game system has made AFRICA KORPS a fun game to play through the years. Despite a high luck factor AFRICA KORPS continues to be a popular game. The German player can increase his chances by considering and exercising all of his available options. In certain situations a series of low odds attacks may offer the German player the best chance of winning. If all other alternatives fail the German player can usually go back to Tobruch and take his 1-1. Well played, the Germans have the advantage. Just don't forget to make sacrifices to the great supply god before you start.

FORTRESS EUROPA . . . Continued from Page 39

ASHYLM . . . Continued from Page 39

CRETE . . . Continued from Page 35

To sum up your evacuation chances let's go back to Table 1. Don't look to get anything out of the Malene sector. In the Suda area between the H.Q.'s and the civilians try to bring about 35 points out. Watch the stacking value of those workers. Prioritise the movements that have less than 3 over the others. You can get a lot of points out through the port with them. Your chances of getting combat units out of this sector are poor. They will be needed to protect any evacuation. This is particularly true if you have to go out the long way by road. The remaining civilians and H.Q.'s from the other two sectors will give us another 20 points. You can now see why I said that in most games for the Allied player to reach his evacuation goal he will need to pull out combat forces. The Heraklion forces can best provide this margin. 15 evacuation points of combat units can get out through the port if you still have the dock workers to help load.

If you have been paying attention you'll see that we are still ten points short. Well, you have one truck unit. You also have a H.Q. unit in the Retimo sector. If you put the two together and head for the hills as soon as the last parachute reaches the ground, you should be able to slip out through the road to the south while the two forces battle it out. If the Germans want to waste a reinforcement drop just to stop them that should make another sector easier. If he sends some combat units to take care of him that's six attack factors out of his 25 if he doesn't want to be all day at it. Remember to unload the H.Q. when you get to rough terrain. Also, the truck unit may not enter the Georgopolis sector until turn eight. You could start him at V56 but then your H.Q. will take a lot longer to reach if you want him out to the drop turn. In closing, I would like to add a personal word. When AIR ASSAULT ON CRETE first came out it drew my attention. I quickly grew tired of it. Not because it wasn't a good game but rather because of the need to be constantly flipping it. The Allied player to see what they were. After discovering the game made an excellent PBM game I learned the finer points and really the contest of wits. In that respect it's a lot of fun.

ME: And it's non-fattening. ARM: Do you have a favorite AH moment? ME: I guess one of my favorites was when the efficiency expert was brought in last year to make recommendations on how to improve productivity. After five weeks, he made two suggestions. One, put Tom Shaw's and Don Greenwood's desks back to back, and two, get a new mailbox that has vertical dividers instead of horizontal ones. Six months later he came to ask if there had been an increase in productivity.

ARM: What does the future hold for you? ME: Well, I'd like to stay in the hobby for a few years and then retire. Tom Shaw told me that when he retires he's going to build a house for retired game designers. He has a great offer on a couple of acres in Greenland. He's been going to college and taking courses in Moose Calls and Seal Hunting.

ARM: Sounds kind of deserted.

ME: Actually, I think all the sand is covered by snow.

ARM: Any last words?

ME: Hi mom!
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Dear Editor:

Mr. Morss' comments in the July-August issue were a slap in the face to serious wargamers.

To be sure, wargames are a hobby like chess, bridge, and other games of skill. It is the nature of competitive achievers to do the very best that they can in any field of endeavor be it work, sports, or games. As a wargame player, I would rather be a noble enterprise does not constitute sufficient cause for criticizing their efforts. Obviously, the Arab leaders realize their wargames thoroughly. They are to be commended for sharing their knowledge and experience.

Besides wargames this gamer has played and enjoyed, chess, bridge, and other tournaments. The same tournaments are played elsewhere. The challenges found in chess and bridge are also found in wargames. Chess is an excellent game. It requires one's wargame skills. In games like chess, one side has an inherent advantage (such as spotting a player a piece in chess). Some of the more complex wargames rival chess and duplicate bridge for a fascination mental challenge.

Historically, chess was used to train the minds of nobility. Today, some games are used to train our military and corporate leaders. Wargames are being recognized as challenging and enjoyable games. Computers are being programmed to play wargames. Computers have been playing chess for years and can beat everyone except the best chess players. Maybe in a few years a computer will be able to beat Mr. Angiolillo in STAL INGRAD. In the meantime perhaps Mr. Morss and other serious players can learn from games such as Mers, Lockwood and Angiolillo to enhance their own playing skills and enjoyment of the game.

Robert J. Bynoe
Staten Island, NY

Dear Mr. Greenwood:

After reading the letter from Robert Morss (THE GENERAL, Vol. 18, No. 2, July-August) I felt he should have heeded the moral of his opening,

"Mr. Morss' entire letter was in opposition to the evaluation and analysis of wargames in a historical context. His reasoning was: 1) Most people play wargames only for recreation, and 2) wargames are not complex as chess.

While wargames are "only games" to most wargamers, the same is true of chess—"Mr. Morss should have heeded the moral of his opening, 

Dear Don:

When I first read through the diary by one Mr. Volga, the first impression was that of some pseudointellectual malcontent merely vomiting his spleen at the fact that there were individuals out there who dared to model their analysis after his beloved game of chess. My second impression, after having taken the time to reread his letter, was that he had either completely misread the intent of my original analysis or he took the liberty of assuming that I was not aware of the wargame genre. I know Mr. Angiolillo and I will wait an eternity before playing the game.

Jonathan S. Lockwood, Ph.D.
Fl. Huschaca, AZ

Dear Editor:

Mr. Morss' comments concern wargaming's "state of the art," both as a hobby and in the realms of design, other than to say that wargaming has been a great stride in game design since the late 50's. Since wargames attempt to simulate historical events with as much accuracy as possible, it is a totally abstract situation divorced from reality as chess does, comments about "state of the art" are justified by quantities of comparing apples and oranges.

Finally, I fully agree with Mr. Morss' statement that wargaming is a hobby for the majority of its participants. It certainly is an entertaining and enjoyable one for me, and I cherish the many friends and acquaintances I have made through wargaming. Chess is a game with its own particular rules, whereas wargames can almost be considered to "make a bigger deal out of it" than is justified. Wargames and chess each require a peculiar kind of skill, but chess does not have an inherent advantage.

Mr. Morss emphasizes a noteworthy level of expertise in either of the games, in which Mr. Angiolillo and I will wait an eternity before playing the game.

Letters to the Editor...

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In placing 33rd on the current RBG chart, GLADIATOR managed to top the average ratings for five categories (Components, Completeness of Rules, Play Balance, Realism, and Extent of Scale). The game did do well in the Components category. Although individual combats can be as short as ten minutes and that a rating of 18 would equal 3 hours.

The real story behind GLADIATOR is probably the average playing time of 46 minutes. While it may be fairly argued that each category should not weigh equally against the others, the values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it 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 3 hours.

**AVALON HILL RBG RATING CHART**

| TITLE: GLADIATOR |
|------------------|------------------|
| SUBJECT: Man to Man Game of Gladiatorial Combat |
| PRICE: $9.00 |

**The Question Box**

Q. I presume that it is permissible for one chariot to terminate a turn in the opposite lane and roll over the leading chariot. The leading chariot is stopped and the other chariot is decelerated. Is this correct?

A. Yes, although players may agree at the start of a game to terminate a turn in this manner. The leading chariot would be the one that finishes its turn on the inside lane. By doing so, the leading chariot may be able to stop or decelerate the other chariot.

Q. If a chariot lands exactly on a wreck in the same turn, it is not possible to avoid the wrecks. Therefore, a wreckChart would only be consulted when this chariot clears the wreck entirely. Is this correct?

A. Yes, if the lead chariot has only one endurance factor remaining. However, players may agree at the start of a game to terminate a turn in this manner. The leading chariot would be the one that finishes its turn on the inside lane. By doing so, the leading chariot may be able to stop or decelerate the other chariot.

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The newest non-wargame from Avalon Hill is another entry in the business category. GOLDD is a game that is easy to get into. It takes about ten minutes to read the rules. You can then enter the world of international finance and begin to manage, or mismanage, your investments. A game for the whole family, the entry fee is $10,000. A player can enjoy the game together, while learning a little bit about the money that makes the world go round. For two to eight players, NOW AVAILABLE direct from Avalon Hill for $25 plus 10% postage and handling.

The SUBMARINE rules and playing cards are being revised for an upcoming reprint. These official changes are being noted here in their entirety for the benefit of GENERAL subscribers.

p. 9, 15.6.1-change 'ASW' to 'ATW'.
p. 12, 20.4.3, rewrite A submarine may be placed at any depth and direction that the submarine player wishes.

p. 12, Scenario 1-change 'U.128' to 'U.99'.
p. 12, Scenario 4-starting location for Herzog is N38, Bd B, Dir 6.

p. 13, Scenario 6, VI. Victory Conditions-The carrier must exit board edge 6.

p.13, Scenario 8, IV. Victory Conditions-The Wahoo must inflict at least 30 victory points without being sunk to win. Any other result is a Japanese victory.

p. 13, Scenario 8, VII. Optional Rules-The game can be extended to 40 turns. In this option, the Wahoo must inflict at least 30 victory points without being sunk to win. Any other result is a Japanese victory.

p. 13, Scenario 9-The maximum depth for the Wahoo is 250 ft.

p. 13, Scenario 9-The maximum depth for the Harder is 250 ft.

p. 13, IV. Victory Conditions-U.2511 must score at least one hit on a British destroyer and exit map-board edge 3 by the end of turn 10 for the German player to win. If the German player doesn't win, the British player must have at least one hit against the German submarine to win, otherwise it is a draw.

p. 13, Change section 20.10 to 20.9.

p. 13, Scenario 11, option of battle-change 2-T2 tankers to 4-T3 tankers and 2-1C2 Merchants to 2-EC2 Merchants.

p. 14, Scenario 12, VII. Optional Rules-change 36.0 to 26.0.
**GENERAL BACK ISSUES**

Only the following **GENERAL** back issues are still available. Price is $2.50 per issue plus 10% postage and handling charges (20% to Canada, 30% overseas). Maryland residents please add 5% state tax. **GENERAL** postage coupons may not be used for this or other non-game orders. Due to the few quantities of each issue, back issues are subject to availability and pre-orders cannot be taken. Below is a listing of each issue by subject matter; game abbreviations are italicized and found in the text.

**OPPONENTS WANTED**

Embassy. gamer wants opponents for DIP, CRETE/Malta & V, AK-SR, WI-A, AL-SR, NL; 14-5, 14-4, 13/2; 1965, (607) 398-4384.


WILDER, John, 402 27th St., Apt. 3, Danville, IL 61832, requests opponents for DIP game. Call or write: (217) 443-7542.

Russo, 1111 Tulane, New Orleans, LA 70116. Opponent for DIP game. Call or write: (504) 228-7983.

Tournament. Box 54, Hagerstown, MD 21740, seeks opponents for any AH game. Charlie Clark, 1875 S 4th Ave., Portland, OR 97207, 503-233-2698.

OT. Looks for opponents for DIP game. Call or write: (707) 546-2387.

Russo, 1111 Tulane, New Orleans, LA 70116. Opponent for DIP game. Call or write: (504) 228-7983.

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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 taken 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. 104

It is early in the match (last combat resolution step of the final phase in turn #1) of a campaign game and gladiator "A" is already wounded. Determine the best combination of attack and defense allocations for gladiator "A", to inflict significant injuries to gladiator "B" while still retaining a skillful defense.

GIVEN

1. Both gladiators are "Lights".
2. Gladiators "A":
   a. Physical characteristics: TR = 7, ST = 5, AG = 1, CON = 4, W = 13
   b. Has "C" armor in the groin area and is armed with a sword and large shield.
   c. Has received 4 arm wounds and 1 stun.
3. Gladiators "B":
   a. Physical characteristics: TR = 9, ST = 0, AG = 1, CON = 3, W = 9
   b. Has "A" armor for the head area, "C" armor for the groin and is armed with a sword and small shield.
   c. Is left-handed and has dropped his shield.

Attack & Defense Allocations

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<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
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NAME ____________________ PHONE ____________________

ADDRESS ____________________

CITY _______ STATE _______ ZIP _______
SOUTH OF ANDRIBA, MADAGASCAR, September 16th, 1942: The King's African Rifles with detachments of A Squadron, 1st Armoured Car had worked their way from the port of Majunga halfway to the capital city Tananarive. The Vichy defenders were handicapped both by the limited means at their disposal and the mixed emotions of many of their men. The Commonwealth troops at once represented both the best hope for a revived France and invaders of French soil. After a number of false starts and a series of minor demolitions the Vichy decided to block the major road to the capital as a matter of honor.

**VICTORY CONDITIONS**

To win, the Commonwealth player must exit five squads, one leader, and one Armored Car with functioning armament south of hexes X10, Y10 or Z10 by game's end.

---

**TURN RECORD CHART**

<table>
<thead>
<tr>
<th>Vichy sets up first</th>
<th>1</th>
<th>2</th>
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<th>END</th>
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<tr>
<td>Commonwealth moves first</td>
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**BOARD CONFIGURATION**

![Board Configuration Diagram]

**VICTORY CONDITIONS**

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---

**SPECIAL RULES**

L.1 All bridges are destroyed.
L.2 Vichy MMGs have a breakdown number of 10.
L.3 Vichy units may setup hidden in nonwoods gully hexes but are exposed the instant any Commonwealth unit achieves LOS to that hex.
L.4 The Commonwealth player is allowed only two scouts for the entire game.
L.5 Note that boresighting is allowed and that the armored cars cannot enter wire hexes.

---

**AFTERMATH**! In the face of substantial fire the Commonwealth troops attacked "with gusto". Gusto not withstanding, the combination of Vichy fire and hastily constructed abatis forced the African units to find a detour. The Commonwealth flanking maneuver permitted the advance to continue in the morning. On November 5th the Vichy units in Madagascar formally surrendered.